

FOR WHOM THE DIE ROLLS

June/July 2010

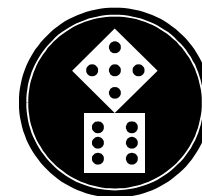
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Issue 175

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #175, 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...

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

Games starting in the next issue...

1861 John Boocock, Lyndon Gurr, John Shelley, Don Smith
Industrial Waste Pete Campbell, Alan Harvey, Mike Head, Marcus Pratt

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, Rob Thomasson
⚙ 1830 Mark Frueh, John Shelley, Don Smith, Rob Thomasson, Willem Moene
⇨② 1830 (Variant map 2) . Richard Lunn, Pete Campbell, Don Smith
⇨② 1856 Mark Frueh, Don Smith, Rob Thomasson
⇨③ 1861 Pete Campbell, Willem Moene
⇨⑦ 18C2C Pete Campbell
⇨② 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
⚙ Acquire (Standard) . . . Colin Sharpe, John Colledge, Tony Wilcock, Michael Graystone, Willem Moene
⇨① Acquire (Powers) Michael Graystone, Richard Lunn, John Colledge, Colin Sharpe
② Agricola Allan Stagg, Jim Reader
⇨⑦ Outpost Willem Moene, Pete Campbell, Jim Reader
① Puerto Rico Tony Sait, Jim Reader, Willem Moene
⇨③ RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer
⇨① Steam: Rails to Riches . Pete Campbell, Mike Hutton, Marcus Pratt

I supply everything you need for these...

④/⑩ Battle! Pete Campbell, Greg Payne
① Breaking Away Allan Stagg, Jim Reader, Mike Reeves, Dennis Frank, Rob Thomasson
⇨① Bus Boss Bob Coull, Colin Sharpe, Jim Reader, Michael Graystone
⚙ Railway Rivals Steve Ham, Bob Coull, Colin Sharpe, Michael Graystone, Rob Thomasson

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

START

Welcome to issue #175. Despite declaring June an FWTDR-free month at the end of last year, and telling people not to worry if nothing turned up in June, some people got in touch to ask if everything was all right. I guess if they didn't read the editorials in those issues, they might not read this to find out that there was indeed nothing amiss - but thank you for your concern.

The silence was simply down to June being a busy month for other things, something that I suspected would be true some time ago. Our trip to the US kicked in halfway through the month, and it was pretty obvious that there would be no time to get the zine out before we went. As a result I shelved it until July and updated the web site to show that.

We are without any Board2Pieces cartoons this month. The BoardGameNews web site got a major update, and on the new site there is a rather patchy selection of Board2Pieces, with little or no history. I've asked the editor to clarify the situation and should be able to bring this back before too long.

This month's cover shows Valerie and myself by the Bean in Chicago's Millennium Park. If you can't see us straight away, take a look at the left edge, halfway up. I had to wonder how they got the skin of this object so smooth, with no obvious breaks. This is the more traditional view, from the outside. What I had not realised was that inside the bean the surface rises to a central peak, and trying to make sense of the reflections, and work out exactly what the inner shape is, is tricky to say the least.



The picture on the left shows the Bean with the skyline as a background rather than a reflection. Below you can see an inside view. I was trying to count how many times we appeared in this picture, and gave up after 20. That's us at the bottom...



The Bean was just one highlight of the trip. We had time to explore more of Chicago, which is a fascinating city. In the middle of our time there we spent a week in Columbus at the Origins Game Fair. Not much to report, as we were kept far too busy working on Mayfair's new giant stand. My best purchase may have been a computer game called Legederman. I'm not always grabbed by fancy graphics, which this avoids, but a good story is often worth more. Take a look at www.roquelikefiction.com.



1835-C26

Little to say...

GAME OVER

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%

John Shelley (2nd): Congratulations to Lyndon on his win. I did have hopes that I'd pip him, but that wish was not to be fulfilled and I have to console myself that I was within 200 of him at the end. Thanks to you all for the game and also to Keith for organising it.

Little to say, and John said it all. Well done, Lyndon.



AGRICOLA 2

So, who wants to
be a farmer now?

GAME OVER

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

Kevin Lee (2nd): Well, that was a mightily impressive win for Marcus, who used his occupations and minor improvements very effectively, and actually played all of his occupations, which doesn't happen that often. As far as I was concerned I was quite pleased with how the game went - a final score of 39 in this game is not bad.

Mike Hutton (3rd): Yuk. This is way too unforgiving. Too many mistakes in a game where each action wasted really kills you. At least I did slightly better than last time. All the same, this works really well PBM, so many thanks to Keith for the opportunity, and well done to Marcus for showing us how to play. I may return to this once I have fewer 18xx games to sort out...

Allan Stagg (4th): Not much to say apart from congrats to Marcus for an emphatic victory and thanks to you for running the game, which worked well. The less said about my performance the better!

With the average age of farmers in the UK now 59, young farmers are desperately needed. Marcus looks like he should consider a career move!



1825-H27

Just one round this time.

OR10

ORIO	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	34:S13:6	-	130	Yes	①	255▲	70 3T 3
GWR	PC	63:V16:1	-	360	No	①	112▼	51 5 3T 3T
Mid	LR	7:P14:3	8:U21:5	340	Yes	②	180▲	20 3T 3 3
NER	AH	6:L14:2	-	-	-	③ ①	76▼	40 4 3T
LSWR	MH	5:X14:2	-	330	No	①	100▼	560 4 3T
GER	WM	25:U21:1	-	140	Yes	④	76▲	70 4
NBR	AH	2:F8:4	-	-	-	⑤ ⑥	71▼	70 5
Cal	Rcvr	52:Q9:4	-	110	No	⑦	71▼	120 -
L&YR	LR	12:N10:3	-	120	Yes	⑧	76▲	10 4
SECR	PC	58:X22:6	-	130	No	-	67▼	359 3
GNR	MH	2:N12:6	7:N16:5	180	Yes	-	82▲	230 4 3
GCR	WM	68:P16:1	-	-	-	⑥	67▼	160 5
LBSC	MH	6:X20:6	-	-	-	① ⑨	61▼	40 3T 3

Notes:

- ① 370 to the bank for a '3T' train
- ② 100 to the bank for terrain costs
- ③ 410 to the NBR for a '4' train
- ④ 40 to the bank for a token in R16
- ⑤ 120 to the bank for terrain costs
- ⑥ 550 to the bank for a '5' train
- ⑦ 10 to the bank for renting a '5' train
- ⑧ 40 to the bank for a token in N10
- ⑨ 260 to the LSWR for a '3' train

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Willem Moene	13	153	166	2,508	23.1▲	15
Lionel Robbins	50	348	398	2,462	22.7▲	16
Mike Hutton	9	102	111	1,797	16.5▼	17
Pete Campbell	13	88	81	1,853	17.1▼	17
Alan Harvey	32	122	154	2,243	20.6▼	22

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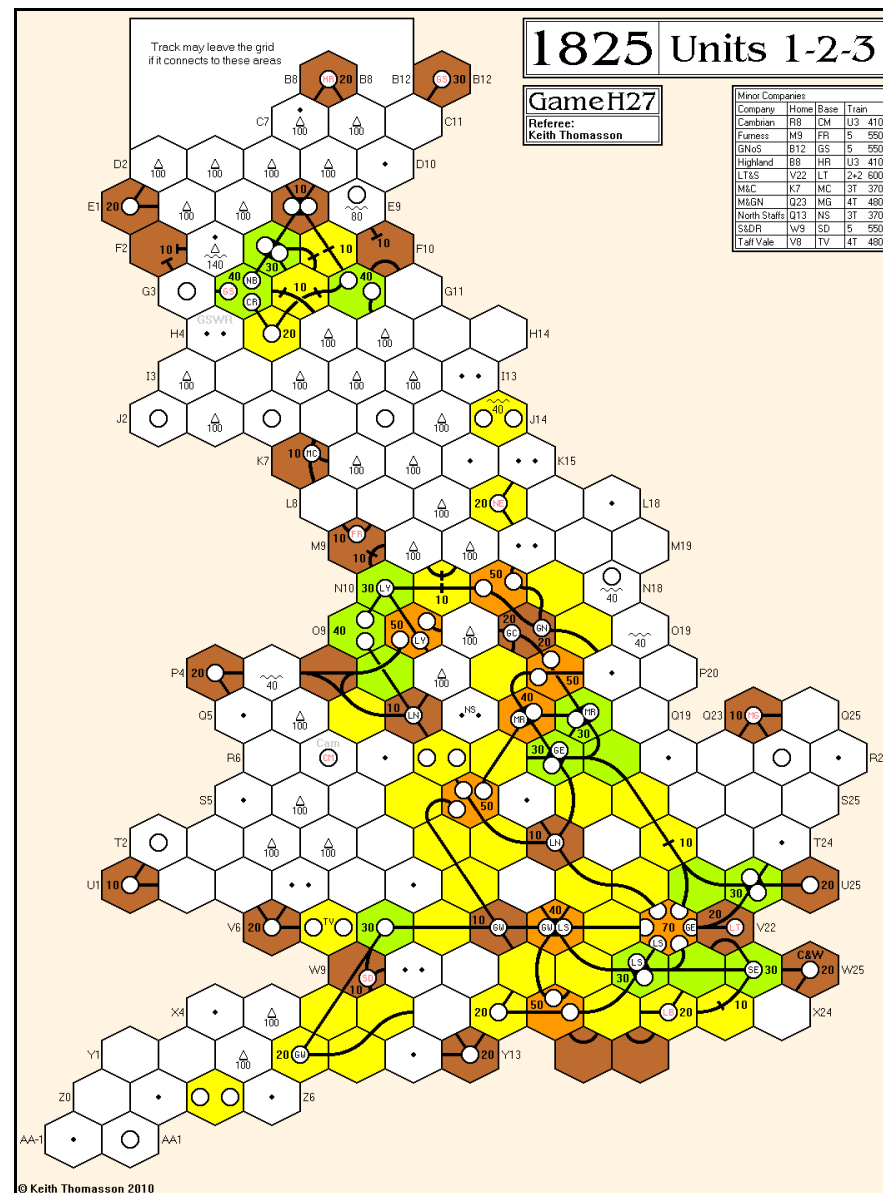
Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	6D	-	-	-	-	5D	-	-	-	-	-	6D
Lionel Robbins	-	-	-	6D	-	2	-	-	-	6D	-	4	-
Mike Hutton	-	-	2	-	-	6D	-	-	1	1	-	5D	-
Pete Campbell	-	-	5D	2	-	2	-	-	-	-	7D	-	-
Alan Harvey	-	-	3	2	6D	-	-	6D	-	3	3	1	-
Bank (new)	-	-	-	4	-	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)	-	255	112	180	76	100	76	71	71	76	67	82	67
Company credit	-	70	51	20	40	560	70	70	120	10	359	230	160
Tokens	-	5	4	2	3	1	2	3	3	2	2	2	4
Trains	-	3T	5	3T	4	4	4	5	-	4	3	4	5
			3T	3	3T	3T						3	
			3T	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)	-	61											
Company credit	-	40											
Tokens	-	2											
Trains	-	3T											
		3											
Bank cash: 14,090	Certificate limit: 31				Trains: 2 x '5', 3 x '6'...								
					also 1 x '3T', 5 x 'U3'								

Mike submitted orders for the Caledonian as its 'manager', but as he only held one share I took the helm as the receiver. I had decided what to do with the company before I saw his orders, so was not influenced by his plans for it.

There are still some people who just order 'run and pay' for companies owning multiple trains. It really helps me if you tell me what routes you want to use. I fully understand that tile lays may change what you can do with your trains, but it is much easier for me to review the tile lays that may affect your runs and make adjustments than start from a blank canvas and spend time working out your best runs.

Another point worth mentioning is that events occur during the operating round in a very strict sequence, and it is frustrating to have to cancel the adjudication and restart it because someone says they want to place a token after they have run their trains. As this must happen before your trains are run, it would be appreciated if it could be ordered in the correct sequence.

Given the number of companies in play, we'll stick to single operating rounds from now on.



Orders required for the following round

By the early deadline

OR11



1826-J28

The GC uses the Algerian to buy a third train.

OR3 - SR3

OR3 Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A PC	204:H18:4	-	120	Yes	-	122A	226	2H 2H
GC JS	20:M15:1	-	130	Half	①	90C	12	4H 2H 2H
P SW	58:D19:6	-	60	Yes	②	90B	16	4H 2H
B LG	619:C11:4	-	230	Yes	③ ②	82E	33	4H 2H 2H 2H
PO DS	6:H6:4	-	100	Yes	④	82E	61	4H

- Notes: ① 200 to the bank for a '4H' train - Algerian private used to allow extra train
 ② 200 to the bank for a '4H' train
 ③ 20 to the bank for a token in C11
 ④ 40 to the bank for a token in I7

Stock Round 3

Lyndon	John	Don	Pete	Stephen
+ B treasury	+ P treasury	+ B Treasury	+ GC treasury	- 1 GC {+82D}
+ B treasury	+ PO treasury	+ PO treasury	+ GC pool	+ N new {floated}
x	x	x	x	x
Priority for SR4				

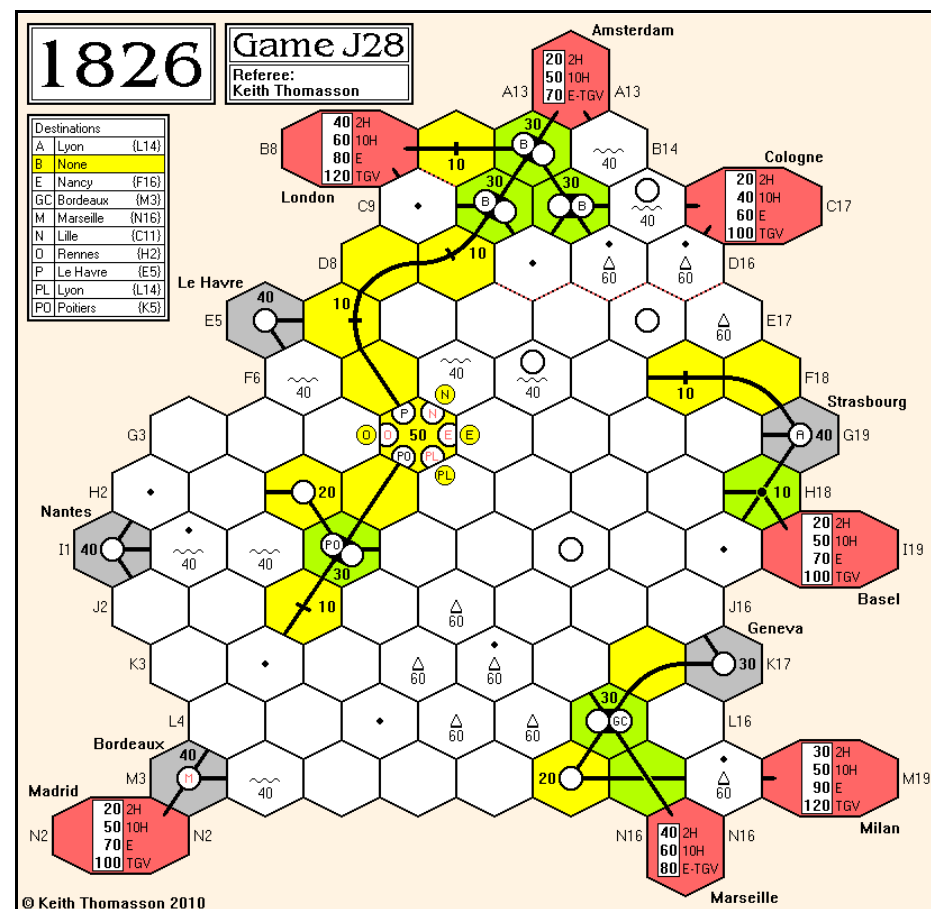
Cash Flow	b/f	OR3	SR3	c/f	Value	%	Certs
John Shelley	118	57	-172	5	421	16.0	4
Don Smith	113	83	-164	32	524	19.9	5
Pete Campbell	117	77	-172	22	572	21.7	5
Stephen Webb	120	61	-135	46	533	20.2	4
Lyndon Gurr	116	102	-164	54	586	22.2	6

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	-	-	-	-	3P	-	-	-	1	-	1
Don Smith	-	-	2	-	-	-	-	-	-	-	4P
Pete Campbell	Bridge	3P	-	-	2	-	-	-	-	-	-
Stephen Webb	-	-	1	-	-	3P	-	-	2P	-	-
Lyndon Gurr	Mail	-	6P	-	-	-	-	-	-	-	-

Company type	5	10	-	5	-	5	-	5	-	5
Bank (new)	5	-	10	5	10	5	10	5	10	5
Bank (pool)	-	-	-	-	-	-	-	1	-	-
Treasury shares	2	1	-	-	-	2	-	1	-	-
Price	122A	82E		82D		75E		90B		82E
Loans	-	-		-		-		-		-
Company credit	228	279		102		225		106		225
Tokens	2	1		2		3		2		1
Trains	2H	4H		4H		-		4H		4H
	2H	2H		2H				2H		
		2H		2H						

Bank cash: 10,680 Certificate limit: 13 Trains: 3 x '4H', 6 x '6H'
 Current operating order A, P, B, PO, GC, N

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
3/2	4/3	5/2	6/1	7/4	8/14	9/18	57/5	58/4	14/3	15/3	16/1	19/1
20/-	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	204/1	314/1	619/-									



Orders required for the following rounds By the early deadline
 OR4, OR5 Adjudication can pause between rounds if requested



1829-U25

T20 is a popular survey party destination.

OR20 - OR21

OR20	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	9:T22:1	•T20 !	510	Yes	-	200▲	0	7 5
GWR	PC	48:V20:1	•T20 !	590	Yes	-	225▲	50	7 5
Mid	JS	60:P10:1	•T20 !	-	-	-	126▼	20	-
GNR	PC	38:N10:3	•Q19	340	Yes	-	67▲	200	5 4
LBSC	LR	15:W23:4	•W23	480	Yes	①	100▲	30	7 4
GER	RT	47:S19:1	•R18	280	Yes	-	112▲	110	5 4
GCR	JS	166:R10:4	•Q19 !	210	No	②	64▼	10	7 4

Notes: ① 100 to the bank for a token in W23
② 720 to the bank for a '7' train

OR21	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	34:O11:3	•S21	530	Yes	-	225▲	0	7 5
GWR	PC	38:X14:1	•T12	590	Yes	-	250▲	50	7 5
Mid	JS	4:T20:1	•T24	-	-	①	112▼	10	4
GNR	PC	24:U15:1	•U23	360	Yes	-	71▲	200	5 4
LBSC	LR	-	•X22	490	Yes	-	112▲	70	7 4
GER	RT	8:R18:4	•Q19 !	400	Yes	-	126▲	110	5 4
GCR	JS	60:R14:1	•R20	330	Yes	-	67▲	20	7

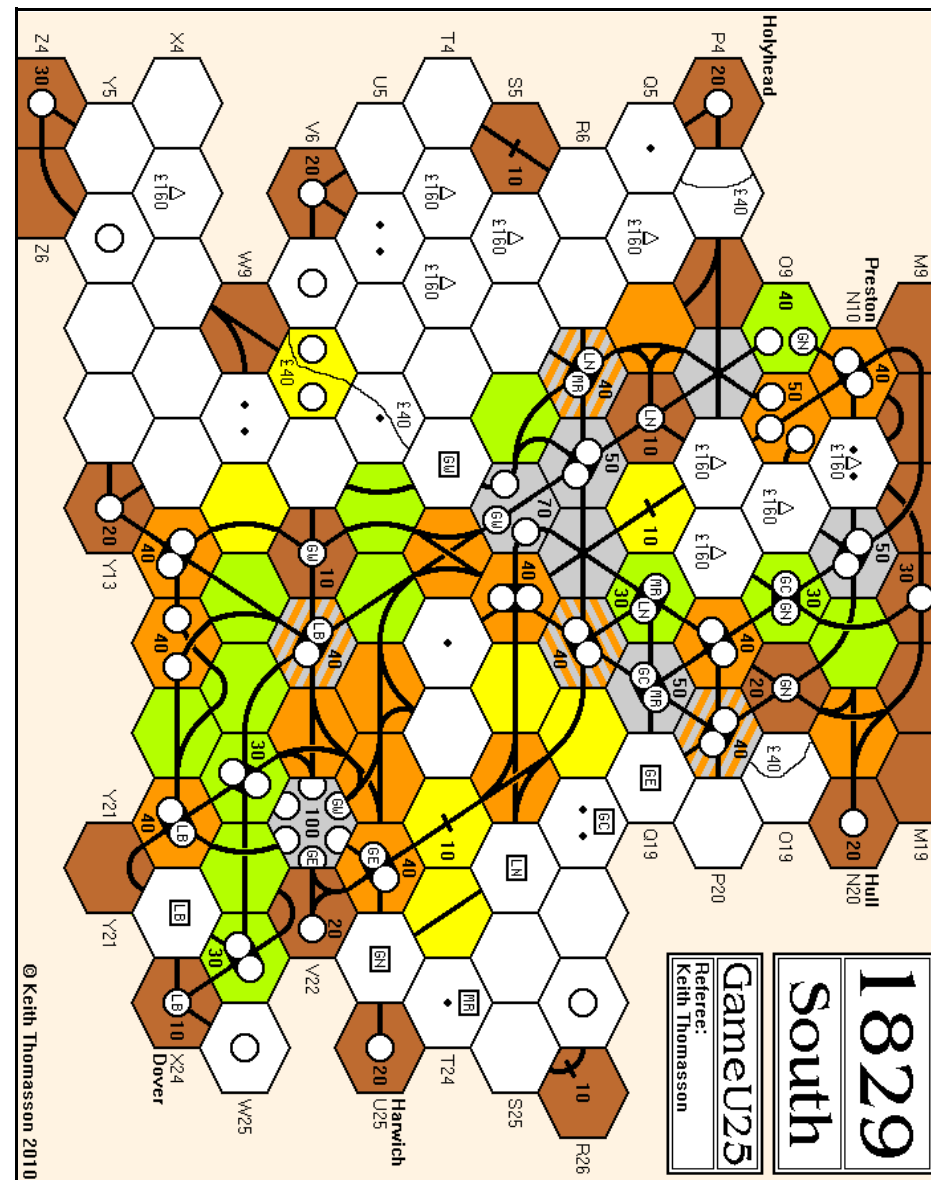
Notes: ① 10 to the GCR for a '4' train

Cash Flow	b/f	OR20	OR21	c/f	Value	%	Certs
Rob Thomasson	1,357	700	854	2,911	6,424	27.7▲	17
John Shelley	1,182	262	540	1,984	5,078	21.9▼	18
Pete Campbell	1,542	845	863	3,250	6,535	28.2▲	16
Lionel Robbins	1,263	568	618	2,449	5,157	22.2▼	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)	225	250	112	71	112	126	67	
Company credit	0	50	10	200	70	110	20	
Tokens	3	3	2	2	1	2	2	
Trains	7 5	7 5	4	5 4	7 4	5 4	7	
Bank cash: 9,406		Certificate limit: 18				Trains: None		

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	9/8	10/3	12/3	13/3	14/1	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	31/1	32/-	33/1	34/-	35/-	36/1	37/1	38/-	39/-	40/1	41/2	42/1	43/-	44/1	45/-	46/-	47/-	48/-	49/1	50/1	51/-	60/-	166/-



Orders required for the following rounds

By the early deadline

OR22, OR23

Adjudication can pause between rounds if requested



1830-G26

Run and pay all the way.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	-	250	Yes	-	220B*	35	5
PRR	RL	29:G11:5	230	Yes	-	185C*	90	5
Erie	WM	7:D8:5	230	Yes	-	160B*	97	6
CPR	WM	8:C13:6	120	Yes	-	126B*	0	5
C&O	MHd	8:G3:2	240	Yes	-	120D*	24	6
B&M	MHn	-	60	Yes	-	100A*	0	D
NYNH	MHn	-	460	Yes	-	90E*	92	D
NYC	WM	28:D8:4	460	Yes	-	67F*	1	D

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	-	250	Yes	-	240B*	60	5
PRR	RL	39:G11:5	230	Yes	-	200C*	113	5
Erie	WM	8:C9:3	230	Yes	-	180B*	120	6
CPR	WM	9:G11:3	180	Yes	-	142B*	0	5
C&O	MHd	57:H4:1	240	Yes	-	130D*	48	6
B&M	MHn	-	60	Yes	-	112A*	0	D
NYNH	MHn	-	460	Yes	-	100E*	184	D
NYC	WM	-	460	Yes	-	71F*	1	D

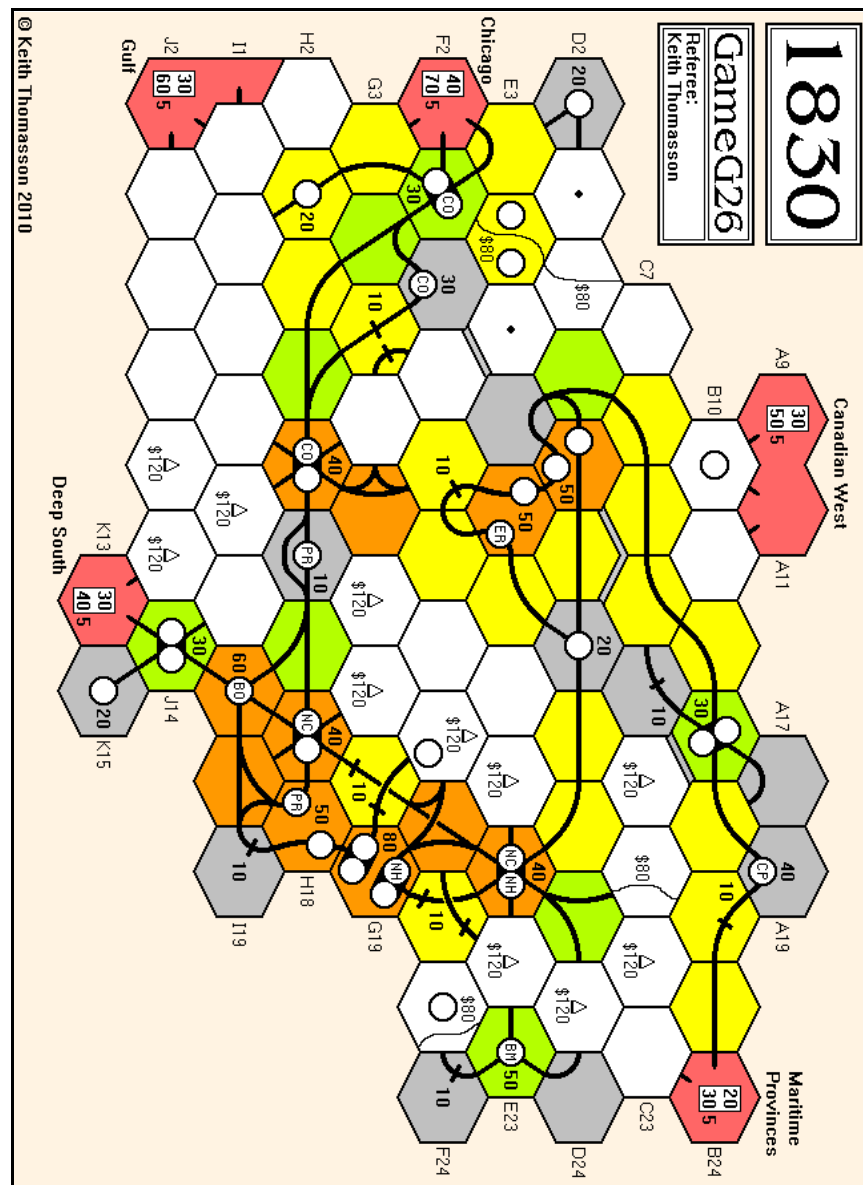
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Mike Head	402	389	407	1,198	3,546	20.6*	15
Mike Hutton	113	352	352	817	2,048	11.9*	10
Richard Lunn	953	385	391	1,729	4,103	23.8*	13
Willem Moene	447	446	482	1,375	3,803	22.1*	15
Tony Sait	1,205	267	267	1,739	3,710	21.6*	9

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	1	6P	3	2	2	-	2
Mike Hutton	5P	-	-	-	-	1	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)	112A	240B	130D	142B	180B	71F	100E	200C
Company credit	0	60	48	0	120	1	184	113
Tokens	1	2	-	3	2	2	-	2
Trains	D	5	6	5	6	D	D	5

Bank cash: 4,616 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	7/2	8/-	9/3	55/1	56/-	57/3	58/1	69/-	14/1	
15/1	16/1	18/1	19/1	20/1	23/1	24/3	25/-	26/1	27/-	28/-	29/1	53/1	
54/1	59/2	59/-	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 round

By the early deadline

SR9



1830-V2-U28

Two companies are floated
for the first operating round.

PUBLICS

Stock Round 1 - Public companies

Tony	Alan	Mark	Don
+ PRR/Pres {71}	+ PRR new	+ NYC/Pres {100}	✗
+ PRR new	+ PRR new (floated)	+ NYC new	✗
+ PRR new	+ PRR new	+ NYC new	✗
+ PRR new	+ PRR new	+ NYC new	✗
+ B&O new	✗	+ NYC new (floated)	✗
+ B&O new	✗	✗	✗
✗	Priority for SR2		

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Don Smith	180	0	180	800	29.7▼	5
Tony Salt	560	-555	5	625	23.2▼	7
Alan Harvey	410	-284	126	666	24.8▲	6
Mark Stretch	600	-600	0	600	22.3▼	5

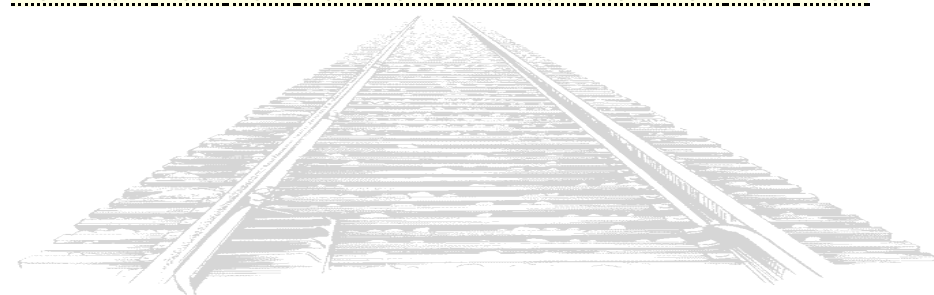
Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR D&H M&H B&O	-	2P	-	-	-	-	-	-
Tony Salt	C&StL	-	2	-	-	-	-	-	5P
Alan Harvey	C&A	-	-	-	-	-	-	-	5
Mark Stretch	-	-	-	-	-	-	6P	-	-

Bank (new)	10	6	10	10	10	4	10	-
Price (par)	-	100	-	-	-	100	-	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	-	100A	-	-	-	100A	-	76D
Company credit	-	-	-	-	-	1,000	-	710
Tokens	3	3	3	4	3	4	2	4
Trains	-	-	-	-	-	-	-	-

Bank cash: 9,979 Certificate limit: 16 Trains: 6 x '2', 5 x '3'...

One Operating Round between Stock Rounds

1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/1	56/1	57/4	58/2	69/1
-----	-----	-----	-----	-----	-----	-----	------	------	------	------	------



GameU28

Referer:

Keith Thomasson

1830-V2

© Keith Thomasson 2010

Orders required for the following rounds

By the early deadline

OR1, SR2



1837-Y25

Until a '4G' is bought many companies will be train-bound.

OR12

OR12 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	GH	-	400	45	Yes	-	340B	435
Sd	TB	40:F14:1	190	60	Yes	① ②	300B	1
Kk	TR	23:D14:4	410	40	Yes	③	195B	113
Th	GH	-	340	-	Yes	-	181A	232
Cl	TR	432:H30:3	420	-	Yes	-	154B	1
Bh	TB	24:I17:3	320	60	Yes	-	114A	113
Bk	JH	-	350	40	Yes	-	96E	571
Sb	SW	412:I27:2	360	50	Yes	-	83G	375
Ms	TB	430:G19:1	430	40	No	④	67G	282
Gt	SW	23:H26:6	350	50	Half	⑤	63I	437

- Notes: ① 80 to the bank for a token in G13
 ② 137 to the Ms for a '2G' train
 ③ 830 to the bank for a '5E' train
 ④ 860 to the bank for a '5+2' train
 ⑤ 280 to the bank for a token in J28

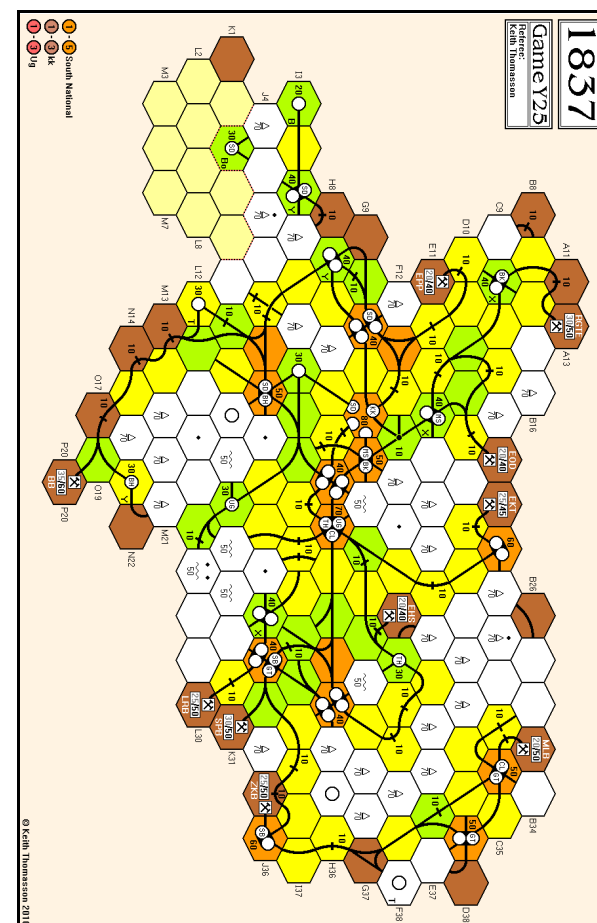
Cash Flow	b/f	OR12	c/f	Value	%	Certs
John Hopkins	797	489	1,286	3,285	14.2	12-17
Stephen Webb	906	697	1,603	4,293	18.5	15-20
Tony Bromley	603	509	1,112	4,834	20.8	16-20
Tony Robbins	1,236	686	1,922	5,388	23.2	17-20
Geoff Hardingham	771	583	1,354	5,407	23.3	15-16

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)	114A	96E	154B	63I	195B	67G	83G	300B	181A	340B
Credit	113	571	1	437	113	282	375	1	232	435
Tokens	2	1	1	-	2	1	1	-	1	1
Trains	5	4	4+1	4	5E	5+2	4	3G	4	5
	2G	2G	3+1	2G	4+2	4E	3G	2G	3+1	2G

Bank cash: 4,866 Certificate limit: 17 Trains: 5 x '4G', 1 x '5+3', 1 x '5+4'
 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	9/11	55/1	56/1	57/3	58/6	69/1			
201/3	202/3	401/3	402/3	404/4	12/1	16/3	17/1	18/1	19/3	20/3	23/10	24/10			
25/2	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	406/3	408/4	410/1	411/1	412/-	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	40/2	41/4			
42/3	43/2	44/3	45/3	46/3	47/3	63/4	70/2	216/3	430/3	431/2	432/-	434/2			
435/-	436/-														



Orders required for the following rounds

By the early deadline

OR13, SR10

Adjudication can pause between rounds if requested



1837-L27

The '5' trains are bought and the brown tiles are available.

OR9

Stephen starts the Ug with minors U1 and U2.

OR9	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
BB	PC	-	120	35	Half	-	-	215	2G
U3	AR	-	140	-	Half	①	-	0	-
Ug	SW	24:K19:3	150	-	Half	②	210C	15	4+2 3+1 3G
Sd	AR	413:D18:2	180	-	Yes	③	175D	2	4 4
Kk	ST	4:E13:1	400	-	Yes	-	148C	0	4 4 3+1
Th	ST	-	250	25	Yes	-	114A	267	4E 2G
Gt	PC	208:D36:1	-	-	-	④ ⑤	99A	214	5 4+1
Bh	DS	202:N20:3	-	-	-	⑤	93B	73	5
Bk	DS	25:D12:2	100	50	Yes	-	94F	849	2G
Sb	DS	432:J28:1	120	50	Yes	-	87E	1,006	2G
Cl	PC	405:F38:5	260	50	Yes	-	75F	121	4 2G
Ms	AR	430:G19:1	170	40	No	⑥	63G	119	5E 3G

- Notes: ① 245 to the Sd for a '3' train
 ② 1,150 to the bank for a '3G' and a '4+2' train
 ③ 375 to the Ms for a '4' train
 ④ 26 to the Cl for a '4+1' train
 ⑤ 800 to the bank for a '5' train
 ⑥ 830 to the bank for a '5E' train

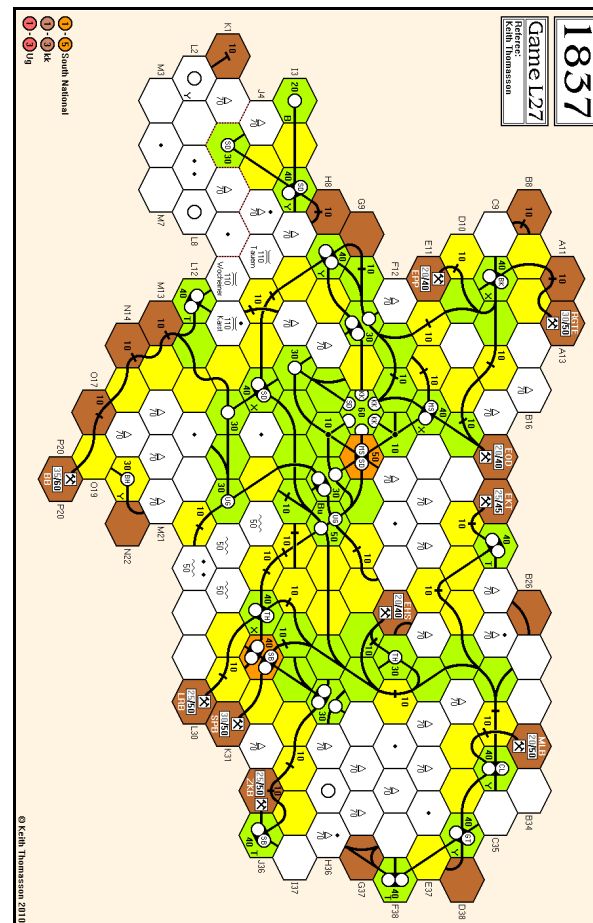
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Pete Campbell	10	351	361	1,995	17.3	14-16
Don Smith	4	140	144	1,577	13.7	12-13
Steve Thomas	114	474	588	2,795	24.3	15
Adam Romoth	50	359	409	2,583	22.4	12-16
Stephen Webb	92	203	295	2,573	22.3	13-15

Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
• Pete Campbell	-	1	6D	5D	1	2	-	-	2	-
Don Smith	5D	5D	-	-	-	1	5D	-	-	-
Steve Thomas	-	-	1	-	6D	-	-	2	6D	1
Adam Romoth	-	-	1	-	2	5D	-	6D	2	-
Stephen Webb	-	-	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)	93B	94F	75F	99A	148C	63G	87E	175D	114A	210C
Company credit	73	849	121	214	0	119	1,006	2	267	15
Tokens	3	2	2	3	-	2	2	-	2	1
Trains	5	2G	4	5	4	5E	2G	4	4E	4+2
			2G	4+1	4	3G		4	2G	3+1
					3+1					3G

Bank cash: 9,805 Certificate limit: 17 Trains: 3 x '4G', 1 x '5+2', 1 x '5+3'...
 Current operating order: Ug, Sd, Kk, Th, Gt, Bk, Bh, Sb, Cl, Ms

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds									
1/2	2/3	3/3	4/9	5/1	7/5	8/18	9/12	55/1	56/1	57/3	58/5	69/1			
201/4	202/3	401/4	402/3	404/4	12/1	16/3	17/-	18/1	19/2	20/3	23/10	24/10			
25/1	26/3	27/3	28/3	29/2	30/-	31/1	87/1	88/2	204/1	205/-	206/1	207/1			
208/-	405/-	406/1	408/1	410/1	411/1	412/2	413/1	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/-	39/2	40/3	41/4			
42/4	43/2	44/3	45/3	46/3	47/3	63/4	70/2	216/5	430/4	431/4	432/3	434/2			
435/1	436/1														



Orders required for the following round

By the early deadline

OR10



1856-P26

One round of run and pay.

OR16

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	27:G14:2	560	Yes	-	275C▲	183	D
GT	TS	-	300	Yes	-	275C▲	56	5
THB	MHd	63:M10:1	300	Yes	-	250B▲	64	5
CGR	RL	43:M12:5	340	Yes	-	175A▲	73	6
BBG	LQ	15:O16:3	690	Yes	-	175A▲	334	D 5
WR	LQ	5:O18:6	250	Yes	-	45H▲	0	6

Notes: ①

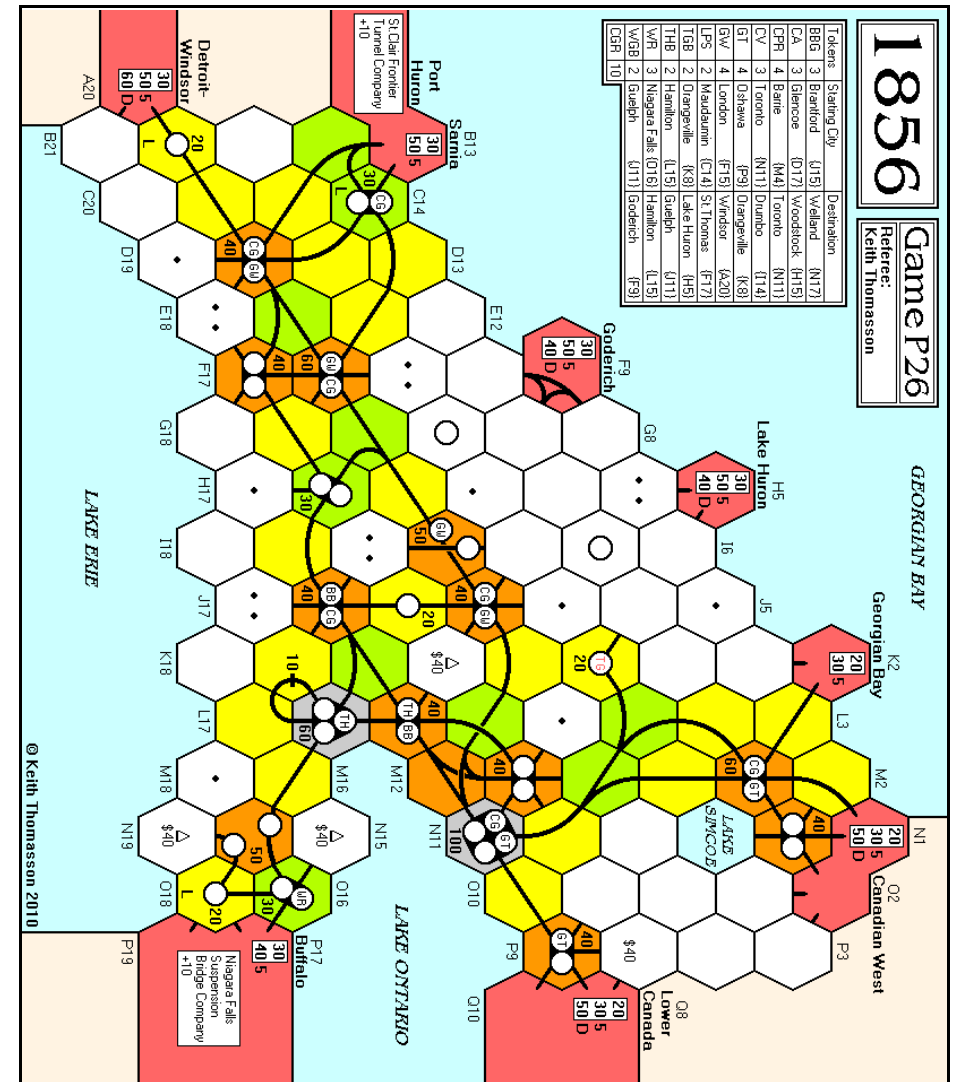
Cash Flow	b/f	OR16	c/f	Value	%	Certs
Richard Lunn	872	398	1,270	3,915	18.0▼	8½-9½
Lyndon Gurr	914	842	1,756	4,686	21.6▲	9½-17½
Mike Hutton	1,014	539	1,553	4,003	18.4▲	8½
Mike Head	1,652	447	2,099	5,024	23.1▼	10½
Tony Sait	1,175	274	1,449	4,079	18.8▼	9

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	1	-	-
Price (pool)	175A	275C	275C	65F	250B	45H	175A
Company credit	334	56	183		64	0	73
Tokens	1	1	-	1	-	2	3
Trains	D.5	5	D		5	6	6
Bank cash: 2.953	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	5/1	6/1	7/6	8/6	9/4	55/1	56/1	57/2	58/3			
69/1	14/3	15/2	16/1	17/1	18/1	19/-	20/1	23/1	24/4	25/-	26/1	27/0			
28/1	29/-	59/2	120/1	121/2	39/1	40/1	41/3	42/3	43/1	44/1	45/2	46/2			
47/2	63/-	64/-	65/1	66/1	67/1	68/-	70/1	122/1	125/-	126/-	127/-	123/-			
124/-															

We pause before the stock round. I suspect the request was based on an either/or situation, with someone wanting to see if this is true, or that is true. In such cases it is worth considering providing orders for each side of the either/or to avoid delaying the game.



Orders required for the following round

By the early deadline

SR9



1856-Y27

The first '5' train arrives early.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	RT	3:N9:4	250	Yes	①	110E▲	86	5	4 3
LPS	DS	8:E14:3	110	No	②	80F▼	23	3	5 3
CA	JS	5:H15:5	140	No	① ③ ②	80B▼	70	3	5 4
GT	WM	8:M8:6	210	Yes	-	90F▲	216	6	3 3
WR	LQ	64:N17:6	140	Yes	①	80F▲	104	4	4
GW	RT	7:C18:1	250	Yes	①	65G▲	73	5	4 3

Notes: ① Government loan secured
② 550 to the bank for a '5' train
③ Destination reached - 180 released from escrow

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	RT	122:N11:1	280	Yes	-	125E▲	36	5	4 3
GT	WM	8:L7:3	230	Yes	-	100E▲	179	6	3 3
LPS	DS	-	270	Yes	①	90F▲	107	3	5 3
WR	LQ	9:M16:3	140	Yes	② ③	90F▲	128	5	4
CA	JS	26:C18:2	320	Yes	-	90B▲	40	3	5 4
GW	RT	126:F15:1	290	Yes	-	70G▲	23	5	4 3

Notes: ① Run reduced to 260 to pay loan interest
② Government loan secured
③ 40 to the bank for terrain costs

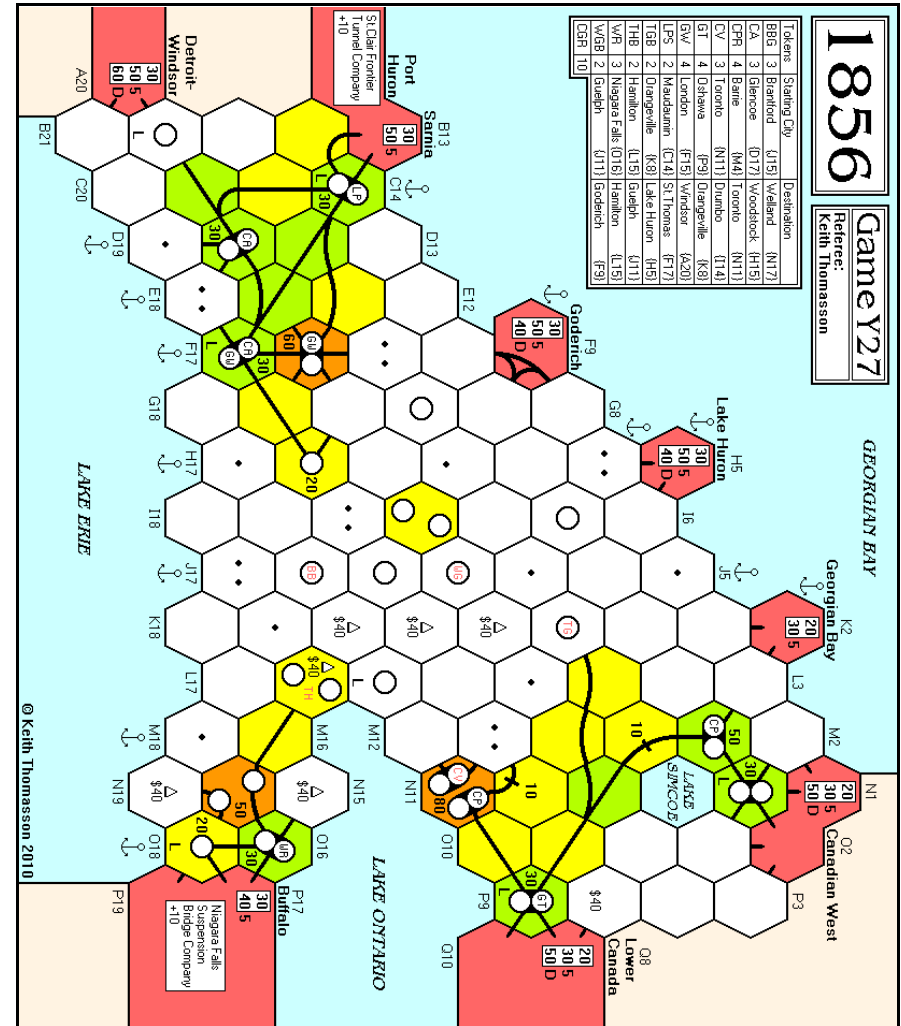
Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Willem Moene	52	190	267	509	1,574	23.9▲	10
Rob Thomasson	11	321	365	697	1,967	29.8▲	11
Lyndon Gurr	9	186	178	373	1,243	18.9▼	8
Don Smith	5	71	210	286	1,031	15.6▼	7
John Shelley	43	0	192	235	775	11.8▼	5

Portfolio	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	-	-	2	-	1	1	-	-	-	-	5P
Don Smith	-	-	1	-	1	1	5P	-	-	-	-
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	125E		100E	70G	90F				90F
Company credit		40	36		179	23	107				128
Tokens	3	1	2	3	3	2	1	2	2	2	2
Trains		5 4	4 3		3 3	4 3	5 3				4

Bank cash: 9,587 Certificate limit: 13 Trains: 1 x '5', 2 x '6'...
Current operating order: CPR, GT, LPS, WR, CA, GW

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/3	5/-	6/2	7/6	8/10	9/8	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/-	27/1	
28/1	29/1	59/2	120/1	121/1	59/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	
47/2	63/4	64/-	65/1	66/1	67/1	68/1	70/1	122/-	125/4	126/-	127/1		



Orders required for the following round

By the early deadline

SR6



1861-C27

1861 has four '5' trains, so there are indeed three remaining.

MR4 - SR5

Merger Round 4 conclusion

MKV - Willem buys 2 shares, Stephen buys 1 shares

SE - Stephen buys 1 share

MKN - no purchases

Stock Round 5

Lyndon	Mike	Pete	Willem	Stephen
+ GRR new	✗	+ MK new	- 1 NW + MKV new	+ GRR new
+ MK new	✗	+ MK new	✗	✗
- 1 NW	✗	✗	✗	✗
+ MKN new				
✗	Priority for SR6			

Cash Flow	b/f	MR4	SR5	c/f	Value	%	Certs
Mike Hutton	65	0	0	65	1,010	19.4	5
Pete Campbell	395	0	-330	65	1,205	23.2	6
Willem Moene	353	-270	0	83	958	18.4	5
Stephen Webb	504	-270	-200	34	1,104	21.2	5
Lyndon Gurr	374	0	-365	9	919	17.7	5

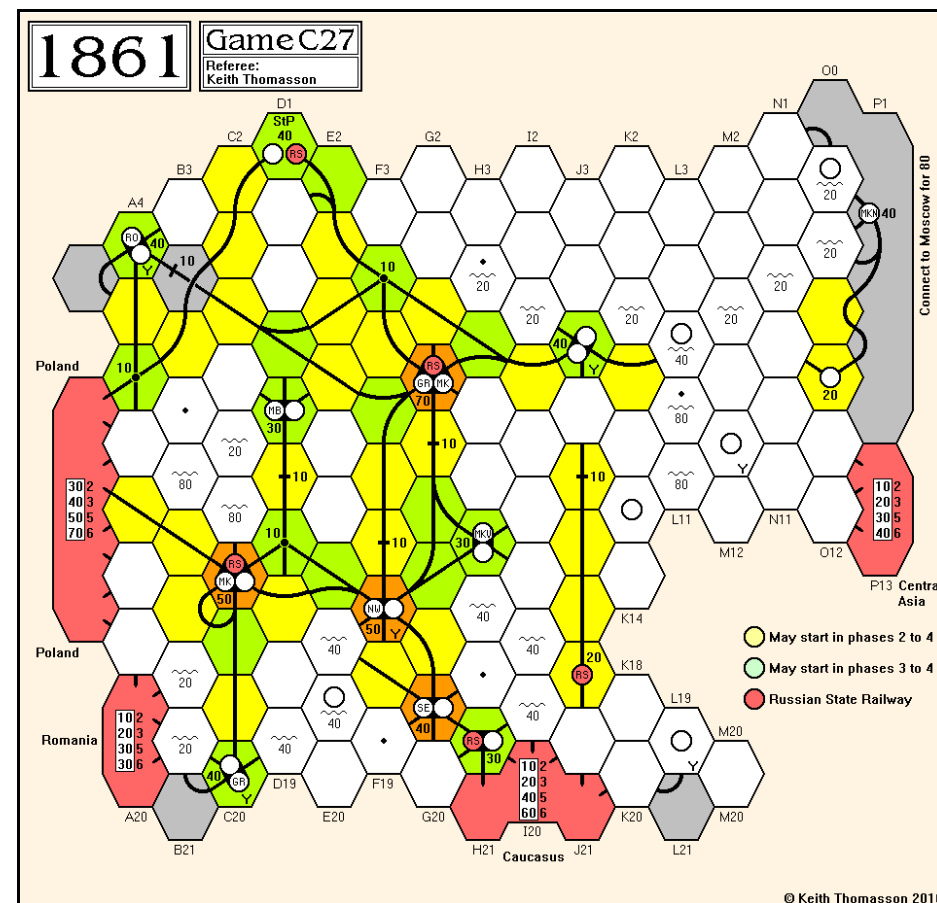
Portfolio	Privates	RO	MB	GRR	MK	MKN	MKV	NW	SE	RSR
✱ Mike Hutton	-	-	-	-	-	-	-	4P	3P	
Pete Campbell	BSSC	-	1	-	5P	-	-	-	-	
Willem Moene	-	-	-	1	-	-	5P	-	-	
Stephen Webb	-	-	-	4P	-	-	1	-	1	
Lyndon Gurr	-	1	-	1	1	3P	-	-	-	

Bank (new)	-	-	4	4	7	8	4	6	
Bank (pool)	-	-	-	-	-	-	-	-	
Price	70G	135C	200B	165C	135C	135C	135D	135C	
Loans			-	-	2	-	-	-	2
Company credit	110	60	753	732	165	680	688	380	41
Tokens	-	-	1	1	2	2	3	2	3
Trains	3	3	4	4	4	3	3	3	5

Bank cash: 11,135 Certificate limit: 13 Trains: 3 x '5', 2 x '6'...
Current operating order: MB, RO, GRR, MK, NW, MKV, SE, MKN, RSR

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								

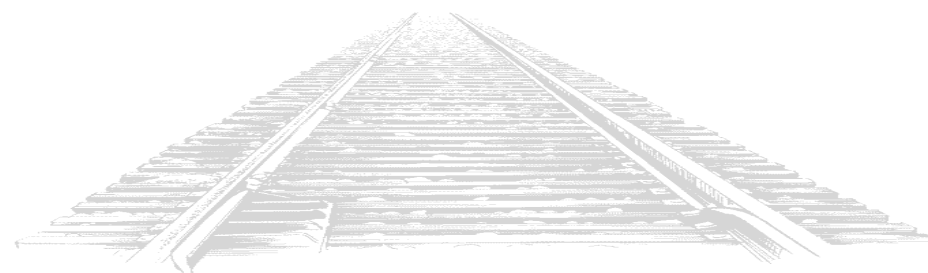
✱ Yellow track tiles are unlimited



Orders required for the following round

By the early deadline

OR9, MR5





1870-Y26

Just one round to see
where the trains ended up.

OR11

OR11	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LQ	63:B9:1	-	360	Yes	225C	78	5 3
FW	WM	14:J5:1	-	140	Yes	140A	322	4 3
SP	AR	63:L11:1	-	240	Yes	110D	841	4
MP	DS	5:C18:2	57:B19:2	-	② ③	90A	510	5
SLSF	DS	9:G8:1	8:F7:4	160	Yes	90E	204	4
GMO	MH	63:H17:1	-	170	Yes	82F	355	4
SSW	MH	8:G16:2	9:F17:2	120	No	64F	60	4
TP	AR	23:K6:4	-	-	⑥ ⑦	64F	550	4
IC	LQ	25:G14:5	-	120	No	50G	302	3
ATSF	WM	170:J5:4	-	120	No	40H	753	3

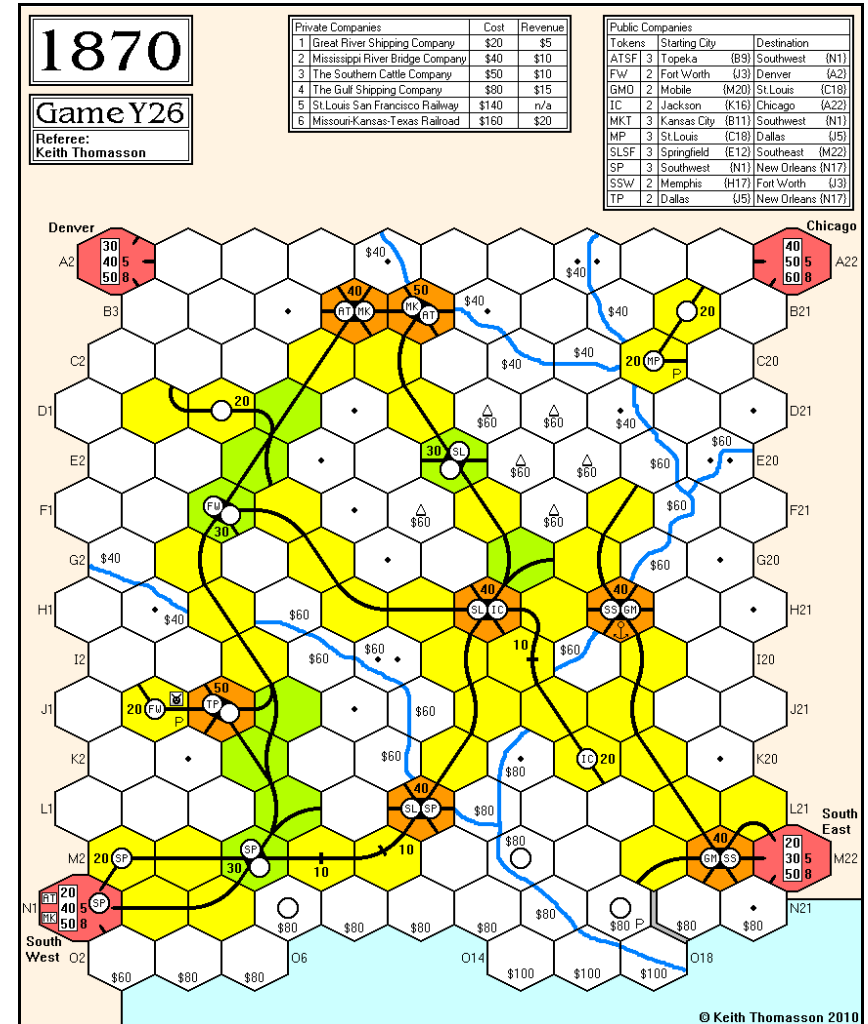
- Notes: ① 142 to the ATSF for a '3' train
 ② 40 to the bank for terrain costs
 ③ 450 to the bank for a '5' train
 ④ 40 to the bank for a token in H17
 ⑤ 294 to the GMO for a '3' train
 ⑥ 40 to the bank for a token in M2
 ⑦ 90 to the SP for a '4' train

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Don Smith	30	80	110	1,100	13.3	9
Lyndon Gurr	64	323	387	2,852	34.6	12-18
Willem Moene	96	84	180	1,476	17.9	9-13
Mike Hutton	49	126	175	1,211	14.7	11-12
Adam Romoth	12	191	203	1,615	19.6	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)	40H	140A	82F	50G	225C	90A	90E	110D	64F	64F
Company credit	753	322	355	302	78	510	204	841	60	550
Redeemed shares	1	-	-	-	2	-	-	-	-	-
Tokens	1	D	D	D	1	2+D	D	D	D	D
Trains	3	4 3	4	3	5 3	5	4	4	4	4
Bank cash: 6,970	Certificate limit: 13				Trains: 1 x '5', 3 x '6'...					
Also 1 x '3'										
Current operating order: MKT, FW, SP, SLSF, MP, GMO, SSW, TP, IC, ATSF										

Titles	Tile number/Availability						Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/5	5/1	6/-	7/6	8/11	9/9	55/1	56/1	57/2	58/2		
69/1	14/2	15/3	16/2	17/2	18/2	19/2	20/2	23/3	24/3	25/1	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/-	70/2	145/2	146/2	147/2	170/2							



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested

1870-O27

The TP lay for OR8
should have said 146:M8:5.

SR6

Stock Round 6

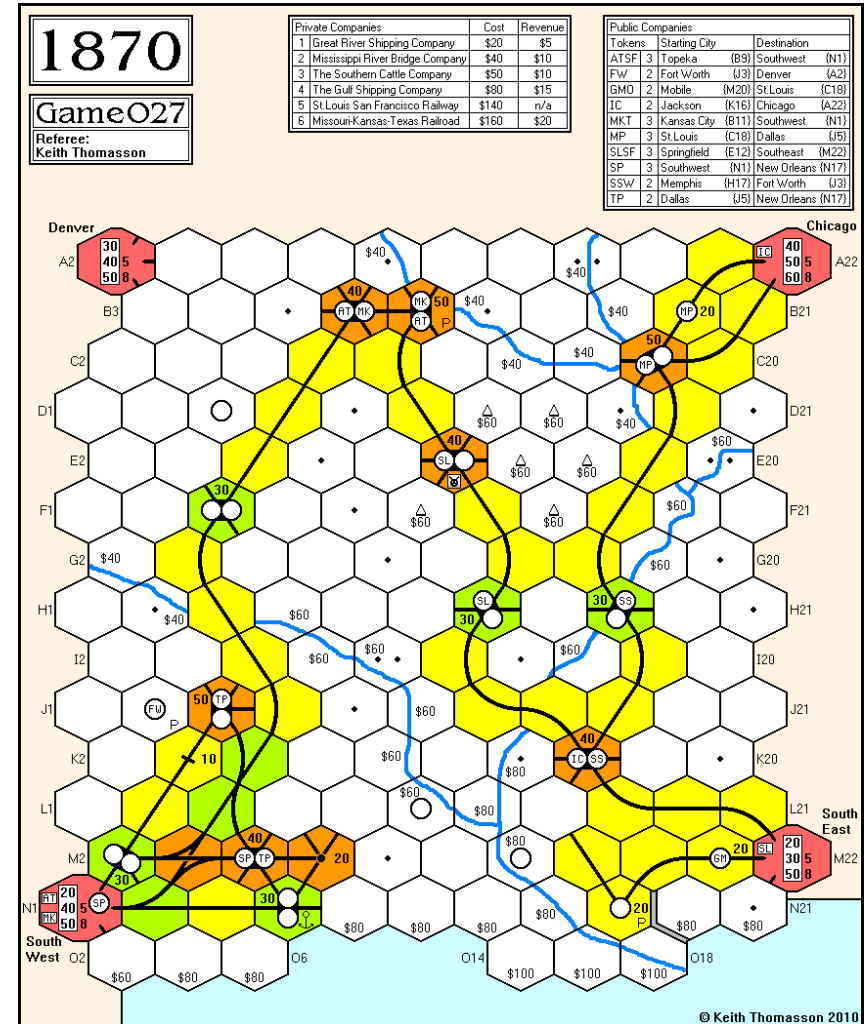
Lionel	Rob	John	Don
+ GMO/Pres {100}	- 1 SP {▼55H} + FW/Pres {100}	+ SP pool	+ ATSF new
+ MKT pool	+ SLSF new - 1 SLSF {▼200C}	+ MKT pool	+ TP new
+ SP pool	+ IC new - 1 IC {▼100E}	+ MP pool	+ SLSF new
+ GMO new	+ TP new - 1 TP {▼110C}	+ SSW new	+ IC new
+ GMO new	+ FW new	+ IC new	✗
+ GMO new	+ FW new	+ SLSF pool	✗
+ GMO new (floated)	+ FW new	+ MKT pool	✗
✗	+ FW new (floated)	+ MP pool	✗
✗	+ MKT pool	+ SSW new	✗
✗	+ SSW new	✗	✗
✗	+ MP pool	✗	✗
✗	+ GMO new	✗	✗
✗	✗	Priority for SR7	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
John Shelley	862	-795	67	2,537	23.3▼	14-21
Don Smith	514	-366	148	1,748	17.4▲	13
Lionel Robbins	1,172	-715	457	3,172	31.7▼	16-18
Rob Thomasson	753	-683	70	2,765	27.6▲	14-20

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

Bank (new)	-	4	3	-	1	-	-	-	1	2
Price (par)	100	100	100	76	72	76	100	68	82	90
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	200B	100A	100A	100E	60G	90E	200C	55H	90C	110C
Company credit	242	1,000	1,000	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: 4,720	Certificate limit: 16					Trains: 3 x '6', 3 x '8'...				
Current operating order:	SLSF, ATSF, TP, IC, GMO, FW, MP, SSW, MKT, SP									

Tile	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 rounds	By the early deadline
OR10, OR11	Adjudication can pause between rounds if requested



1870-N29

Time for another one of what they call the big four.

NEW GAME

Welcome to the latest 1870 game. The dealing order for this game is as follows.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA

You start with 420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	20	Revenue	5
Mississippi River Bridge Company	MRBC	Cost	40	Revenue	10
Southern Cattle Company	SCC	Cost	50	Revenue	10
Gulf Shipping Company	GSC	Cost	80	Revenue	15
St.Louis San Francisco Railway	SLSF	Cost	140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	160	Revenue	20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be 100.

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. It's an easy one to avoid once you know the problems it can cause.

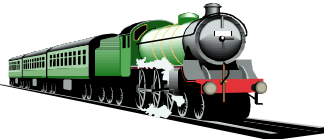
Maps and tile sheets are enclosed for Pete, Lyndon and Don. Willem and Mark can get these from the web site (www.fwtwr.com/18xx/) if they need them. Please be sure to use my tile sheets for this game. Other tile sheets or sources may not use the same tile facings. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

SR1, Private Companies only, starting with Pete



1889-O29

This time it is new territory.

NEW GAME

Welcome to our first 1889 game. The dealing order for this game is as follows.

Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ

You start with 420 and a choice of seven Private Companies.

Takamatsu E-Railroad	A	TE-R	Cost	20	Revenue	5
Mitsubishi Ferry	B	MF	Cost	30	Revenue	5
Ehime Railway	C	ER	Cost	40	Revenue	10
Sumitomo Mines Railway	D	SMR	Cost	50	Revenue	15
Dougo Railway	E	DR	Cost	60	Revenue	15
South Iyo Railway	F	SIR	Cost	80	Revenue	20
Uno-Takamatsu Ferry	G	UTF	Cost	150	Revenue	30/50

Refer to your rules (enclosed for the players) for the full detail on these private companies.

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. It's an easy one to avoid once you know the problems it can cause.

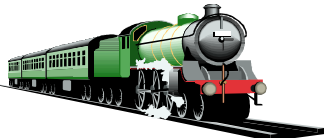
Maps and tile sheets are enclosed for everyone. Please be sure to use my tile sheets for this game. Other tile sheets or sources may not use the same tile facings. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

SR1, Private Companies only, starting with Alan





18GA-Z27

All the companies
are now operating.

OR7 - SR5

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	14:F6:2	90	Yes	-	135C▲	322	3
ACL	MS	58:G11:5	70	Yes	①	110D▲	24	3
SAL	MH	454:G13:5	-	-	② ③	90A▼	900	3
W&A	MH	9:E5:1	200	Yes	-	80E▲	220	4 3

Notes: ① 255 to Mark for the LT and M&B privates
② 20 to Mike for the Midland private
③ 9:F12:1 at no charge courtesy of Midland private

Stock Round 5

Don	Mark	Mike
+ G&F new	+ GA/Pres (110)	+ CoG pool - 1 CoG (▼120D)
+ W&A pool	+ GA new	+ W&A pool
x	+ GA new	+ ACL new
x	+ GA new	x
x	- 1 CoG (↔)	x
	+ GW new (floated)	
x	x	Priority for SR6

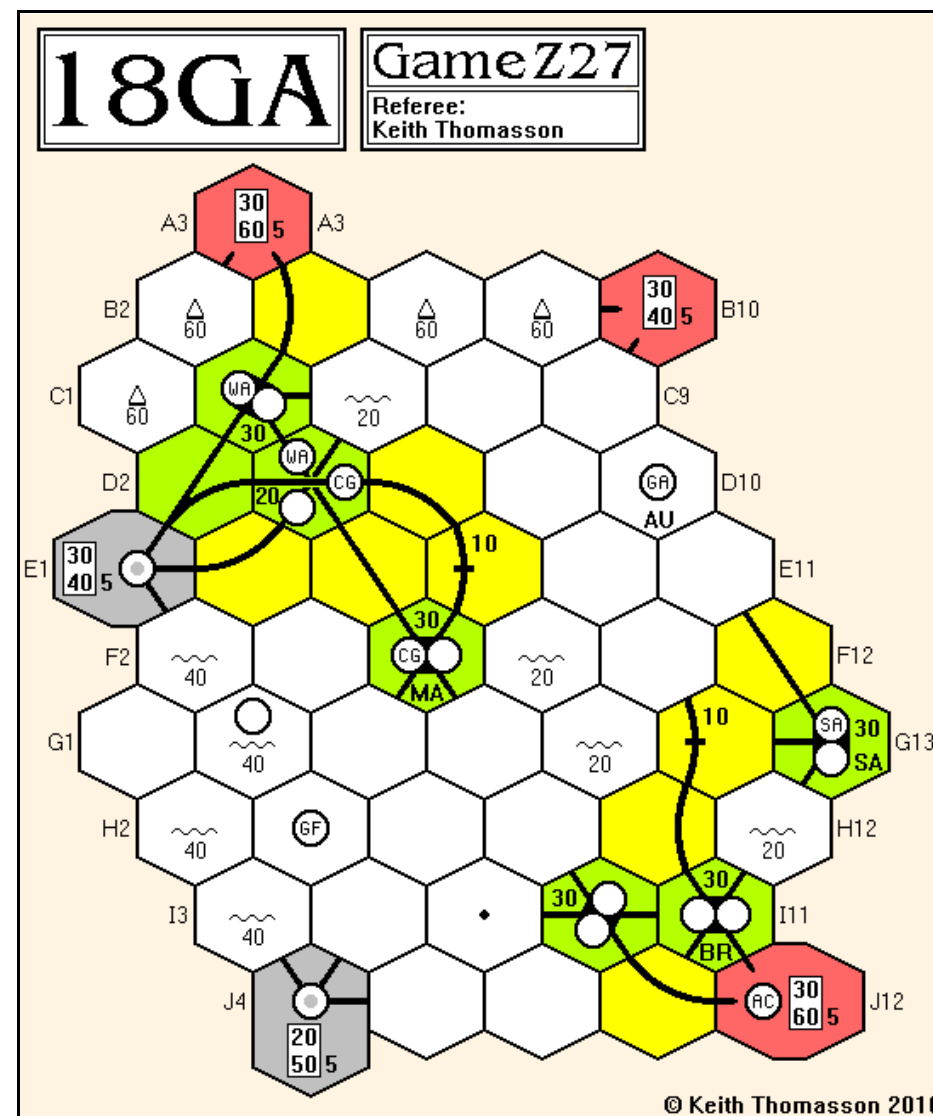
Cash Flow	b/f	OR7	SR5	c/f	Value	%	Certs
Mark Stretch	173	394	-540	27	1,747	42.8▲	14
Mike head	30	130	-150	10	1,140	28.0▼	11
Don Smith	109	60	-150	19	1,189	29.2▼	11

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

Bank (new)	2	1	4	4	4	-
Par price	70	90	70	110	110	70
Bank (pool)	1	2	-	-	-	1
Pool price	110D	120D	70C	110A	90A	80E
Company credit	24	322	700	1,100	900	220
Tokens	3	2	2	4	2	-
Trains	3	3	-	-	3	4 3

Bank cash: 4,678 Certificate limit: 15 Trains: 2 x '4', 2 x '5'...
Current operating order: CoG, ACL, GA, SAL, W&A, G&F

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds			
3/3	4/3	5/2	6/2	7/5	8/6	9/8	57/4	58/1	451/-	14/1	15/3	16/1		
17/1	19/1	20/1	23/3	24/4	25/1	26/1	27/1	28/2	29/2	141/2	142/2	143/2		
452/-	453/1	454/-												



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



6 NIMMT! 15

A couple of random cards selected this time.

ROUND 4

Hand 1 (1-104)

			92
	94		90
	86		89
	51	103	55
88			
1/5	2/3	3/1	4/12

Mark (13), Colin (16), John (34), Michael (38), Kevin (88) takes row 1 for 5 pts, Don (90), Bob (92), Jim (103) takes row 3 for 11 pts.

Hand 2 (1-104)

101	89		
100	42		
95	39	104	1
1/6	2/2	3/1	4/1

Colin (1) takes row 4 for 1 pt, Mark (15), Michael (39) takes row 2 for 6 pts, John (42), Don (89), Kevin (100), Bob (101), Jim (104) takes row 3 for 10 pts.

Hand 3 (1-84)

	59		
	57		49
	56		44
	43		36
76	33	84	35
1/1	2/9	3/1	4/9

Michael (35), takes row 4 for 5 pts, Bob (36), Jim (44), Don (49), Mark (57), Colin (59), John (76) takes row 1 for 15 pts, Kevin (84) takes row 3 for 10 pts.

Hand 4 (1-84)

49		11	
48		10	
47		7	
46		5	
45	84	3	30
1/6	2/1	3/11	4/8

Mark (1) takes row 3 for 1 pt, John (5), Colin (7), Kevin (10), Bob (11), Jim (22) takes row 4 for 5 pts, Michael (30), Don (84) takes row 2 for 5 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Don Shaller	0	0	0	6	6
Colin Sharpe	0	7	0	0	7
Bob Coull	1	1	6	1	9
Michael Graystone	1	6	5	0	12
Mark Stretch	0	9	7	1	17
Kevin Lee	5	1	11	0	17
Jim Reader	20	10	0	13	43
John Colledge	12	10	15	6	43

John, the 56 you chose for hand 3 was your random pick last tie, so you got another random one, which turned out to be quite expensive. Don, the card you chose for hand 1 was not one you held. Mark, you're telling me which card to replace if you're replacing a row - but you should be telling me which row to replace. You nearly got row 2 in hand 4!

Orders required

Round five - cards for each hand



ACQUIRE 54

A fairly quiet round with no mergers or formations.

ROUND 10

Kevin 10-H Buys 1 Tower @ 200, 2 Worldwide @ 500.
 Tony 7-E Buys 3 Continental @ 900.
 Bob 8-A No purchases.
 Michael 4-C Buys 1 Worldwide @ 500.
 Kevin 11-H Buys 3 Tower @ 200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	10	3	10	3	3	-	23,000
Kevin Lee	-	4	3	-	11	-	8	1,300	28,500
Tony Wilcock	-	-	-	-	-	5	10	7,700	36,700
Bob Coull	-	2	12	3	-	7	4	100	32,700
Bank Stock	21	19	-	19	4	10	-		
Chain Size	-	2	2	4	4	13	25		
Chain Value	-	200	300	500	500	900	1000		

Playing sequence

Tony, Bob, Michael, Kevin, Tony again





ACQUIRE 55

Luxor is nearly sold out.

ROUND 5

Tony	10-G	Buys 2 Luxor @ 200, 1 Festival @ 300.
Willem	10-A	Buys 3 Tower @ 200.
John	6-B	Buys 3 Continental @ 400.
Bob	9-F	Buys 3 Festival @ 300.
Lyndon	5-F	Buys 3 Worldwide @ 400.
Tony	1-B	Buys 2 American @ 300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	6	-	1	3	1	-	3,500	11,600
John Marsden	-	4	-	-	7	3	3	1,800	17,000
Bob Coull	10	-	4	3	-	-	4	1,200	24,500
Lyndon Gurr	-	7	-	-	12	-	-	3,000	15,200
Tony Wilcock	8	-	2	1	-	-	3	2,300	12,500
Bank Stock	1	8	19	20	3	21	15		
Chain Size	2	2	2	2	3	2	10		
Chain Value	200	200	300	300	400	400	800		

Playing sequence

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



AGRICOLA 4

Time to get out on the land.

NEW GAME

Welcome to your new Agricola game. You will play in the following order.

Marcus Pratt Island Meadow House, Chapel Lane, West Wittering, Near Chichester, Sussex, PO20 8QG

John Boocock johnlner at yahoo dot com

Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER

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

You each have a sheet listing the Occupation and Minor Improvement cards you have been dealt, including the card text and hopefully everything you need to decide when to play them.

+1 wood {1 wood}	+2 wood {2 wood}	+3 wood {3 wood}	+1 clay {1 clay}	+2 clay {2 clay}	+1 reeds {1 reeds}
+1 food Catch fish {1 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food	Building and/or Stables
Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or bake bread	

These are the roles currently available. The roles that add resources each round are those that start +1, +2, etc., with the current quantity of resources below. For example, +1 wood is a role that adds 1 wood a round, and the current amount is shown as {1 wood}. The two roles for playing occupations are followed by {0-1 Food} and {1-1-2 Food}. For the first this means that your first occupation is free and subsequent ones cost 1 Food, for the second the first two cost 1 Food and subsequent ones cost 2 Food.

	Marcus	John	Kevin	Jim
Food	2	3	3	3
House type/size	Wood/2	Wood/2	Wood/2	Wood/2
Family members	2	2	2	2

Marcus starts the first round. Tell me which actions your family members are going to take, bearing in mind that you will need to be conditional, especially wit the second member, as the action you really want may well have been taken by someone else.

If you take an action that involves your farm, such as ploughing a field, tell me which space in your farm to use. Your farm is five spaces wide and three deep, with your wooden hut occupying the bottom two spaces of the left-most column. These will be included in future reports once they start developing.

Orders required

Actions for the family starting with Marcus Next Harvest - after round 4





AGRICOLA 3

The round 9 harvest
finds everyone well fed.

ROUND 9

Kevin gains 1 wild boar from the Pig Whisperer and 1 food from the Well.

Actions

Allan Building and/or stables - builds 1 room (costs 5 wood, 2 reeds) and 1 stable (costs 2 wood), fences in by the Fence Overseer (costs 1 food), after which the Farmer gives him a cow

Kevin Travelling Players (gains 3 food)

Pete +2 wood (gains 8 wood)

Jim +1 wild boar (gains 2 wild boar)

Allan Major or minor improvement - Duck Pond
Allan will gain 1 food at the start of round 10 to 12

Kevin Start Player - Shepherd's Crook (costs 1 wood)
Whenever Kevin fences a new pasture of at least 4 spaces, he takes 2 sheep and places them in the new pasture

Pete +1 reeds (gains 2 reeds)

Jim +2 clay (gains 6 clay) Cooks 2 boar for 6 food

Kevin Occupation (gains 2 food from Patron) - Stone Breaker
At any time, Kevin can renovate his clay hut to a stone house without using the Renovate action - but he still has to pay for it

Pete Fences (costs 9 wood)

Harvest

Allan Feeds his family (1 food, 1 grain, 2 vegetables)

Kevin Feeds his family (6 food)

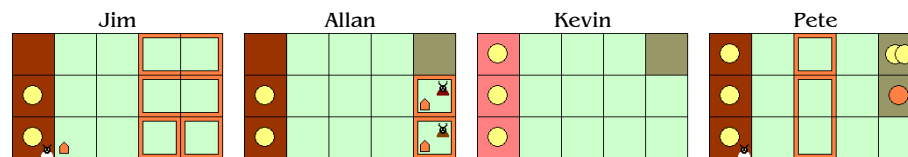
Pete Feeds his family (6 food)

Jim Feeds his family (4 food)

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

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
	2	-	4	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	7	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
	-	1	2	-/-	-/-	-	1	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	1	Wood/3		2	3
	Occupations		Farmer, Fence Overseer, Seasonal Worker, Sycophant					
	Improvements		Duck Pond {1}. Greenhouse {1}, Quarry {2}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	1	-	3/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	2	4	Clay/3		3	3
	Occupations		Head of the Family, Magician, Patron, Pig Whisperer, Stone Breaker					
	Improvements		Granary, Shepherd's Crook, Well {4}, Wildlife Reserve (1 wild boar) {1}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	2	2	1/2	1/1	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	-	Wood/3		3	10
	Occupations		Grocer, Master Forester					
	Improvements		Clay Oven {2}, Corn Scoop, Fireplace {1}, Millstone					

Orders required

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





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 4

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	+Power Level 4	12	♦♦2A 3A 4A 5A	3 2 1 1		1							
<i>Blob</i> Steve Ham	+Power Level 4	14	♦1B 2B ♦♦3B ♦4B	2 2 3 2		1							
<i>Chaos</i> Marcus Pratt	+Power Level 4	14	1C ♦♦2C ♦3C ♦4C 5C	2 3 1 2 2		2							
<i>Dynamo</i> Mark Stretch	No research Level 3	11	1D 2D 5D	1 1 2	2	1							
<i>Elp</i> Michael Graystone	+Power Level 4	12	♦1E 2E ♦3E 4E	2 2 2 1	2	1							
<i>Free Friends</i> John Marsden	+Power Level 4	13	♦♦1F 2F 3F ♦4F 5F	2 2 1 1 1	1	1							

I've added power pips next to those units that are earning extra power for the teams.

Research: Everyone except Dynamo researched Power.

New units: 5A, 5C, 5F.

Moves: Dynamo sent 4D west to find out why 3D had stopped responding to hails, and found itself jammed up by 2E, which was moving north east. 1E then came east to join the group.

Combat: 2F attacked 1A and destroyed it (2 hits).

4D attacked 2E, which is now immobilised (4 hits).

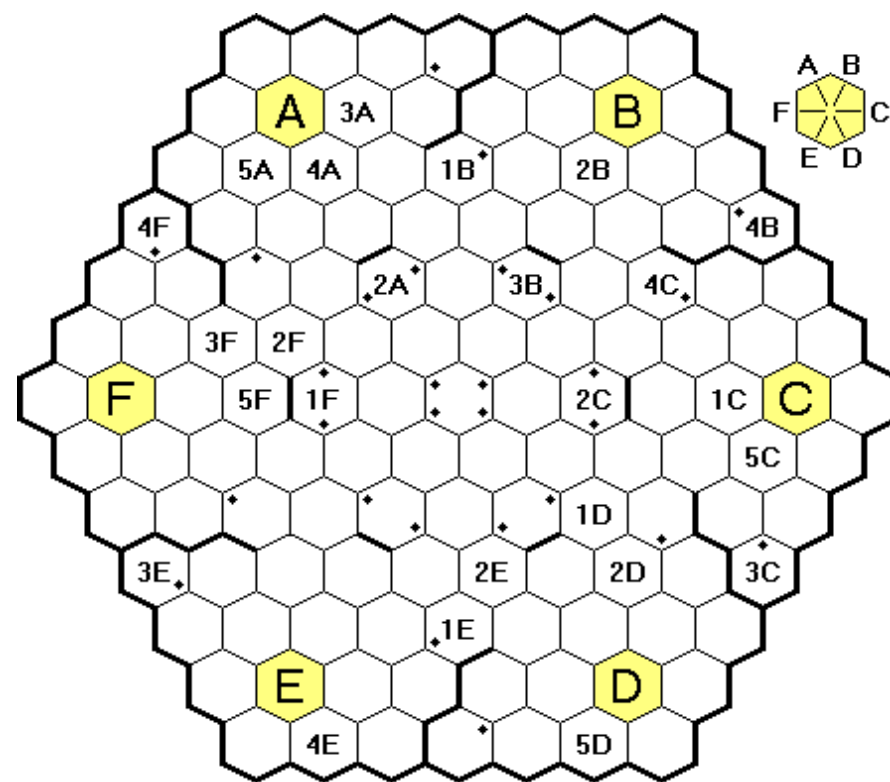
1E and 2E attacked 4D and destroyed it (8 hits).

Conversion: None.

Michael, you put the cost of adding Conversion to units 1E and 4E as 3, but as it was one level for each unit, it was just 1 point each for a total of 2. It will cost 2 points for a second Conversion level on either unit.

The next attribute is Storage, which will cost 5 points to research. Units with this attribute can store power equal to twice their attribute level, so a unit with 1 Storage can store 2 power points. Power is stored as if you were spending points normally, but you need to be clear what is being spent to increase Storage level and what is actually being stored. A unit with stored power sitting next to another unit can use those points to give that unit extra attribute levels. Units can also use their Storage ability to pass power to other units, so a unit with Storage sitting between your base and another of your units can pass power to let that unit gain new attributes. The limit of power passed is the unit's storage capacity.

If you researched Power, you can start assigning Power attributes to your units that are next to your bases next time.



Orders required

Attribute order: MACPSDERBHX

Production, Moves, Combat and Conversion for round five



BREAKING AWAY 19

One man is home.

ROUND 15

Pos	Riders	New
1st	Bob Geldof {20 pts}	
120	-	
119	Berry Gordy	3
118	Pierce	4
117	-	
116	-	
115	-	
114	Dingle Fingle	3
113	Olmstead Rory Cocaine Arturo	4
112	Moonglum Gaynor of the Damned Cheko	8
111	-	
110	Rakhrir the Red Archer	3
109	Tobacco Alcohol	4
106	-	
105	-	
104	Gee Jay Betty Grable	3
103	Agricola	5

Dennis Frank (11) Arkham Crew	
A Olmstead (5)	3 3 3 4
B Pierce (6)	3 4 9
C Carter	Dropped
D Ward	Dropped
Steve Ham (43) Team BG	
A Bob Geldof (20)	First
B Berry Gordy (10)	3 6 6
C Betty Grable (9)	3 3 12
D Barry Gibb (4)	Dropped
Richard Lunn (14) Here Come the Clowns	
A Gee Jay (3)	3 4 5
B Dingle Fingle	3 8 9
C Cheko (8)	3 3 8
D Arturo (3)	3 4 6
Greg Payne (14) Not My Addictions	
A Tobacco (10)	3 3 3 4
B Alcohol	3 3 4
C Cocaine (4)	3 4 4
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 5 8
D Jhary a Conel	Dropped
Roger Trethewey (5) Riviera Riders	
A Rene	Dropped
B Rhys	Dropped
C Rory (5)	3 4 4
D Ross	Dropped



Congratulations to Bob on taking the individual trophy. A few more riders will finish next time, at which point the result can probably be declared.

The group at the back have been dropped as we've run out of room to keep them in view.

Orders required

Cards for round sixteen



BREAKING AWAY 20

Brimstone breaks away.

ROUND 2

Pos	Riders	New
19	Brimstone	3
18	-	
17	-	
16	Swallowtail	3
15	Kalvan	4
14	Rylla	5
13	Richard Lunn Ptosphes	6
12	Hestophes Painted Lady	8
11	Motomachi Chukagai Red Admiral Jessica Greg Payne	10
10	Nihon Odori Terence	14
9	Dennis Frank Ijyb Shin Takashima	15
8	Sigmund	15
7	Fast Tom	15
6	Top Tom Big Tom Bashamichi	15
5	Tyred Tom Jim Reader	15

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



Brimstone gets his breaking away bonus, but as he is only 3 ahead of Swallowtail, it is nothing to shout about.

The unbroken chain from Swallowtail to the back results in a lot of top value replacement cards, pumping up the pace.

Orders required

Cards for round three





Bus Boss 318-LUZ

The designer's thoughts.

GAME OVER

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

Jim Reader (JEEPNEY, 1st): I enjoyed this game and it was nice to play this map again. I think it plays much better with five as the pinch point north of Greater Metropolitan Manila including Baclaran, Makati, etc.) isn't quite so dangerous. I think this was only the second map I created and this was a problem in six player games, and I have tried to avoid this problem in my later maps. I was very happy with my route as I succeeded in connecting north and south, although this may have left me open to more competition and fewer monopolies for 30 point runs. Thanks very much for running the game and to Roger and Bob for close competition.

Roger Trethewey (LICK, 5th): Congratulations to everybody, especially Jim. Y'all had me well and truly LICKed.

Thanks for that, and congratulations to Jim for winning on his own map. It doesn't seem to work out that way too often!



Bus Boss 322-IZU

The leader drops to fourth.

ROUND 11

Izu Peninsula

Round 11 Runs		JAM	RIP	GRUB	ODE	ONSEN	
36	10♥ Yugashima A♠ Nagaoka	① JAM 9			+3	+4	16
		① GRUBBY 9					9
		① ONSEN 8	-4				4
		④ ODE 4	-3				1
37	6♦ Kawazu J♣ Ajiro	① JAM 16					16
		② RIP 7		-1	+2		8
		② ODE 7		-2			5
		✕ GRUBBY	+1				1
38	9♦ Shimoda K♣ Ito	① JAM 16			+1		17
		② ONSEN 9					9
		③ ODE 5	-1	-1			3
		✕ RIP			+1		1
39	8♦ Yugano South 5♠ Numazu	① RIP 20					20
		② ONSEN 10		-3			7
		✕ GRUBBY				+3	3
40	10♣ Matsushima 2♦ Futo	① JAM 30			-2		28
		✕ ODE	+2				2

41	9♥ Joren Falls 4♣ Hakone	① ODE 13		+3/-2		+4	18
		① GRUBBY 12			+2/-3		11
		③ ONSEN 5			-4		1
42	Q♠ Shizuoka 9♣ Atami	① GRUBBY 13	+3			+7	23
		① RIP 12		-3			9
		③ ONSEN 5		-7			-2
43	Q♣ Ito 4♠ Mishima	① RIP 13		+1	+5		19
		② ODE 7	-5				2
		② GRUBBY 6	-1				5
		④ JAM 4					4
44	8♠ Iwanami 3♦ Izu Kogen	① RIP 20		+1	-2		19
		② GRUBBY 10	-1		-4		5
		✕ ODE	+2	+4			6

Round 11 routes

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

None.

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

None.

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

Nagaoka - Osezaki (8)

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

Dogashima - Matsuzaki (4)

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

None.

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
JAM	219	16	16	17	-	28	-	-	4	-	-4	296
RIP	216	-	8	1	20	-	-	9	19	19	-8	284
GRUBBY	196	9	1	-	3	-	11	23	5	5	-	253
ONSEN	229	4	-	9	7	-	1	-2	-	-	-	248
ODE	146	1	5	3	-	2	18	-	2	6	-	183

Round 12 Runs

- 45. 10♠ - 5♥ Fuji-san to Kumo Mara
- 46. Q♦ - 6♥ Sashida to Toi
- 47. 2♣ - 4♥ Odawara to Dogashima
- 48. 6♣ - K♥ Yugano (north) to Shuzenji
- 49. 8♣ - 3♥ Atami to Bosara Pass
- 50. J♠ - 8♥ Hara to Osezaki
- 51. 3♠ - J♥ Mishima to Hozoin
- 52. A♥ - 7♣ Kumomi to Atami

Runs

Enter up to 5





Bus Boss 324-ENG

Seven of the first nine runs can be entered.

ROUND 6

- England
- Buses Across Rural England (BARE) (Pete Campbell, Blue)
- Preston to Carlisle 45 - 10 . . . 35
- Marsden's Amazing Road Services (MARS) (John Marsden, Green)
- Norwich - Yarmouth, Sheffield - Hull 41 - 12 . . . 29
- Transport Out Of London (TOOL) (Bob Coull, Black)
- Stoke - Liverpool, Leeds - York 40 - 11 . . . 29
- Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
- Southampton - Bournemouth, Southampton - Portsmouth, Bristol - Bath . 39 - 12 . . . 27
- Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
- Leeds - Newcastle 41 - 11 . . . 30

- Round 7 Runs
1. 3♠ - 10♦ Newcastle to Nottingham
2. 7♠ - J♦ Preston to Birmingham
3. K♣ - 5♥ Cambridge to Heathrow
4. 6♠ - Q♣ Blackpool to Peterborough
5. 4♥ - 3♣ London to Gloucester
6. K♠ - 8♣ Skegness to Southampton (not yet available)
7. 6♣ - 2♥ Oxford to London
8. 4♠ - 3♥ Middlesborough to London (not yet available)
9. 2♦ - K♥ Shrewsbury to Norwich

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



Bus Boss 327-CD

A couple of registration details have yet to be resolved.

ROUND 1

- Cornwall and Devon
- Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
- Camborne - Redruth - Bodmin 100 - 12 . . 88
- Bus Passes Accepted (BPA) (Roger Trethewey, Black)
- Tiverton - Exeter - Ashburton 100 - 12 . . 88
- Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
- Okehampton - Exeter - Dawlish 100 - 12 . . 88
- Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
- Redruth - Newquay - Bodmin 100 - 12 . . 88
- Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
- Totnes - Plymouth - Saltash 100 - 10 . . 90

Jim told me his company abbreviation, but forgot to tell me what it stood for. I have assumed it is the same as he used for the England game.

Runs	Routes
Enter up to 5	Buy in the order Roger, Mike, Kevin, Pete, Jim





CANAL MANIA 2

Jim is nearly halfway to the trigger point.

ROUND 6

Actions

- Kevin Lee
- 1 Took a contract - Northampton and London via L Buzzard (7)
 - 2 Took Tunnel, Aqueduct and Stretch/Black (goods in Manchester and Ripon)
 - 3 Drew a card from the top of the deck
- John Marsden
- 1 Exchanged engineers with Jim - gained Lock-Stretch ability
 - 2 Built to Peterborough (contract complete - 6 VPs), built from Oxford towards Coventry
 - 3 Drew a card from the top of the deck
- Geoff Hardingham
- 1 Drew a card from the top of the deck
 - 2 Took Stretch, Stretch and Stretch
 - 3 Drew a card from the top of the deck
- Jim Reader
- 1 Drew a card from the top of the deck
 - 2 Took Stretch/Blue (goods in Stratford), Stretch/Red, Tunnel.
 - 3 Shipped goods from Arundel to Weybridge (3 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 1 goods cube
Geoff Hardingham	(T)	13	8	3	3	23	Oxford and London via Reading (7)	
<i>Mauve</i>								
Kevin Lee	(B)	14	9	3	3	17	Manchester and Goole via Leeds (7)	
<i>Blue</i>								
John Marsden	(L-S)	11	6	2	3	24	Northampton and London via L Buzzard (7)	
<i>Green</i>								
Jim Reader	(S)	14	9	4	1	27	Oxford and Gloucester (5)	
<i>Yellow</i>								

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

The Current Contracts

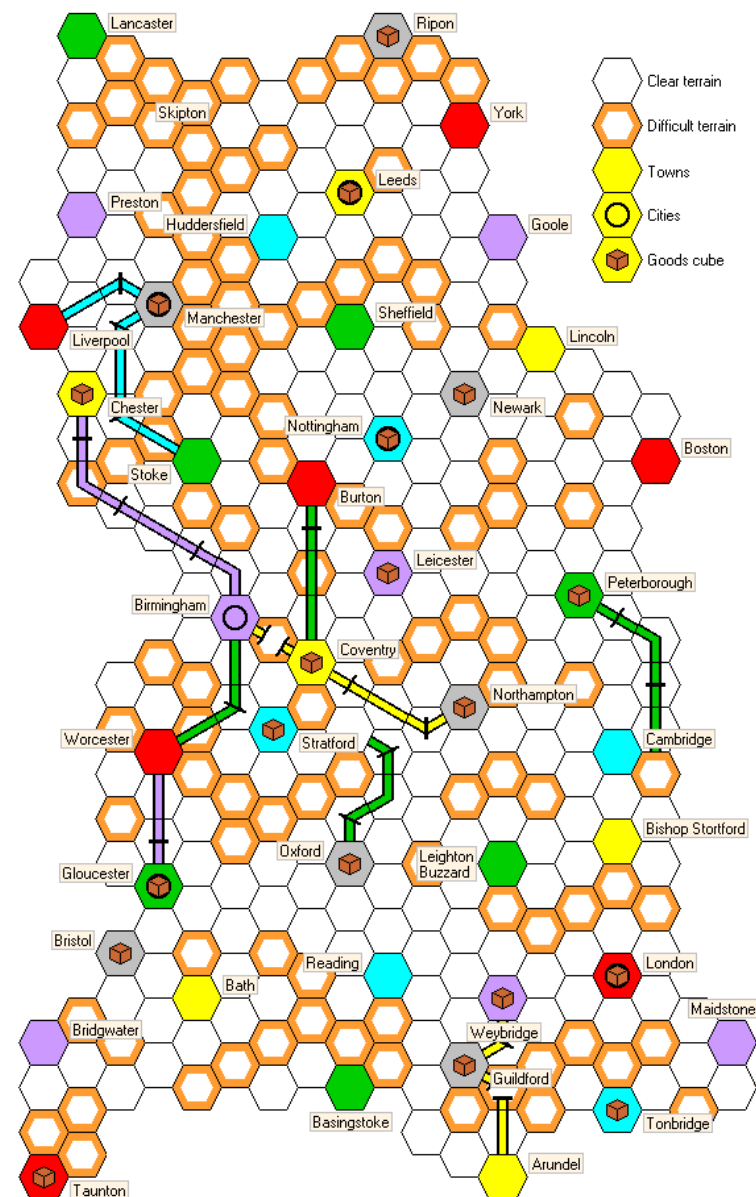
- Lancaster and Preston (4)
- Reading and Bristol via Bath (6)
- Nottingham and Goole via Newark (5)
- Leeds and Liverpool via Skipton (8)
- Basingstoke and Weybridge (4)
- Tonbridge and Maidstone (3)

The following Build Cards are on the table

Stretch	Aqueduct	Tunnel	Tunnel	Lock
---------	----------	--------	--------	------

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

Jim ordered his goods movement this time with the comment "there still seem to be goods in Arundel". That is because when you asked to ship goods from Arundel to Weybridge last time, there were none in Arundel (never had been), so I moved the one in Weybridge to Arundel. Later in the last round new goods appeared in both Arundel and Weybridge!



Playing sequence

Kevin, Geoff, John, Jim



OUTPOST 28

Mark grabs another Data Library.

ROUND 6

Commander Actions

Marcus Bought one Water Factory (o:2,4 w:5,9)

David Auctioned a Data Library for 15. Mark joined at 16. David dropped out at 20. Mark got it for 20 (w:4,7,9)

▸ Auctioned a Heavy Equipment for 30. Jim joined at 31. David dropped out at 31. Jim got it for 31 (o:2,4 w:7,8,10)

▸ Bought one Water Factory (o:4 w:7,9)

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

Lyndon Bought one Water Factory (w:5,7,9)

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

Jim Passed

Mark Bought one Population Unit (w:10)

Pete Bought one Titanium Factory (w:30)

Willem Auctioned a Nodule for 25 and got it for 25 reduced to 20 after Heavy Equipment discounts (o:1,3,5 w:5,6)

▸ Bought one Titanium Factory (o:3 w:6,7,7,7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,3w,1t	5p (8,0)	HE, Nod	1o,3w,1t (34,10)	9 (55)
2	David	2o,5w	7p (8,0)	Nod	2o,2w,1W (50,10)	9 (25)
3	Mark	2o,3w	4p (5,0)	DL, DL, DL, DL	1o,3w (24,10)	8 (60)
4	Jim	2o,3w	5p (8,0)	HE, Nod	3o,3w (30,10)	8 (55)
5	Lyndon	2o,5w	6p (8,0)	Nod	3o,5w (44,10)	8 (25)
6	Marcus	2o,5w	6p (8,0)	Nod	1o,7w (52,10)	8 (25)
7	Pete	2o,4w,1t	5p (5,0)	HE	2o,4w,1t (44,10)	7 (30)

Data Library 1	(none left)	Heavy Equipment	.. 2	(none left)
Warehouse 3	(2 more)	Nodule 0	Sold out

Orders required

Round seven auctions, bids and purchases



PUERTO RICO 11

We're close to the end,
but how close?

ROUND 16

Tony is the Prospector [+2].

Willem is the Craftsman [+1] and produces an extra Sugar.

Jim is the Captain.

The Corn and Coffee ships are emptied.

Kevin is the Mayor.

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Ind	Sug	Sug	Tob	Cof	Cof	Crn	-	-	6	-

Cargo Ships

5: Empty					6: Empty					7: Sugar				
-	-	-	-	-	-	-	-	-	-	✓	✓	✓	✓	✓

Willem Moene	• Small indigo plant	• Small sugar mill	• Coffee roaster	• Small market
DbIns: 9	• Small warehouse	• Factory	• Harbour	• Fortress
Chips: 19	Fields: Qry✓ Crn✓✓ Ind✓ Sug✓ Cof✓	Goods: Crn✓ Ind✓		
Jim Reader	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Coffee roaster
DbIns: 7	• Hospice	• Factory	• Wharf	• Customs house
Chips: 22	Fields: Crn✓✓ Ind✓✓ Sug✓ Tob✓✓ Cof✓	Goods: Cof✓		
Kevin Lee	• Small indigo plant	• Indigo plant	• Sugar mill	• Tobacco storage
DbIns: 2	• Coffee roaster	• Hacienda	• Small warehouse	• Guild hall
Chips: 29	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓✓ Tob✓ Cof✓	Goods: Cof✓		
Tony Sait	• Small sugar mill	• Indigo plant	• Tobacco storage	• Small market
DbIns: 3	• Hacienda	• Harbour	• Residence	
Chips: 22	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓	Goods: Tob✓		

The colonist supply ran out when Kevin called the Mayor, and he called it at the right time, being in the lead and thereby taking the game.

1st	Kevin Lee 55
2nd	Jim Reader 47
3rd	Tony Sait 44
4th	Willem Moene 41

Kevin won by 8 points, 7 of which were down to his haul of victory points from shipping goods. It was otherwise fairly close, with Willem and Jim having the same number of buildings, and actually more points from those buildings than Kevin.

We'll round it up next time, so feel free to comment on the game.



PUERTO RICO 12

The Trading House swallows the available goods.

ROUND 7

Willem is the Trader (+1) and trades Sugar. Kevin trades Coffee.
Jim is the Settler (+1) and digs a Quarry.
Kevin plants Sugar, Stephen plants Corn, Willem plants Sugar.
Kevin is the Prospector (+1).
Stephen is the Builder and builds a Hacienda.
Willem builds a Harbour, Jim builds a Small Indigo Plant, Kevin builds a Hacienda.

Roles

Builder

+1 Captain

+1 Craftsman

+1 Mayor

Settler

Trader

Prospector

Quarries

4

Plantations (Fields)

Ind Ind Sug Tob Tob

Trading House

Sug Cof - -

Ship

6

Supply

46

1 VP	SIP	1	SSM	4	SMA	×	HAC	×	CON	2	SWA	×
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	1	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Indigo

✓✓✓✓-

6: Corn

✓✓✓--

7: Tobacco

✓✓✓--

Kevin Lee

DbIns: 7

Chips: 3

Small indigo plant

Coffee roaster

Hacienda

Fields: Qry✓✓ Ind✓ Sug× Cof✓×

Goods: ×

Stephen Webb

DbIns: 0

Chips: 9

Small indigo plant

Indigo plant

Hacienda

Small warehouse

Fields: Qry✓ Crn× Ind✓✓✓×

Goods: ×

Willem Moene

DbIns: 2

Chips: 6

Sugar mill

Small market

Harbour

Fields: Crn✓✓✓ Sug✓× Cof×

Goods: ×

Jim Reader

DbIns: 0

Chips: 6

Small indigo plant

Tobacco storage

Small market

Small warehouse

Fields: Qry× Crn✓✓✓× Tob✓

Goods: ×

Orders required

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



RAILWAY RIVALS 2124-I(S)

The end to a close contest.

GAME OVER

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

Jim Reader (PADDY, 2nd=): I'm quite surprised to have finished second in this, given the pigs ear of a line I built. I really struggled to get what I wanted in the building phase and am not really sure how I managed to be competitive. CRAIC built the line I actually wanted to get, connecting Dublin and Cork. However, this map is quite hilly and difficult to cover well, so I think most people were able to stay competitive with solo runs. This was a good and interesting game, despite my lousy line, so thanks very much for the game and congratulations to Pete for a well played win.

Steve Ham (CRAIC, 4th): I must admit to be a little disappointed with 4th place as I more or less achieved the network I was aiming for. I did think that I had some unfortunate die rolls during the races - but no doubt this is all sour grapes. Pete's margin of error was clear and I seem to remember he paid some expensive parallel build points at some point. I'm not quite sure what made Pete's network so good but presumably linking Waterford, Cork and Galway (almost) was better value than getting to Dublin. Congratulations to Pete and to Keith for running the game - it was very enjoyable.

Steve would be disappointed with fourth, because the result was so close it could have flipped any number of ways, and he was the unlucky one at the bottom of the group.



RAILWAY RIVALS 2127-MP

One round to go and the top three are close.

ROUND 11

I marked part of BUGGER's build incorrectly on my map last time - he only paid 2 for crossing ROMP's lines, not 6 for building alongside.

Malaysian Peninsula

Round 11 Runs		TSE	ROMP	MARS	BAK	BUG	
29	45 Seremban	① ROMP	16	-7			9
	24 Kuala Besat/Merang	② BAKUTEH	9	-3			4
		③ MARS	5		+3		15
		× TSE			+2		2
30	46 Port Klang/Putrajaya	① BUGGER	16	-1			15
		② ROMP	7	+1			8
		② TSE	7	-1		+1	7
31	64 Batu Pahat/Kluang	① ROMP	16				16
		② BUGGER	7	+1			8
		② TSE	7			-1	6

52	53 Kertih ❶1 Singapore	① MARS 30 ✕ BUGGER			+1		-1	29 1
53	51 Ipoh 61 Bandar Baru Rompin/Mersing	① TSE 10 ① BUGGER 10 ① {ROMP BAKUTEH} 5		-1			+1	10 9 6 5
54	54 Kuantan 14 Narathiwat	① MARS 15 ① BAKUTEH 15			-1	+1		16 14
55	13 Yala ❷5 Iron (Fe) or Bauxite (Bx)	① BAKUTEH 16 ② BUGGER 9 ③ {TSE MARS} 3 2	-2		-1		+1 +2	13 9 4 4

Round 11 builds

Thailand Singapore Express (TSE) (Tony Bromley, Red)
None.

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)
None.

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)
None.

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH)
None.

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
MARS	181	15	-	-	29	-	16	4	-	245
ROMP	199	9	8	16	-	6	-	-	-	238
TSE	209	2	7	6	-	10	-	4	-	238
BUGGER	161	-	15	8	1	9	-	9	-	203
BAKUTEH	142	4	-	-	-	5	14	13	-	178

Round 12 Runs

36.	25 - 51	Kota Bharu to Kuala Terengganu
37.	66 - 41	Johor Bahru to Kuala Lumpur
38.	16 - 34	Alor Setar to Jerantut/Kuala Lipis
39.	65 - ❷2	Johor Bahru to Indonesia
40.	32 - 52	Ipoh to Dungun/Pekan
41.	26 - 15	Dabong/Gua Musang to Kangar
42.	44 - ❷3	Shah Alam to East Coast Island Resort

Runs

Enter up to 4



RAILWAY RIVALS 2134-IN

ODE keeps
his first place.

ROUND 7

India

Round 7 Runs

			GRT	SLUM	ODE	CUR	RICE	TAM	
1	44 Calcutta 52 Vishakhapatnam	① SLUMDOG 20 ② GREAT 10 ✕ ODE			-3 -3				17 7 6
2	43 Calcutta 61 Bangalore	① SLUMDOG 30 ✕ CURRY		+3		-3			27 3
3	53 Hyderabad 35 Agra	① TAMIL 11 ① CURRY 10 ③ RICE 5 ③ GREAT 4	-4 -5				+2		9 5 3 13
4	64 Calicut ❷4 Assam	① TAMIL 13 ① SLUMDOG 12 ③ {RICE GREAT} 3 2	+1 +3/-4	+1/-3			+4	+3/-1 -4 -1	16 13 -1 2
5	34 Kanpur 25 Indore	① TAMIL 16 ② ODE 7 ② CURRY 7 ✕ RICE			+1 -4	-2 +4	-1	-1 +2	15 9 5 1
6	26 Jodhpur 12 Delhi	① TAMIL 16 ② ODE 7 ② RICE 7			-6 -1	+5 +1		+6 -5	15 14 1
7	14 Saharanpur ❷6 Any Seaport	① CURRY 11 ① ODE 10 ③ RICE 5 ③ GREAT 4 ✕ TAMIL			-1		+1	-2	11 11 2 4 2

Round 7 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
S19 - Q18 - P18, W50 - W49, L55 - L52 - M52.

-10 (builds) +1/-1 (SLUMDOG) +1 (MARS) +1/-2 (CURRY) +5/-1 (RICE) +1/-1 (TAMIL) = -6

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)
I70 - I67 - J66 - J65, P17 - O18 - M17, P11 - Hubli.

-10 (builds) +1/-1 (GREAT) -1 (MARS) -2 (CURRY) +1/-1 (RICE) +1/-1 (TAMIL) = -13

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

Lucknow - R62, E48 - G49, F59 - E59 - A61.

-10 (builds) -1 (GREAT) +1 (SLUMDOG) +2/-2 (RICE) = -10

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

L63 - Varanasi, U16 - Y14 - Y12 - Z11 - Z9.

-10 (builds) +2/-1 (GREAT) +2 (SLUMDOG) +1/-1 (RICE) -6 (TAMIL) = -13

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

E65 - E66 - K69, H48 - H46 - Ahmadabad.

-10 (builds) +1/-5 (GREAT) +1/-1 (SLUMDOG) +2/-2 (MARS) +1/-1 (CURRY) +1 (TAMIL) = -13

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)
Hubli - Q9 - V11 - W11 - X11, U14 - U15.
-9 (builds) +1/-1 (GREAT) +1/-1 (SLUMDOG) +6 (CURRY) -1 (RICE) = -4

Scores	Runs:	1	2	3	4	5	6	7	Builds	Score
ODE	88	6	-	-	-	9	14	11	-10	118
TAMIL	30	-	-	9	16	15	15	2	-4	83
SLUMDOG	38	17	27	-	13	-	-	-	-13	82
GREAT	39	7	-	13	2	-	-	4	-6	59
CURRY	44	-	3	5	-	5	-	11	-13	55
RICE	36	-	-	3	-1	1	1	2	-13	29

Round 8 Runs		
8.	45 - 35	Jamshedpur to Lucknow
9.	32 - 16	Jabalpur to Jaipur
10.	23 - 56	Bombay to Madras
11.	51 - ❶1	Raipur to Pakistan
12.	13 - 63	Amritsar to Mangalore
13.	24 - 65	Pune to Madurai
14.	41 - ❷2	Patna to Kashmir

Jim, you ordered 12 points of build for CURRY, so the last two were cut. Brian, you asked for W11-X12, but those are not in line, besides which you seem to have a pretty complex shunting yard in that area already, so it got dropped.

When specifying your runs, it is not necessary to list every time that your route changes direction, as with builds. In fact, doing this makes it very difficult and time consuming to check the details. You can just say, for example, "Hyderabad to K56 on mine, K56 to Agra on CURRY for 4" rather than giving an entire line of hex references for points along your own track. Another point on orders, which I have mentioned many times but seems to be impossible to remember for some people. I find it very difficult to keep my position in a long list of hex numbers with hyphens between when there are no spaces. It just blurs into one mass of figures and I'm constantly losing where I've got to. Please break it up with spaces, for example, not "T13-U14-W13" but "T13 - U14 - W13".

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



RAILWAY RIVALS 2148-LE

GITCO grabs all of London.

ROUND 3

LOSER's build last time was to I52, then H52 before heading to G52. That's where I lost his last point, as I drew it via I53!

London and South East [15 points for these builds]
London & South East Railways (LOSER) (Bob Coull, Black)
Sevenoaks - E50, I54 - Gravesend, H61 - J62 - Sheerness, I52 - K51 - K49.
46 +12 (towns) = 58

Opening Due East (ODE) (John Marsden, Green)
N24 - H21, F52 - F51 - H50.
24 +7 (FWTDR) = 31

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Lewes - F17 - Bexhill, F17 - H18 - H19.
37 +6 (towns) -1 (GITCO) = 42

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
Reigate - Dorking, J46 - London (south) - London (north east) - London (north west),
E14 - Bexhill - Hastings.
27 +30 (towns) +1 (BUM) = 58

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
Tonbridge - C53 - Sevenoaks - I50.
38 -7 (ODE) = 31

Roger, you worked out your costs on +1 per half hex for hills, but the true cost is +2 per half hex, which is why you finished short of your target. Also, please note that when the game started I asked people to refer to the separate London hexes as north west, north east and south. Please do not work out their hex references and just give me those, as that suggests to me that you don't want a town at all, and it takes time to realise what you have done.

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2157-KA

Click your heels and stoke your engines.

NEW GAME

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Don Shailer	10 Winterton Drive, Aylesbury, Bucks, HP21 9BD

Maps are supplied to all the players. Your starting choices are listed as any full hex east of the Kentucky border. A little bit of confusion ensues until you work out that you need to start east of the border with Missouri, as Kentucky is rather further east. Not only that, but the maps clarifies the start as any hex from A44 to A91, but to the north you can take any hex east of the Missouri river.

Pay attention to the note on the map that says you can build through other states, so you don't have to stop if you cross the county line. You can basically build through any full hex on the map.

Set up
Starting town preferences, company names and colour preferences





SAINT PETERSBURG 2

Marcus gets very Aristocratic.

PHASE 6-A

Round 6 - Aristocrat Phase

Pete	Kevin	Marcus	Tony
+ Author	+ Secretary	+ Author	+ Shepherd from hand
+ Secretary from hand	✗	+ Administrator	✗
✗	✗	+ Warehouse Manager	✗
✗	✗	+ Warehouse Manager	✗
✗	✗	+ Administrator from hand	✗
✗	✗	Administrator ⇒ Chamber Maid from hand	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	22	47	30r + 2v	1r + 16v	16r + 3v	Trading	5
Marcus	29	30	27r + 1v	7r + 6v	24r + 7v	Building	0
Tony	15	38	21r + 0v	0r + 12v	6r + 0v	Worker	0
Pete	31	68	24r + 5v	7r + 6v	30r + 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, Secretary, Warehouse Manager
Marcus		Gold Miner, Lumberjack, Ship Builder, Weaving Mill x 2, Wharf, Bank, Church of the Resurrection, Mariinskij Theatre, Observatory, Administrator, Admiral, Author, Chamber Maid, Judge, Secretary, Warehouse Manager x 3
Tony		Czar and Carpenter, Fur Trapper x 3, Gold Smelter, Shepherd x 2, Customs House x 3, Library, Market, Administrator, Secretary

Pete	Warehouse Manager	Fur Shop x 2, Lumberjack x 4, Wharf, Observatory, Peterhof, Pub x 2, St.Isaac's Cathedral, Administrator, Author x 2, Builder, Controllor, Judge, Mistress of Ceremonies, Secretary, Senator
------	-------------------	--

Orders required

Round six Trading phase led by Kevin



SAINT PETERSBURG 3

Tony upgrades, everyone else talks to the hand.

PHASE 2-A

Round 1 - Aristocrat Phase

Tony	Rob	Kevin	Bob
Customs House ⇒ Catherine the Great	+ Author from hand	Firehouse ⇒ hand	Author from hand
Library ⇒ hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	4	6	6r + 0v	1r + 6v	2r + 0v	Aristocrat	19
Rob	9	0	9r + 0v	0r + 1v	4r + 0v	Building	17
Kevin	16	4	6r + 0v	5r + 2v	4r + 1v	Trading	21
Bob	17	4	9r + 0v	0r + 0v	6r + 2v	Worker	20

Players	Cards in hand	Cards in play
Tony	Ship Builder, Library, Administrator	Gold Miner, Shepherd, Catherine the Great's Palace, Market, Administrator
Rob	Fur Shop, Author	Fur Trapper, Shepherd, Ship Builder, Observatory, Author, Warehouse Manager
Kevin	Customs House, Firehouse	Lumberjack, Shepherd, Harbour, Controllor
Bob	Fur Shop	Gold Miner, Lumberjack, Shepherd, Warehouse, Author, Judge

Orders required

Round two Trading phase led by Kevin




YEAR OF THE DRAGON 1

 Michael and Lyndon share
plaudits for the fireworks.

ROUND 9


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



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

Actions

Lyndon Harvest - gains 3 Rice chips

Michael Build - adds a floor to palace 3 and starts palace 4

Pete Taxes - gains 5 Yuan

Rob Get up to 3 Yuan - gains 3 Yuan

Person Tiles

Lyndon Scholar {younger} - moves in to palace 1

Michael Scholar {elder} - moves in to palace 4 {Wild card}

Pete Courtesan - moves in to palace 1

Rob Monk {elder} - moves in to palace 4 {Wild card}

Event - Dragon Festival

Michael Scores 6 VPs for the most fireworks

Rob -

Pete -

Lyndon Scores 6 VPs for the most fireworks

Decay

No decay

Scoring

Michael 4 for Palaces, 1 for Courtesans

Rob 4 for Palaces, 1 for Courtesans, 1 for Dragons

Pete 4 for Palaces, 1 for Courtesans, 2 for Dragons

Lyndon 3 for Palaces, 2 for Dragons

	Michael	Rob	Pete	Lyndon
Score (now/final)	41 / 60	44 / 71	49 / 66	59 / 71
Person track	41	26	38	46
Yuan (money)	5	3	5	0
Dragons/Fire/Rice	0 / 0 / 0	1 / 0 / 4	2 / 0 / 0	2 / 0 / 3
Palace 1	Healer 1	Warrior 1	Courtesan 1	Farmer 2
	Tax Collector 3	Craftsman 1	Tax Collector 3	Scholar 2
	Courtesan 1			-
Palace 2	Craftsman 1	Monk 2	Craftsman 1	Warrior 1
	Scholar 2	Warrior 2	Healer 2	-
	Healer 1			Healer 2
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	Courtesan 1	Farmer 1	-
	-		Scholar 3	
Palace 4	Scholar 3	Monk 2	Farmer 1	
		Scholar 3		

Action Groups

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

Person Tile Summary

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

			Michael	Rob	Pete	Lyndon
Courtesan	Younger {5}: 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 {1}: 2/2	✓	-	✓	-
Pyrotechnist	Younger {2}: 5/1	Older {3}: 3/2	-	✓	-	-
Scholar	Younger {3}: 4/2	Older {X}: 2/3	-	-	-	-
Warrior	Younger {X}: 5/1	Older {X}: 3/2	-	-	-	-
Wild cards			--	--	--	-✓

The boys are back in town next month. That will be the Mongol boys, invading for the sheer fun of it.

Orders required

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

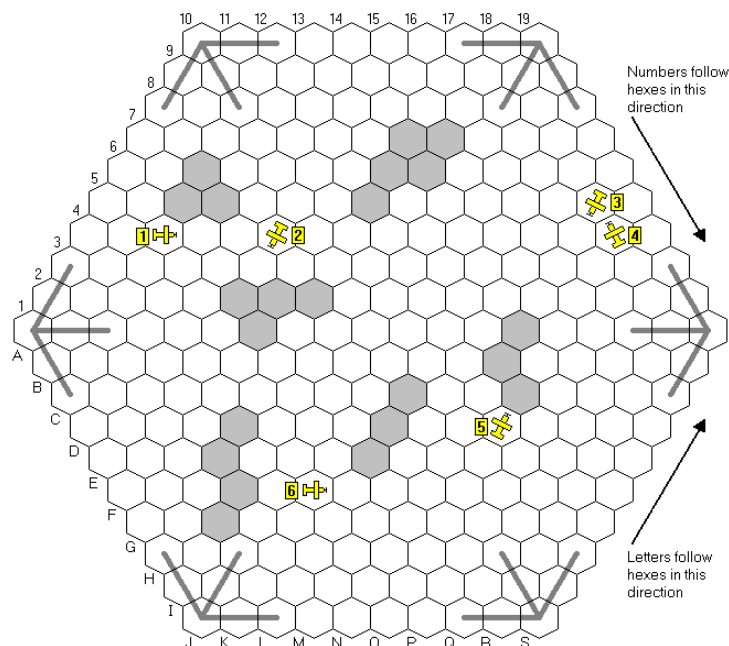


SOPWITH T353FW

Three pilots are down to single figures of damage.

ROUND 2

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	A4-NE	RT, LS-A, RS-A {Airfield: A1}	C6-E	13:08:06
2 <i>Das Flenser</i> Greg Payne	D10-SE	A, RT-R, LS-R {Airfield: A10}	F9-SW	14:06:04
3 <i>Wizard Prang</i> Jim Reader	L18-SE	LA, A-R, RT {Airfield: J19}	N18-SW	15:08:00
4 <i>Mark</i> Mark Stretch	P16-W	RT, RS-A, RS-A {Airfield: S19}	O18-NW	14:12:04
5 <i>Not Only But Also</i> Don Shailer	P10-NW	RT, A, LS {Airfield: S10}	O12-NE	16:12:00
6 <i>Glider</i> ♠ Hugo Griffin	K4-E	LS-A, LS-A, O-A {Airfield: J1}	K6-E	13:12:00



The clouds moved south west. *The Brown Baron* and *Das Flenser* exchanged shots and damage a couple of times, while *Mark* got a good one on *Wizard Prang* in the third turn of the round.

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

✧ I added a new option on the site last month. You can now sign up for a game of 1850. That makes three of Bill Dixon's four 18xx games available, leaving 1832.

✧ 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.

▲ Mike Eddleston	3.857
▲ Lew Stansby	2.659
- Ken Boucher	3.478
▲ David Hilbert	2.933
▲ Pete Campbell	2.760
▲ Peter Hawkins	2.585
- Victor Cronshaw	2.538
- Rob Thomasson	2.455
- Jon Tassoff	2.333
▲ Michael Graystone	2.113
- Michael Bakken	2.083
▼ Mick Haytack	2.077

The rating system is:

5 points for a win
3 points for second
1 point for third

✧ Completed games and winners:

Puerto Rico e878	Laura Trupin
Puerto Rico e881	Pete Campbell
Puerto Rico e884	Peter Hawkins
Acquire e885 (Powers)	Lew Stansby
Acquire e888	Mike Peterson
Carcassonne e889	Mike Peterson
Puerto Rico e892	David Hilbert
Ingenious e895	Mark Stretch

✧ New games and start dates:

Sopwith e908 {T354FR}	May 24th
Carcassonne e909	May 25th
1870 e901 {1870-G29}	May 28th
Railroad Dice e911 {60 dice}	May 30th
Ingenious e912	May 31st
1800 e913 {1800-H29}	May 31st
Puerto Rico e914	July 7th
Saint Petersburg e915	Jul 9th
Ra e916	Jul 9th

PREVIEW

Next month we will have another 1861 game starting. This looked like a five-player game, but John Shelley has been asking to go onto lists that he is already on, so he ended up on this one twice. Taking off one of his personalities brings it down to a four-player game. I plan to run the first round of minor company bids by e-mail to take away a lot of the complexity of doing this by post.



Our second game of Industrial waste will also be hitting the pages, with three players from the first game having a second go.

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

#176: 1861, Industrial Waste
#177: 1830, Acquire {Standard}, Railway Rivals



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
May 22nd	...mais n'est-ce pas la gare? 106
May 25th	Variable Pig 124
May 29th	Ode 313
May 30th	Minstrel 336
Jun 7th	Save Your XXs For Me #73
Jun 18th	...mais n'est-ce pas la gare? 107
Jun 27th	Minstrel 337
Jul 5th	Ode 314
Jul 14th	Devolution 81

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	3.750
-	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

The rating system is:

5 points for a win
3 points for second
1 point for third

GAME ORDERS

Please observe these guidelines when sending your orders.

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

Handling NMRs (No Move Received)

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

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.

If 2 or 3 are carried over, then you can enter 5 runs.

If 4 or 5 are carried over, then you can enter 6 runs.

If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).

In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

John Boocock	Agr4	Greg Payne	BA19, BA20, Sop353
Tony Bromley	1837-Y25, RR-2127-MP, RR-2157-KA	Marcus Pratt	Agr4, Bat4, OP28, StP2
Pete Campbell	1825-H27, 1826-J28, 1829-U25, 1837-L27, 1861-C27, 1870-N29, 1889-O29, Agr3, BB-322-IZU, BB-324-ENG, BB-327-CD, OP28, RR-2157-KA, StP2, YoD1	Jim Reader	6n15, Agr3, Agr4, BA19, BA20, BB-322-IZU, BB-324-ENG, BB-327-CD, CM2, OP28, PR11, PR12, RR-2127-MP, RR-2134-IN, RR-2148-LE, RR-2157-KA, Sop353
John Colledge	6n15	Lionel Robbins	1825-H27, 1829-U25, 1870-O27, RR-2127-MP
Bob Coull	6n15, Acq54, Acq55, BB-322-IZU, BB-324-ENG, RR-2148-LE, StP3	Tony Robbins	1837-Y25
Dennis Frank	BA19, BA20	Adam Romoth	1837-L27, 1870-Y26
Mark Frueh	1870-N29	Tony Sait	1830-G26, 1830-V2-U28, 1856-P26, PR11, RR-2148-LE
Michael Graystone	6n15, Acq54, Bat4, BB-322-IZU, BB-324-ENG, RR-2134-IN, Sop353	Don Shailer	6n15, RR-2157-KA, Sop353
Hugo Griffin	Sop353	Colin Sharpe	6n15, RR-2134-IN
Lyndon Gurr	1826-J28, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, 1870-N29, 1889-O29, Acq55, OP28, YoD1	John Shelley	1826-J28, 1829-U25, 1856-Y27, 1870-O27
Steve Ham	Bat4, BA19, BA20, RR-2134-IN	David Smith	OP28
Geoff Hardingham	1837-Y25, CM2	Don Smith	1826-J28, 1830-V2-U28, 1837-L27, 1856-Y27, 1870-Y26, 1870-O27, 1870-N29, 18GA-Z27
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29	Allan Stagg	Agr3, Bat4
Mike Head	1830-G26, 1856-P26, 1889-O29, 18GA-Z27	Mark Stretch	1830-V2-U28, 18GA-Z27, 6n15, Bat4, OP28, Sop353
John Hopkins	1837-Y25	Brian Tappenden	RR-2134-IN
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, BB-327-CD	Steve Thomas	1837-L27
Kevin Lee	Acq54, Agr3, Agr4, BA20, BB-327-CD, CM2, PR11, PR12, RR-2157-KA, StP2, StP3	Rob Thomasson	1829-U25, 1856-Y27, 1870-O27, StP3, YoD1
Michael Longdin	YoD1	Roger Trethewey	BA19, BB-327-CD, RR-2148-LE
Richard Lunn	1830-G26, 1856-P26, BA19, BA20	Stephen Webb	1826-J28, 1837-Y25, 1837-L27, 1861-C27, PR12
John Marsden	Acq55, Bat4, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN, RR-2148-LE	Tony Wilcock	Acq54, Acq55, StP2, StP3
Willem Moene	1825-H27, 1830-G26, 1856-Y27, 1861-C27, 1870-Y26, 1870-N29, Acq55, OP28, PR11, PR12		



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 August 11th 2010

18xx games - Friday August 6th

Future deadlines: 18xx games: September 3rd Other games: September 8th

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.