

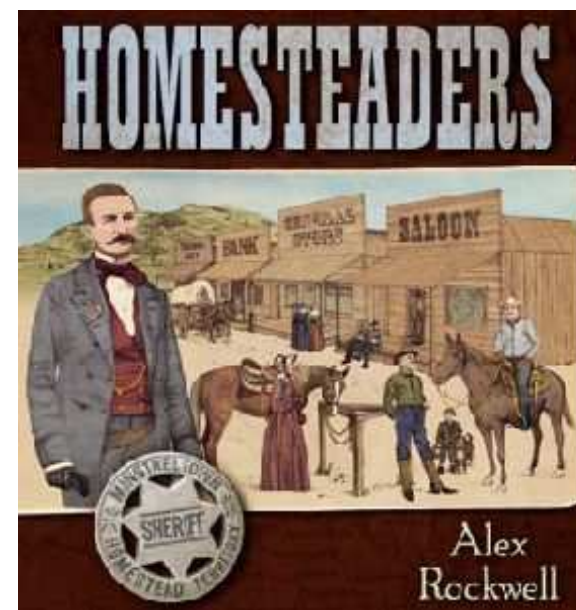
FOR WHOM THE DIE ROLLS

August 2010

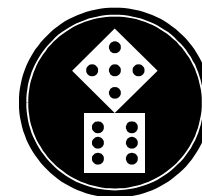
Published by Keith Thomasson

Issue 176

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #176, 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...

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

Games starting in the next issue...

⚙ 1830 Mark Frueh, John Shelley, Don Smith, Rob Thomasson, Willem Moene
⚙ Acquire [Standard] Colin Sharpe, John Colledge, Tony Wilcock, Michael Graystone, Willem Moene
⚙ Railway Rivals Steve Ham, Bob Coull, Colin Sharpe, Michael Graystone, Rob Thomasson
(Kentucky and Tennessee)

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
⇨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
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨② 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
⇨① Acquire [Powers] Michael Graystone, Richard Lunn, John Colledge, Colin Sharpe
② Agricola Allan Stagg, Jim Reader
④ Homesteaders Waiting
⇨⑤ Outpost Willem Moene, Pete Campbell, Jim Reader, Marcus Pratt, John Boocock
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

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

START

Welcome to issue #176. This issue has turned around nice and quickly, so I'll be getting this bit finished to keep up the impetus.

I've recently had a number of games of Homesteaders, a recent release from Tasty Minstrel Games. Not such a well known company, and not such a well known game, but it is good fun. It has an auction process where you bid for the right to build certain types of buildings, but apart from that the only interaction between the players is whether someone else buys the only building you really wanted before you got the chance. You assign workers to get the resources you need to do the things you want to do. Sounds familiar, no doubt, but it has its own style and feel - and it now resides on the waiting lists for these pages.

Board2Pieces is still absent. Although the BoardGameNews web site now has a better selection of recent strips, the older ones that follow on from where I stopped are missing, so I'm holding on to see where they go with it.

One feature of the BoardGameNews site that gives me a reason to subscribe is the Essen preview, which gathers together news of games you would expect to see released at the show. Some of these are not brand new, having come out since last year's show, but nevertheless it is a useful resource. Unfortunately not as accessible as it used to be since the site was redesigned, but the information is there if you have the time to dig it out.

My eye has been caught by the following items so far:

7 Wonders (Repos Productions)
⇨ *The next Dominion-style game, with some very good comments and reviews*
Age of Steam: Essen 2010 Map Pack (Bezier Games)
Age of Steam: Paris and Moscow (AoS Team)
⇨ *Two of my regular Essen fixes, the new Age of Steam maps*
Essen Games Set (Winsome Games)
⇨ *And another regular fix, the Winsome games set, more Age of Steam, and expansion to previous Winsome releases*
Inca Empire (Z-Man Games)
⇨ *A new version of Tahuantinsuyu, which has been out of print for a while*
Industry (Ystari Games)
⇨ *A new version of Industria, previously released by Queen Games*
London (Treefrog Games)
Olympus (Stratelibri)
⇨ *The new game from the designers of Kingsburg*
Perpetual-Motion Machine (Bezier Games)
⇨ *Ted Alspach's games are always interesting*
Power Grid: Russia and Japan expansion (Rio Grande)
Tikal II: The Lost Temple (GameWorks)
⇨ *A follow up to Tikal, by Kiesling and Kramer*

No doubt there are more games to be announced before the show, and no doubt my eye will be caught by some of those as well.

Change of Address:

Jim Reader 5350 Woodcock Circle, Coopersburg, PA18036, USA



PUERTO RICO 11

Here comes the whimper...

GAME OVER

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

I didn't mean to imply that the players were wimps, but there was definitely no bang to close this game, and no comments either. I guess everyone was either happy with the result or resigned to their fates.



SAINT PETERSBURG 2

The middle is tight.

PHASE 6-T

Round 6 - Trading Phase

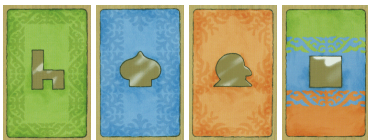
Kevin	Marcus	Tony	Pete
Administrator ⇒ Pope	Warehouse Manager ⇒ Tax Man	Administrator ⇒ Minister of Foreign Affairs	+ Warehouse Manager from hand
+ Controller from hand			

Players	Rubles	VPs	Aristocrats	Cash VPs	Final VPs
Pete	21	68	45	2	115
Marcus	22	30	36	2	68
Kevin	7	47	21	-	68
Tony	3	38	3	-	41

Pete is was out in front, earning as many VPs during the game as Marcus and Kevin got after the final scoring. Marcus takes second place because he has more cash than Kevin.

1st	Pete Campbell	115
2nd	Marcus Pratt	(22 rubles) 68
3rd	Kevin Lee	(7 rubles) 68
4th	Tony Wilcock	41

Congratulations, Pete, and thanks to everyone for the game. Next month is round-up time for this game before the dust settles for good.



1825-H27

The single round proves popular.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	52:R12:4	-	230	Yes	-	280▲	70 3T 3
GWR	PC	17:W15:2	-	480	Yes	-	180▲	51 5 3T 3T
Mid	LR	42:R18:4	-	370	No	-	160▼	400 3T 3
NER	AH	56:K15:4	1:M15:2	130	Yes	①	82▲	0 4 3T
LSWR	MH	12:X14:1	-	340	Yes	②	142▲	10 5 4 3T
GER	WM	14:T20:2	-	160	Yes	-	90▲	70 4
NBR	AH	65:G9:2	-	140	Yes	③	76▲	30 5
Cal	Rcvr	15:G7:3	-	140	No	④	67▼	250 -
L&YR	LR	15:N12:6	-	160	Yes	⑤	90▲	0 4 3
SECR	PC	15:X20:6	-	130	No	⑥	61▼	79 U3 3
GNR	MH	3:P18:6	-	310	Yes	-	112▲	190 4 3
GCR	WM	-	-	200	Yes	⑦	76▲	120 5
LBSC	MH	83:X18:6	-	220	Yes	⑧	76▲	0 3T 3

- Notes:
- ① 40 to the bank for a token in N14
 - ② 550 to the bank for a '5' train
 - ③ 40 to the bank for a token in G9
 - ④ 10 to the bank for renting a '5' train
 - ⑤ 10 to the Midland for a '3' train
 - ⑥ 410 to the bank for a 'U3' train
 - ⑦ 40 to the bank for a token in R16
 - ⑧ 40 to the bank for a token in X14

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Willem Moene	166	343	509	3,125	21.5▼	15
Lionel Robbins	398	288	686	2,918	20.0▼	16
Mike Hutton	111	581	692	3,001	20.6▲	17
Pete Campbell	81	374	455	2,614	17.9▲	17
Alan Harvey	154	385	539	2,912	20.0▼	22

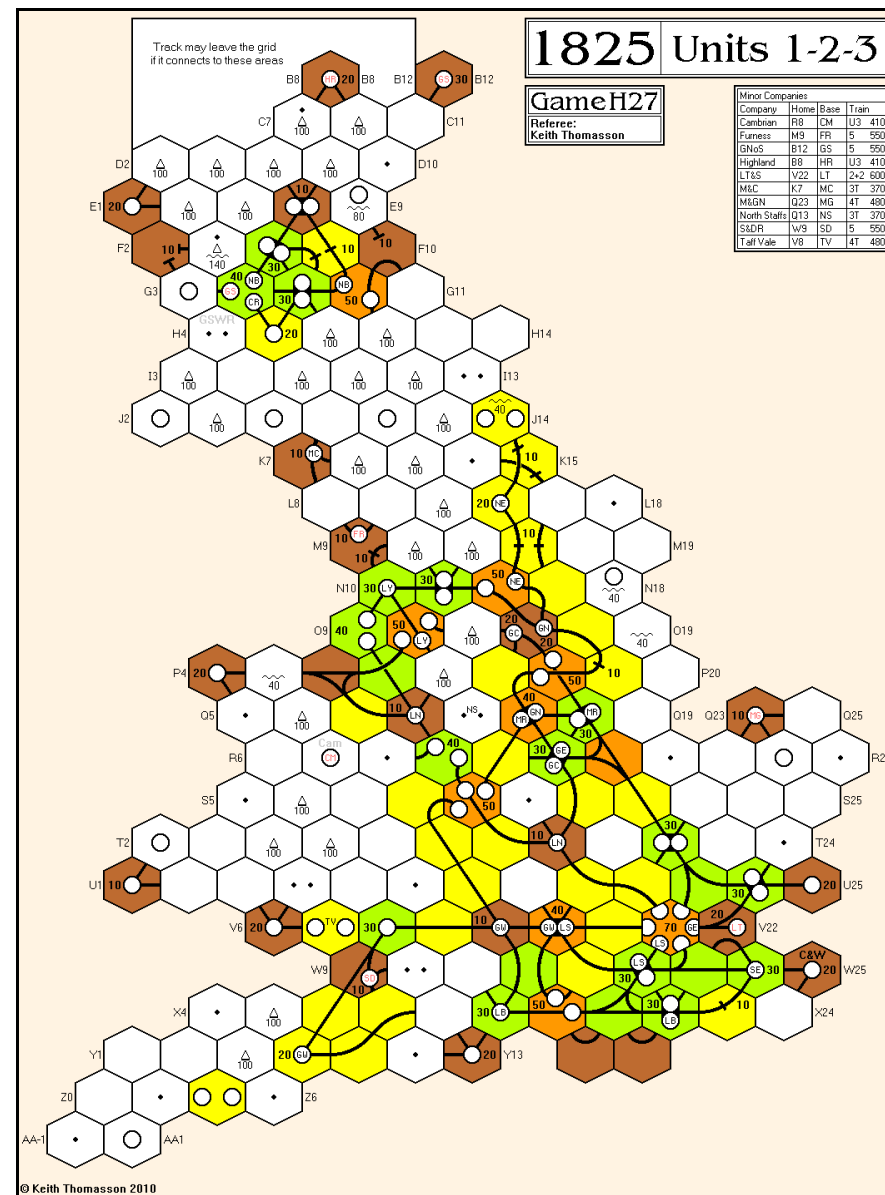
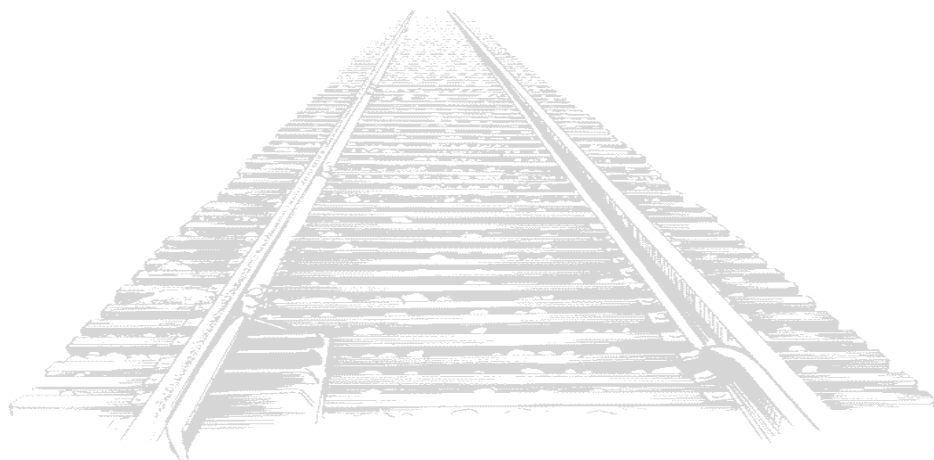
Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
1/2	2/2	3/4	4/8	5/4	6/7	7/7	8/12	9/11	55/3	56/2	58/3	69/3				
114/1	115/2	198/1	199/1	10/2	11/4	12/4	13/5	14/5	15/3	16/3	17/-	18/2				
19/3	20/2	21/1	22/1	23/9	24/9	25/1	26/3	27/2	28/4	29/4	30/1	31/1				
52/5	81/1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

We'll have just one round next time as well, leaving us set for the stock round the time after that.

Thanks to Mike for pointing out discrepancies in the number of tokens remaining. These have been checked and updated. What I need to do now is check the spreadsheet, as it does not seem to be updating all the companies when tokens are placed.

The portfolio is showing Willem's private company - in the top half.

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)	-	280	180	160	82	142	90	76	67	90	61	112	76
Company credit	-	70	51	400	0	10	70	30	250	0	79	190	120
Tokens	-	5	4	2	2	1	2	3	2	1	3	1	1
Trains	-	3T	5	3T	4	5	4	5	-	4	U3	4	5
	-	3	3T	3	3T	4				3	3	3	
	-		3T			3T							
	-	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)	-	76											
Company credit	-	0											
Tokens	-	1											
Trains	-	3T											
	-	3											
Bank cash: 12,119	Certificate limit: 31				Trains: 1 x '5', 3 x '6'... also 4 x 'U3'								



Orders required for the following round

By the early deadline

OR12



1826-J28

The Etat, as usual, does not get the chance to form.

OR4 - OR5

OR4 Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A PC	4:I17:2	-	120	Yes	-	122A	274	2H 2H
P SW	58:C9:1	-	200	Yes	①	100B	46	4H 2H
B LG	3:D12:1	-	370	Yes	②	90E	316	4H 2H 2H 2H
PO DS	9:H4:3	-	100	Yes	③	90E	45	4H 4H
GC JS	4:M17:3	-	220	Yes	④	90D	42	4H 2H 2H
N SW	9:F10:2 9:E11:2	-	-	⑤ ⑥ ③	65E	485	1	4H

- Notes: ① 100 to the bank for a token in C11
 ② Places the Mail token in B12
 ③ 200 to the bank for a '4H' train
 ④ 60 to the bank for terrain costs
 ⑤ 40 to the bank for terrain costs
 ⑥ Loan acquired (▼65E)

OR5 Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A PC	8:J16:2	-	140	Yes	① ②	135A	52	4H
P SW	204:D12:1	-	210	Yes	③	100C	198	4H
B LG	57:C15:3	-	390	Yes	④	100D	315	4H
PO DS	58:H2:3	-	190	Yes	-	100D	83	4H
GC JS	15:M13:6	-	230	Yes	-	100D	42	4H
N SW	514:G9:1	-	140	Yes	⑤ ⑥	70E	111	6H

- Notes: ① Converts to a ten-share company
 ② 120 to the bank for a token in L14
 ③ 110 from the bank for the sale of one share
 ④ 40 to the bank for terrain costs
 ⑤ 80 to the bank for a token in C13
 ⑥ 300 to the bank for a '6H' train - PO and N return '4H' trains to the bank

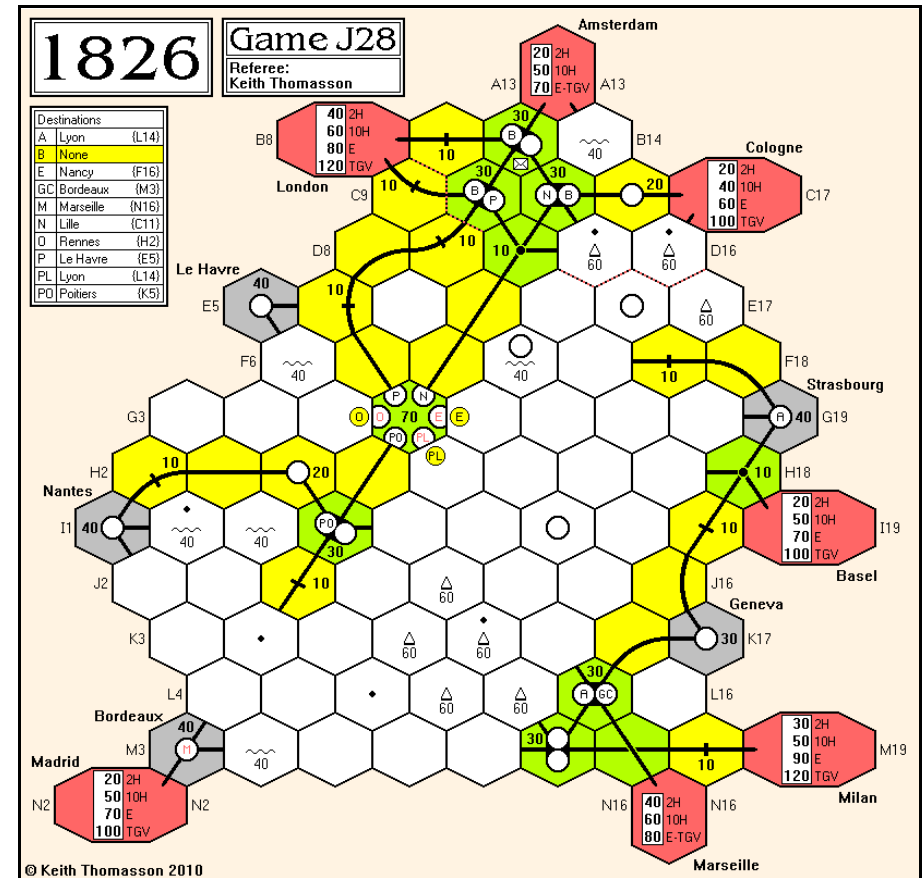
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	-	-	-	-	3P	-	-	-	1	-	1
Don Smith	-	-	2	-	-	-	-	-	-	-	3P
Pete Campbell	Bridge	3P	-	-	2	-	-	-	-	-	-
Stephen Webb	-	-	1	-	-	-	3P	-	2P	-	-
Lyndon Gurr	-	-	6P	-	-	-	-	-	-	-	-

Company type	10	10	-	5	-	5	-	5	-	5
Bank (new)	-	-	10	5	10	5	10	-	2	5
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	7	1	-	-	-	2	-	-	-	1
Price	135A	100D	-	100D	-	70E	-	100C	-	100D
Loans	-	-	-	-	-	1	-	-	-	-
Company credit	52	315	-	42	-	111	-	198	-	83
Tokens	1	1	-	2	-	2	-	1	-	1
Trains	4H	4H	-	4H	-	6H	-	4H	-	4H

Bank cash: 9,130 Certificate limit: 13 Trains: 5 x '6H', 2-5 x '10H'... also 2 x '4H'
 Current operating order A, B, PO, GC, P, N

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
John Shelley	3	192	218	413	913	19.0	4
Don Smith	114	134	192	440	940	19.6	5
Pete Campbell	22	165	139	326	951	19.8	5
Stephen Webb	46	117	207	370	880	18.3	4
Lyndon Gurr	54	232	234	520	1,120	23.3	6

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds			
3/2	4/1	5/2	6/1	7/4	8/13	9/15	57/4	58/2	14/3	15/2	16/1	19/1		
20/-	25/5	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/-	514/1	619/-											



Orders required for the following round	By the early deadline
SR4	



1829-U25

The survey party convention
is taking place in hex V12.

OR22 - OR23

OR22	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	8:S21:4	•U25 !	550	Yes	-	250▲	0	7 5
GWR	PC	33:O9:1	•V10	630	Yes	-	275▲	50	7 5
Mid	JS	24:R18:4	•V22	210	Yes	-	126▲	10	4
GNR	PC	49:O9:1	•O17	380	Yes	-	76▲	200	5 4
LBSC	LR	9:X22:2	•X10	520	Yes	-	126▲	70	7 4
GER	RT	15:T20:1	•R8	420	Yes	-	142▲	110	5 4
GCR	JS	29:S21:4	•W11	370	Yes	-	71▲	20	7

OR23	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	7:U25:6	•U11	620	Yes	-	275▲	0	7 5
GWR	PC	50:O11:3	•V12	660	Yes	-	300▲	50	7 5
Mid	JS	27:U23:6	•V12 !	250	Yes	-	142▲	10	4
GNR	PC	-	•O13	410	Yes	-	82▲	200	5 4
LBSC	LR	23:W13:4	•V12 !	520	Yes	-	142▲	70	7 4
GER	RT	-	•V12 !	530	Yes	-	160▲	110	5 4
GCR	JS	2:W11:3	•O19	390	Yes	-	76▲	20	7

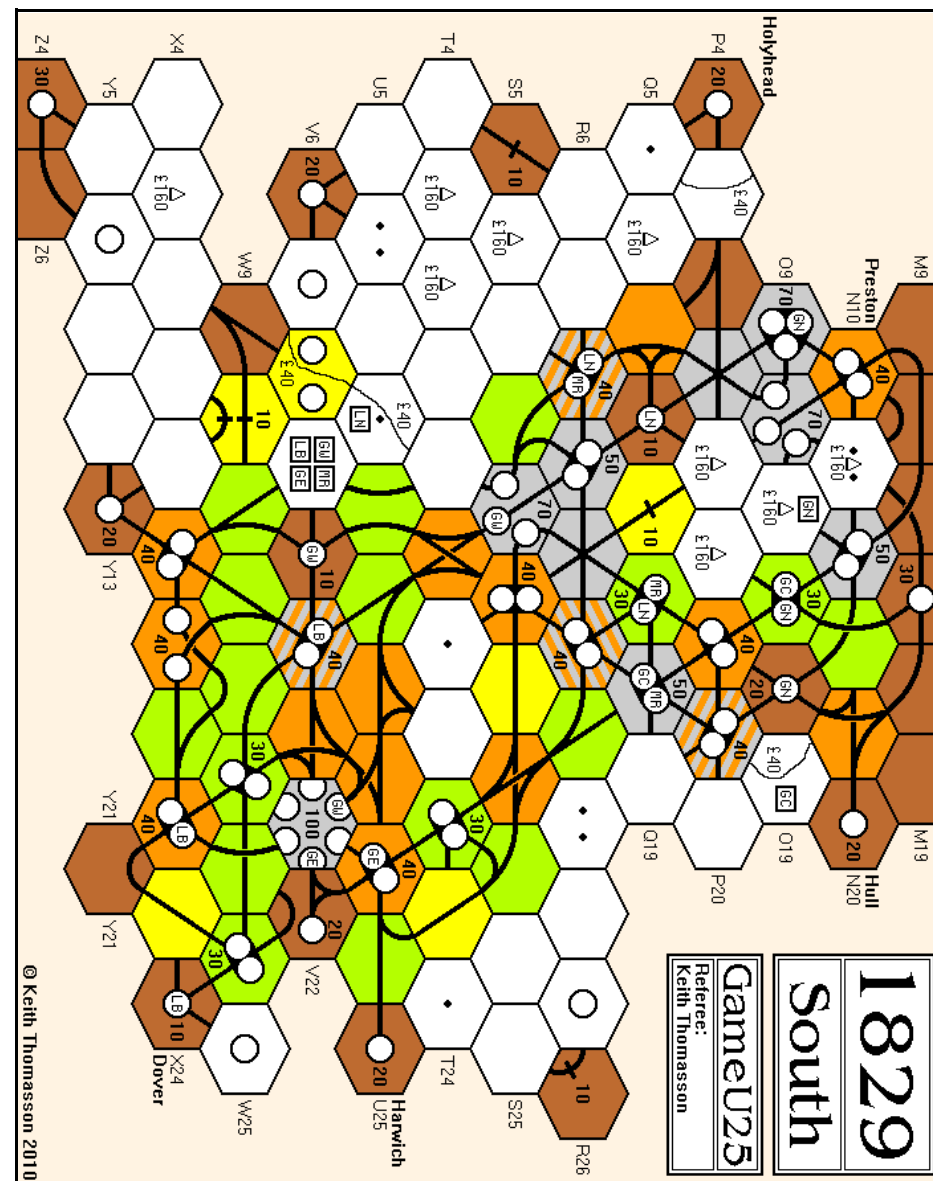
Cash Flow	b/f	OR22	OR23	c/f	Value	%	Certs
Rob Thomasson	2,911	895	1,041	4,847	9,055	28.2▲	17
John Shelley	1,984	710	774	3,468	6,998	21.8▼	18
Pete Campbell	3,250	913	966	5,129	8,990	28.0▼	16
Lionel Robbins	2,449	737	774	3,960	7,101	22.1▼	17

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

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	-	100	90	82	71	67	64	61
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	-	275	300	142	82	142	160	76
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: 2,596	-	Certificate limit: 18						Trains: None

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

Stock round 14 follows, and these are usually taken on their own. However, with nothing to buy, I'm asking for SR14 and OR24, which should also be the last of the game. Can Rob keep the slim lead he has gained?



Orders required for the following rounds

By the early deadline

SR14, OR24



1830-G26

Some forced sales and
some portfolio stuffing.

SR9

Stock Round 9

Mike Hutton	Richard	Willem	Tony	Mike Head
+ C&O pool	- 1 CPR {▼125C}	- 1 B&M {▼100B}	+ NYNH pool	- 3 CPR {▼100E}
	+ NYNH pool	- 1 CPR {▼110D}		+ PRR pool
+ Erie pool	- 1 Erie {▼155C}	✗	+ Erie pool	- 1 B&O {▼200C}
	+ B&O pool			+ B&M pool
+ B&O pool	✗	✗	+ CPR pool	✗
✗	✗	✗	+ CPR pool	✗
✗	✗	✗	✗	Priority for SR10:

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Mike Head	1,198	270	1,468	3,730	21.1▲	13
Mike Hutton	817	-510	307	2,118	12.0▲	13
Richard Lunn	1,729	-18	1,711	4,398	24.9▲	13
Willem Moene	1,375	237	1,612	3,606	20.4▼	13
Tony Sait	1,739	-455	1,284	3,840	21.7▲	13

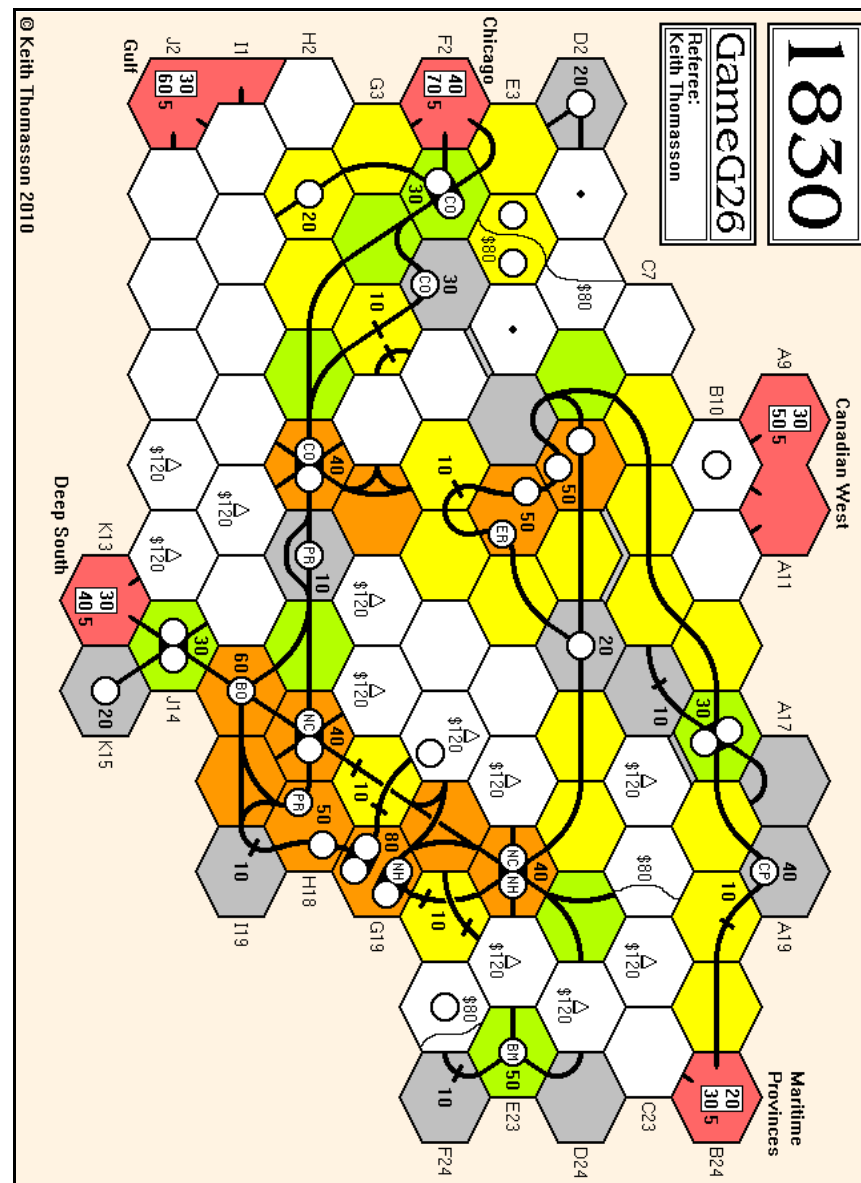
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
✗ Mike Head	1	-	6P	-	2	2	-	3
Mike Hutton	5P	1	1	-	1	1	6P	-
Richard Lunn	-	3	1	-	-	2	2	6P
Willem Moene	-	-	-	5P	6P	4P	1	-
Tony Sait	-	6P	2	2	1	1	1	1

Bank (new)	4	-	-	-	-	-	-	-
Price (par)	100	100	76	82	100	76	71	90
Bank (pool)	-	-	-	3	-	-	-	-
Price (pool)	100B	240B	155C	100E	180B	76E	110D	240B
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: 5,092 Certificate limit: 13 Trains: Diesels
Current operating order: PRR, B&O, Erie, C&O, NYNH, CPR, B&M, 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	39/-	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							

The next three operating rounds will run the bank out if no new trains are bought, and given the low level of company credit, that seems more than likely, so we will run to the end of the game and find out if Richard has done enough to maintain his hold on the game.



Orders required for the following rounds

By the early deadline

OR15, OR16, OR17



1830-V2-U28

Two tight curves and two '2' trains to get things moving.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	7:F14:1	-	-	① ②	90A	800	2
PRR	TS	7:F8:6	-	-	③ ②	71D	550	2

Notes: ① 120 to the bank for terrain costs
 ② 80 to the bank for a '2' train
 ③ 80 to the bank for terrain costs

Stock Round 2

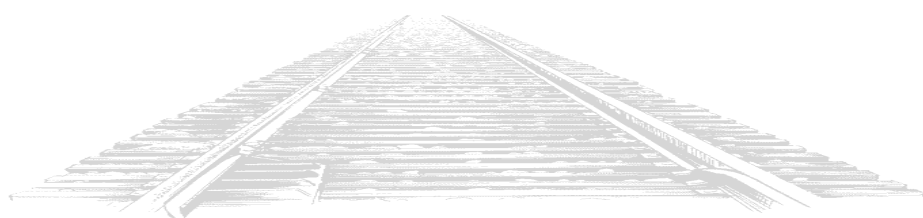
Alan	Mark	Don	Tony
+ NYC new	x	+ B&O new	x
x	x	+ B&O new (floated)	x
x	x	x	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Don Smith	180	70	-200	50	870	31.9	7
Tony Sait	5	10	0	15	635	23.3	7
Alan Harvey	126	25	-100	51	681	25.0	7
Mark Stretch	0	0	0	0	540	19.8	5

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR D&H M&H B&O	-	4P	-	-	-	-	-	-
⊕ Tony Sait	C&StL	-	2	-	-	-	-	-	5P
Alan Harvey	C&A	-	-	-	-	-	1	-	5
Mark Stretch	-	-	-	-	-	-	6P	-	-

Bank (new)	10	4	10	10	10	3	10	-
Price (par)		100				100		71
Bank (pool)		-				-		-
Price (pool)		100A				90A		71D
Company credit		1,000				800		550
Tokens	3	3	3	4	3	3	2	3
Trains		-				2		2
Bank cash: 9,534	Certificate limit: 16				Trains: 4 x '2', 5 x '3'			
Current operating order:	B&O, NYC, PRR							

Tiles	Tile number/Availability					One Operating Round between Stock Rounds						
1/1	2/1	3/2	4/2	7/2	8/8	9/7	55/1	56/1	57/4	58/2	69/1	



GameU28

Referer: Keith Thomasson

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1830-V2

Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1837-Y25

The stock round was,
as expected, a dull affair.

OR13 - SR10

The Ms ran for 240, not 430+40, because the '2G' train had been bought by the Sd. The '3+1' trains disappeared when the Ms bought the '5+2' train.

OR13 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	GH	63:115:1	420	45	Yes	-	380B*	480 5 2G
Sd	TB	216:H10:2	330	100	Yes	-	340B*	101 3G 2G
Kk	TR	70:L14:5	600	40	Yes	①	225B*	114 5E 4+2
Th	GH	430:J26:1	200	-	Yes	-	205A*	232 4
Cl	TR	8:B30:4	240	-	Yes	②	173B*	0 4+1 2G
Bh	TB	405:L12:1	380	60	Yes	-	121A*	173 5 2G
Bk	JH	-	360	40	Yes	-	102E*	611 4 2G
Sb	SW	40:J30:2	390	50	Yes	-	87G*	425 4 3G
Ms	TB	-	440	-	Half	-	65H*	272 5+2 4E
Gt	SW	-	340	50	Half	-	63I*	657 4 2G

Notes: ① 40 to the bank for a token in G13
② 1 to the Kk for a '2G' train

Stock Round 10

Stephen	Tony Bromley	Tony Robbins	Geoff	John
✗	✗	✗	✗	✗
Priority for SR11				

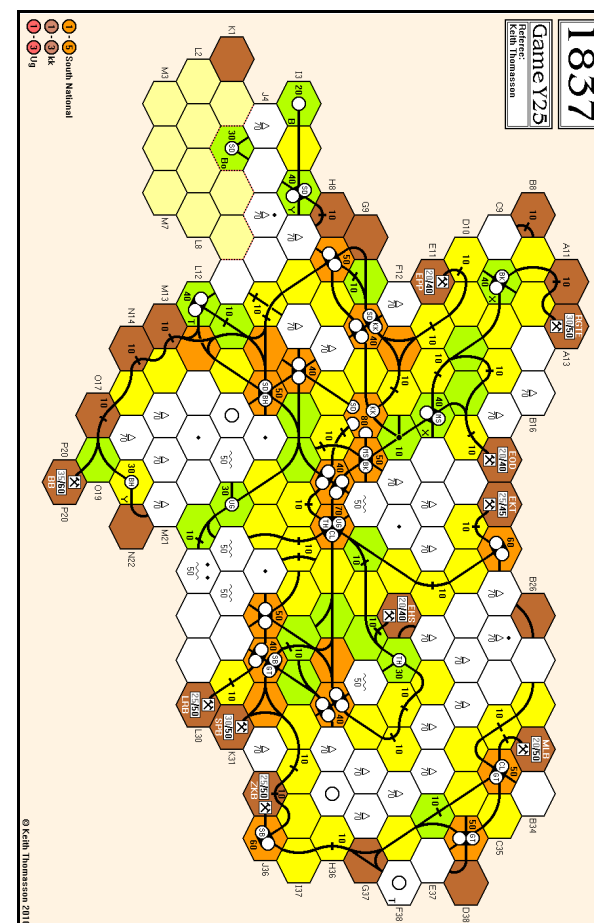
Cash Flow	b/f	OR13	SR10	c/f	Value	%	Certs
John Hopkins	1,286	552	0	1,838	4,029	13.9▼	12-17
Stephen Webb	1,603	771	0	2,374	5,445	18.8▲	15-20
Tony Bromley	1,112	700	0	1,812	6,061	21.0▲	16-20
Tony Robbins	1,922	732	0	2,654	6,737	23.3▲	17-20
Geoff Hardingham	1,354	555	0	1,909	6,645	23.0▼	15-16

Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	2	6D	-	2	-	5	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)	121A	105D	181A	65H	240A	67G	89F	360A	205A	400A
Credit	173	611	0	657	114	272	425	101	232	480
Tokens	2	1	1	-	1	1	1	-	1	1
Trains	5	4	4+1	4	5E	5+2	4	3G	4	5
	2G	2G	2G	2G	4+2	4E	3G	2G		2G

Bank cash: 1,096 Certificate limit: 17 Trains: 3 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	8/17	9/11	55/1	56/1	57/3	58/6	69/1			
201/3	202/3	401/4	402/3	404/4	12/2	16/3	17/1	18/1	19/3	20/3	23/10	24/10			
25/3	26/4	27/4	28/3	29/1	30/-	31/1	87/1	88/2	204/2	205/2	206/1	207/4			
208/1	405/3	406/4	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	40/1	41/4			
42/3	43/2	44/3	45/3	46/3	47/3	63/3	70/1	216/2	430/2	431/2	432/-	434/2			
435/-	436/-														



Orders required for the following round

By the early deadline

OR14



1837-L27

Some big train purchases.

OR10

OR10 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug SW	47:H17:5	540	50	Yes	-	240C	65	4+2 3G
Sd AR	63:H15:1	380	-	Yes	-	210C	78	4 4
Kk ST	436:G17:1	460	-	Yes	-	165C	0	4 4
Th ST	435:H22:1	360	50	Yes	①	121A	157	4E
Gt PC	216:C33:5	330	-	Yes	②	104A	174	5 4+1
Bk DS	430:C11:1	110	50	No	③	89F	149	5+2
Bh DS	25:O19:6	100	-	Yes	-	97B	288	5
Sb DS	431:J36:6	120	50	Yes	④	91E	92	4G
Cl PC	431:F38:5	160	-	Yes	-	78F	121	4
Ms AR	430:E17:1	430	40	Yes	-	67G	159	5E 3G

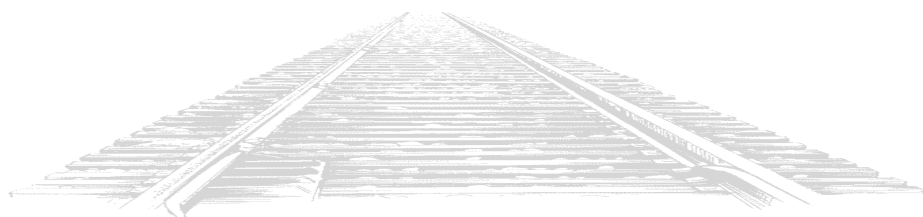
Notes: ① 160 to the bank for a token in H22
 ② 40 to the bank for a token in C33
 ③ 860 to the bank for a '5+2' train
 ④ 1,000 to the bank for a '4G' train

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Pete Campbell	361	475	836	2,551	17.0▼	14-16
Don Smith	144	153	297	1,749	11.6▼	12-13
Steve Thomas	588	638	1,226	3,680	24.5▲	15
Adam Romoth	409	677	1,086	3,571	23.8▲	12-16
Stephen Webb	295	620	915	3,472	23.1▲	13-15

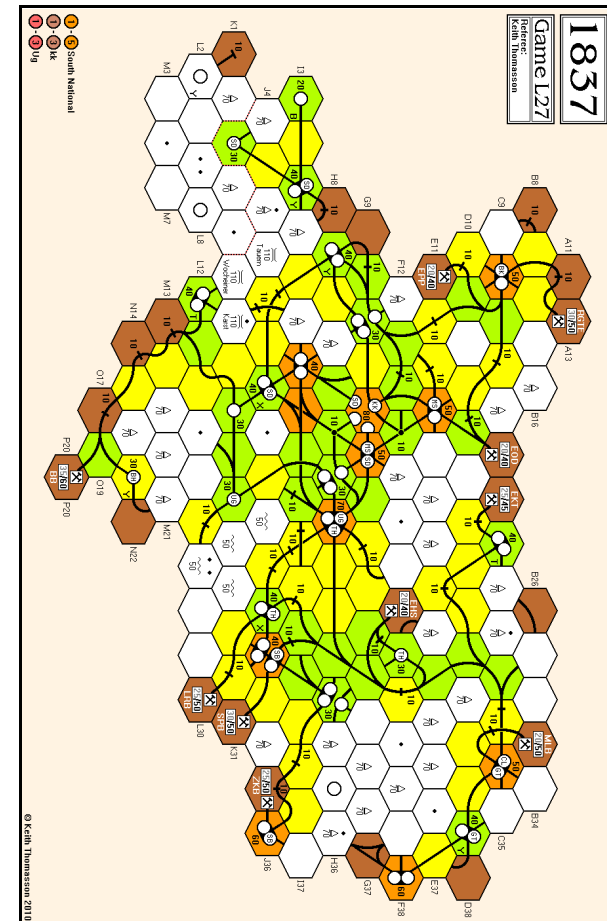
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
★ Pete Campbell	1	1	6D	5D	1	2	-	-	2	-
Don Smith	5D	5D	-	-	-	1	5D	-	-	-
Steve Thomas	-	-	1	-	6D	-	-	2	6D	1
Adam Romoth	-	-	1	-	2	5D	-	6D	2	-
Stephen Webb	-	-	2	-	1	2	2	-	-	8D

Bank (new)	4	-	-	5	-	-	-	-	-	-
Price (new)	97	80	75	104	120	70	85	142	104	175
Bank (pool)	-	4	-	-	-	-	3	2	-	-
Price (pool)	97B	89F	78F	104A	165C	67G	91E	210C	121A	240C
Company credit	288	149	121	174	0	159	92	78	157	65
Tokens	2	2	2	1	2	1	1	-	-	1
Trains	5	5+2	4	5	4	5E	4G	4	4E	4+2
				4+1	4	3G		4		3G

Bank cash: 8,625 Certificate limit: 17 Trains: 2 x '4G' 1 x '5+3' 1 x '5+4'
 Current operating order: Ug, Sd, Kk, Th, Gt, Bh, Sb, Bk, Cl, Ms



Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds									
1/2	2/3	3/3	4/9	5/1	7/5	8/19	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	17/1	18/1	19/2	20/3	23/10	24/10			
25/-	26/3	27/3	28/3	29/2	30/-	31/1	87/1	88/2	204/1	205/-	206/1	207/2			
208/-	405/2	406/2	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	425/2	426/1	427/1	429/1	39/2	40/3	41/4			
42/4	43/2	44/3	45/3	46/3	47/2	63/4	70/2	216/2	430/2	431/2	432/3	434/2			
435/-	436/-														



Orders required for the following round

By the early deadline

SR8



1856-P26

A few share adjustments.

SR9

Stock Round 9

Mike Hutton	Mike Head	Tony	Richard	Lyndon
+ THB pool	✗	✗	+ TGB pool	- 1 WR (▼40!)
✗	- 1 CGR	{↔} + CGR pool	✗	✗
	+ WR pool			
✗	✗	✗	Priority for SR10	

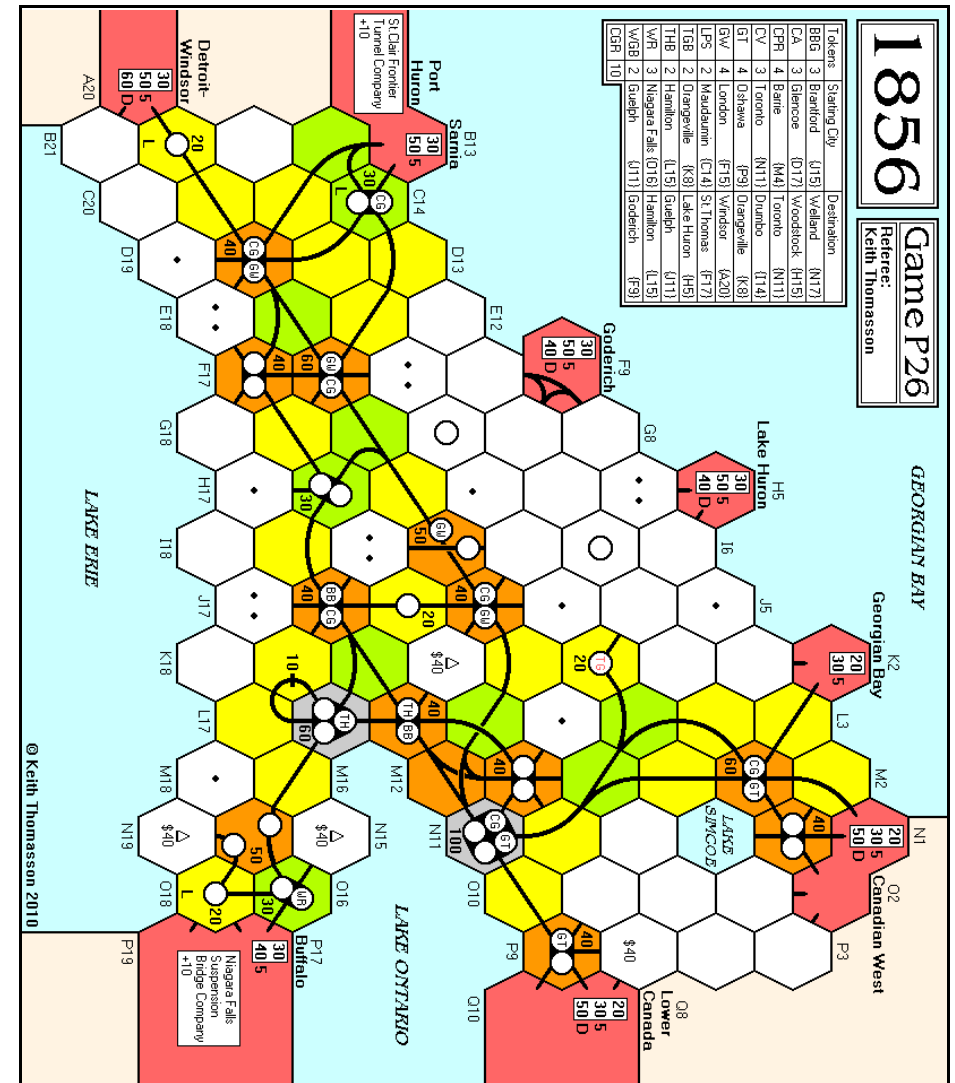
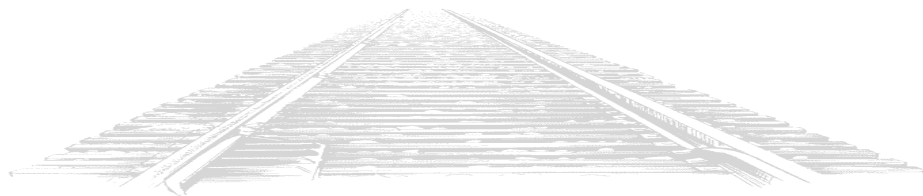
Cash Flow	b/f	SR9	c/f	Value	%	Certs
Richard Lunn	1,270	-65	1,205	4,040	17.9▼	9½-10½
Lyndon Gurr	1,756	135	1,891	4,801	21.3▼	9½-16½
Mike Hutton	1,553	-250	1,303	4,203	18.6▲	9½
Mike Head	2,099	135	2,234	5,229	23.2▲	10-11
Tony Sait	1,449	-175	1,274	4,279	19.0▲	9½

Portfolio	BBG	GT	GW	TGB	THB	WR	CGR
✗ Richard Lunn	-	1	4	1	-	1	7P
Lyndon Gurr	6P	-	-	-	1	8P	7
Mike Hutton	2	1	6P	-	1	-	1
Mike Head	2	2	-	-	6P	1	2
Tony Sait	-	6P	-	2P	2	-	3

Bank (new)	-	-	-	7	-	-	-
Price (par)	100	70	75	70	100	80	110
Bank (pool)	-	-	-	-	-	-	-
Price (pool)	175A	300B	300B	65F	275A	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: 3,173		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/-	125/-
124/-												

We'll run to the end of the game now, while the TGB remains just a gleam in Tony's eye.



Orders required for the following rounds

By the early deadline

OR17, OR18, OR19



1856-Y27

Three new companies arrive.

SR6

Stock Round 6

Lyndon	Don	John	Willem	Rob
- 2 CPR - 1 GT {+90F} + CV/Pres {100}	- 1 LPS - 1 CPR - 1 GT - 1 GW + BBG/Pres{100}	✗	- 1 CPR - 1 WR + TGB/Pres{100}	+ WR new
+ WR new - 1 WR	+ BBG new	+ GW pool	+ TGB new	- 1 CPR - 1 WR + BBG new
+ CV new	+ BBG new	+ CPR pool	+ TGB new	- 1 BBG {+90B}
+ CV new	+ BBG new	✗	+ TGB new	✗
+ CV new	+ BBG new	✗	+ TGB new	✗
+ TGB new	✗	✗	✗	✗
- 1 TGB {+90B}	✗	✗	✗	✗
+ LPS pool	✗	✗	✗	✗
+ LPS pool	✗	✗	✗	✗
✗	Priority for SR7			

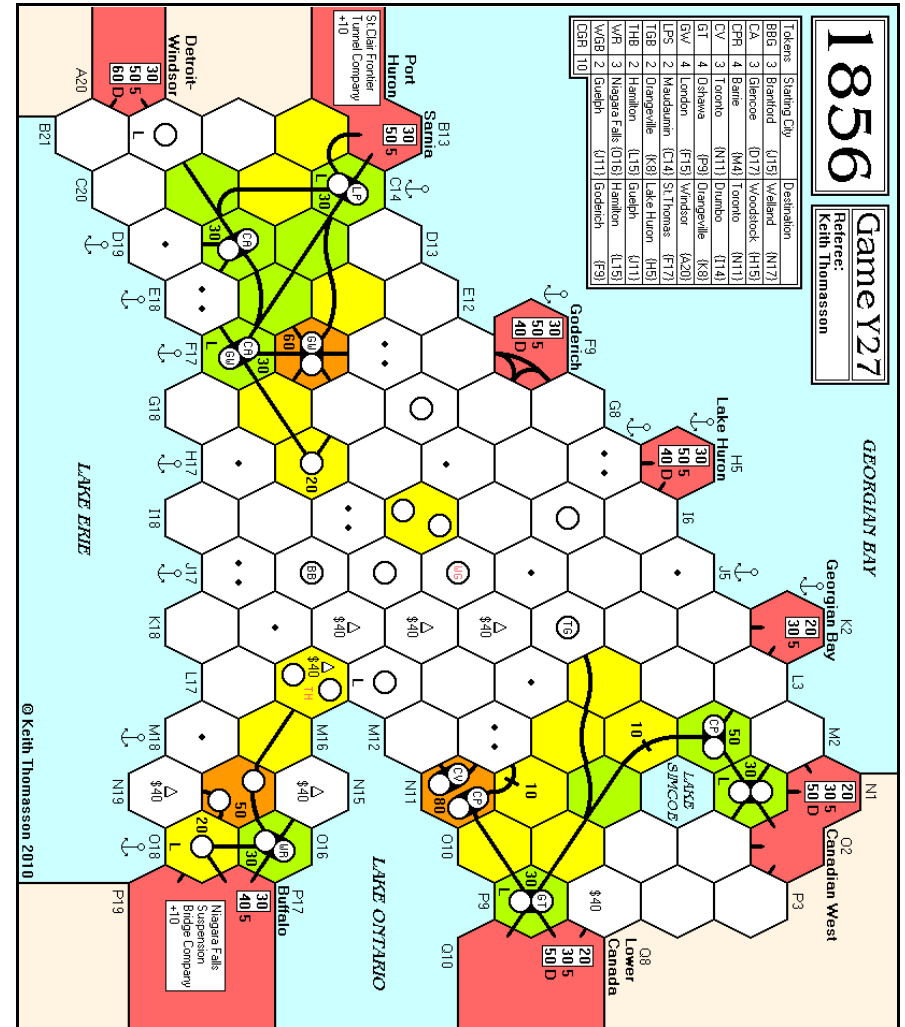
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Willem Moene	509	-385	124	1,454	22.6▼	13
Rob Thomasson	697	140	837	1,972	30.7▲	10
Lyndon Gurr	373	-315	58	1,258	19.6▲	11
Don Smith	286	-225	61	961	15.0▼	8
John Shelley	235	-195	40	775	12.1▲	7

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

Bank (new)	3	3	-	5	-	1	-	3	10	10	1
Price (par)	100	90	65	100	65	70	70	100	-	-	75
Bank (pool)	1	-	4	-	3	-	3	1	-	-	4
Price (pool)	90B	90B	125E	100A	90F	70G	90F	90B	-	-	90F
Company credit	700	40	36	500	179	23	107	700	-	-	128
Tokens	3	1	2	3	3	2	1	2	2	2	2
Trains	-	5	4	4	3	3	4	3	5	3	4

Bank cash: 8,467 Certificate limit: 13 Trains: 1 x 5/ 2 x 6
Current operating order: CPR, CV, LPS, WR, GT, CA, BBG, TGB, GW

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

OR9



1861-C27

The RSR nationalises
some more assets.

OR9 - MR5

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	PC	63:D9:1	-	160	Half	-	-	-	-
RO	LQ	57:L7:2	8:M6:3	170	Half	-	-	-	-
GRR	SW	641:D1:1	8:A10:5	600	Yes	220B▲	895	-	4 4
MK	PC	46:D7:6	-	410	Yes	180C▲	326	-	5 4
NW	SW	16:D15:6	9:E16:3	170	Yes	150D▲	80	-	5
MKV	WM	-	-	170	Yes	150C▲	158	-	5
SE	MH	24:G16:4	-	-	-	120C▼	21	5	6
MKN	LQ	27:O6:2	8:N7:6	210	Yes	150C▲	62	-	4
RSR				280	No		606	-	5

- Notes:
- ① 60 to the bank for terrain costs
 - ② 20 to the bank for an extra tile lay
 - ③ 120 to the bank for a token in J7
 - ④ 120 to the bank for a token in D9
 - ⑤ 550 to the bank for a '5' train
 - ⑥ 40 to the bank for terrain costs
 - ⑦ 66 to the SE for a '3' train
 - ⑧ 40 to the bank for a token in F15
 - ⑨ 650 to the bank for a '6' train, requiring five loans, private companies, MB and RO nationalised
 - ⑩ 2 loans redeemed

Merger Round 5

No minor companies in operation

Cash Flow	b/f	OR9	MR5	c/f	Value	%	Certs
Mike Hutton	65	68	0	133	1,093	16.7▼	5
Pete Campbell	65	615	0	680	1,580	24.1▲	4
Willem Moene	83	145	0	228	1,198	18.3▼	5
Stephen Webb	34	257	0	291	1,441	22.0▲	4
Lyndon Gurr	9	389	0	398	1,248	19.0▲	4

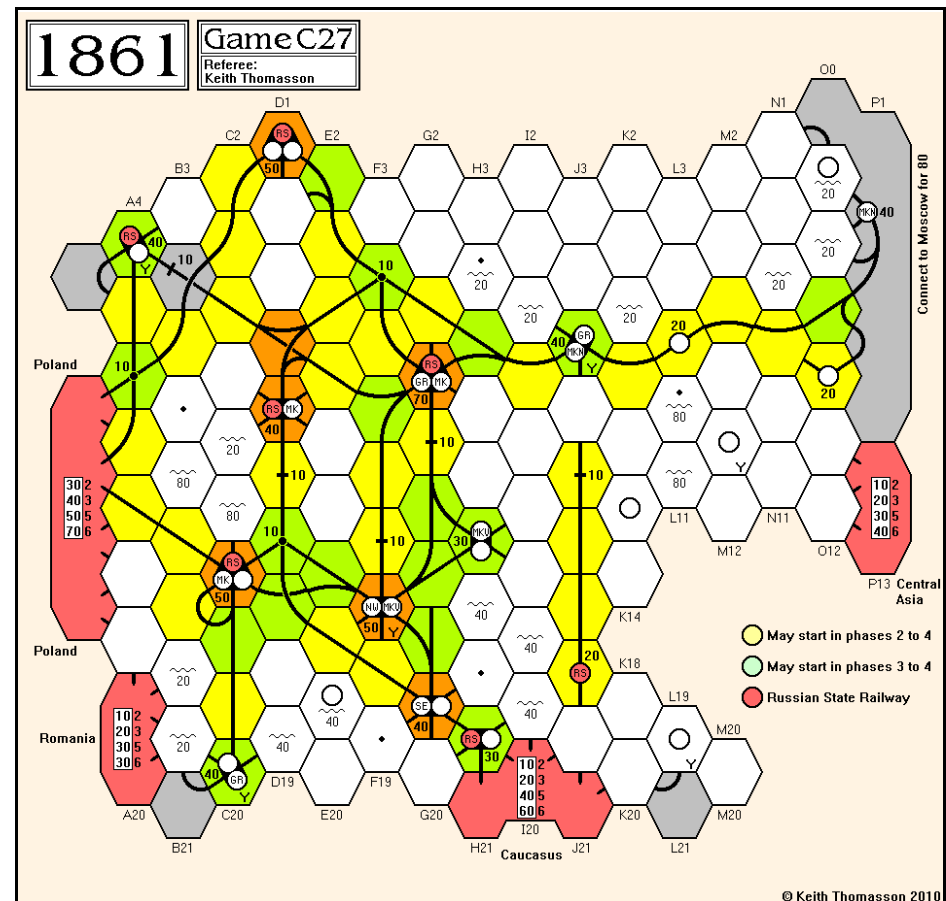
Portfolio	SV	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Mike Hutton	-	-	-	-	-	-	4P	3P	-	-
Pete Campbell	-	-	5P	-	-	-	-	-	-	-
Willem Moene	-	1	-	-	5P	-	-	-	-	-
Stephen Webb	-	4P	-	-	1	-	-	1	-	-
Lyndon Gurr	-	1	1	3P	-	-	-	-	-	-

Bank (new)	2	4	4	7	4	10	4	6	10
Bank (pool)	-	-	-	-	-	-	2	-	-
Price		220B	180C	150C	150C		150D	120C	
Loans		-	-	-	-	-	5	-	-
Company credit		893	326	62	158		80	21	606
Tokens		-	-	1	1		2	2	1
Trains		4 4	5 4	4	5		5	6	5

Bank cash: 11,124 Certificate limit: 13 Trains: 1 x '6', 2 x '7',
Current operating order: GRR, MK, NW, MKV, MKN, SE, RSR

Titles				Tile number/Availability				Two Operating Rounds between Stock Rounds																	
3/2	4/-	5/2	6/1	7/●	8/●	9/●	57/-	58/5	201/3	202/3	621/2	14/1	15/2	16/1	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/-	25/3	26/1	27/1
28/2	29/1	30/2	31/2	87/1	88/1	204/1	207/2	208/2	619/1	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	46/1	47/2	63/1
611/3	623/2	636/-	638/-	641/-	801/2	911/3	639/1	640/1	642/1																

● Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR10, MR6, SR6

Adjudication can pause between rounds if requested



1861-R29

The first stock round was completed by e-mail.

NEW GAME

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

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
John Boocock	johnlner at yahoo dot com
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG

Stock Round 1 - Privates and Minors

Don	John Shelley	John Boocock	Lyndon
25 on TSR	X	30 on TSR	X
X	X	Gets TSR for 30	40 on BSSC
45 on BSSC	X	X	X
Gets BSSC for 45	60 on MYR	X	65 on MYR
X	X	X	Gets MYR for 65
75 on MRR	80 on MRR	X	85 on MRR
90 on MRR	X	X	X
Gets MRR for 90	80 on WVR	X	90 on WVR
X	95 on WVR	X	X
X	Gets WVR for 95	X	120 on N
160 on N	X	X	X
Gets N for 160	Gets RO for 100	X	120 on MK
X	X	170 on MK	X
X	X	Gets MK for 170	Gets SPW for 120
X	Gets K-B for 110	Gets KR for 100	Gets MNN for 130
X	X	X	X
Priority for SR2			

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Don Smith	BSSC, MRR	2P	-	-	-	-	-	-	-	-	-
John Shelley	WVR	-	2P	-	-	-	-	-	-	2P	-
John Boocock	TSR	-	-	-	2P	2P	-	-	-	-	-
Lyndon Gurr	MYR	-	-	-	-	-	2P	-	-	-	2P

Bank (new)	-	-	2	-	-	-	2	2	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price	80F	55H		50H	80F	65G		50H	60G	
Loans										
Company credit	160	110		100	170	130		100	120	
Tokens	-	-	-	-	-	-	-	-	-	-
Trains	-	-	-	-	-	-	-	-	-	-

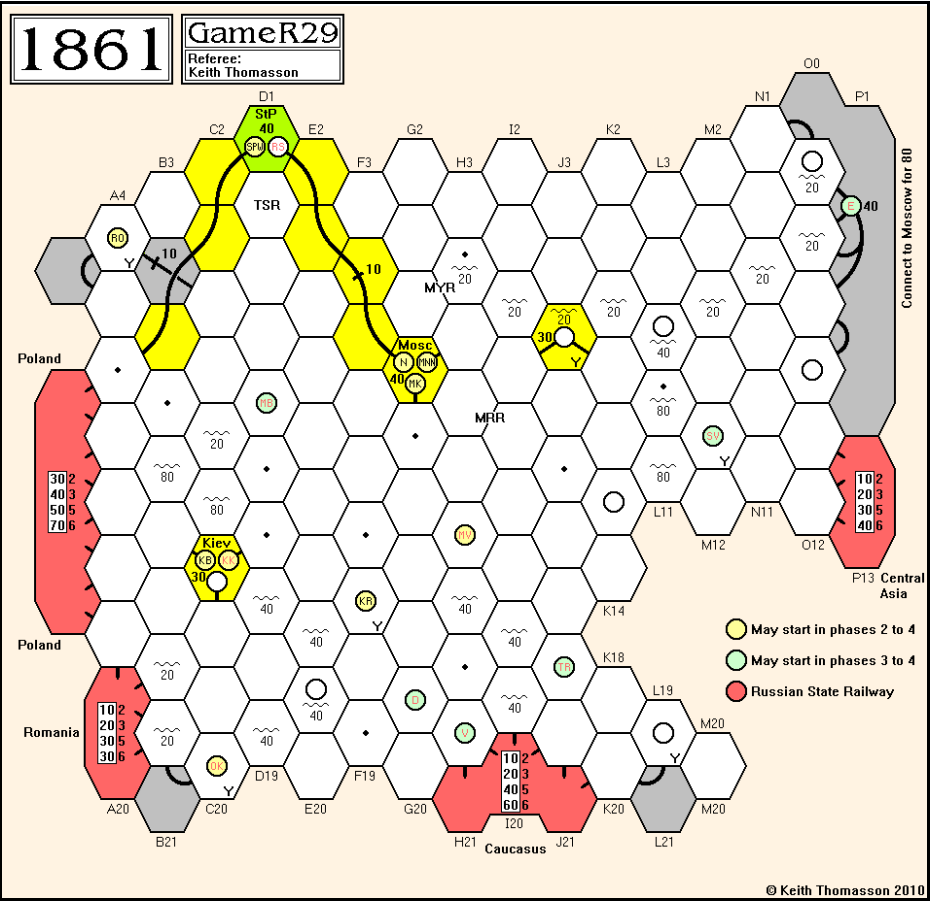
Bank cash: 14,955 Certificate limit: 13 Trains: 10 x '2', 7 x '3'...

Current operating order: N, MK, MNN, SPW, KB, RO, KR

Cash Flow	b/f	Privates/Minors	c/f	Value	%	Certs
Don Smith	315	-295	20	300	24.5	4
John Shelley	315	-305	10	310	25.3	5
John Boocock	315	-300	15	205	24.9	4
Lyndon Gurr	315	-315	0	310	25.3	4

Two Operating Rounds between Stock Rounds

3/2	4/4	5/2	6/2	7/	8/	9/	57/2	58/4	201/3	202/3	621/2
Yellow track tiles are unlimited											



Many thanks to the players for getting the first stock round completed in time for the start.

Orders required for the following rounds	By the early deadline
OR1, OR2	



1870-Y26

We pause again, to check
the trains once more.

OR12

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	15:M2:2	-	370	Yes	-	250B*	152
FW	WM	15:J3:6	-	280	Yes	-	160A*	378
SP	AR	9:L9:3	8:M12:1	150	Yes	①	120D*	421
SLSF	DS	25:G16:2	-	160	Yes	-	100E*	204
MP	DS	8:A20:5	7:C20:5	90	Yes	-	100A*	546
GMO	MH	9:E18:2	9:D19:2	150	Yes	②	90A*	295
GMO	MH	Connection run	140	No	③	90A*	435	
SSW	MH	27:C20:5	-	190	No	-	60F*	250
TP	AR	142:M10:6	-	150	No	④	60F*	70
IC	LG	-	-	-	-	⑤	40G*	0
ATSF	WM	-	-	-	-	④	30H*	123

- Notes: ① 450 to the bank for a '5' train
 ② 60 to the bank for terrain costs
 ③ Destination marker placed in C18
 ④ 630 to the bank for a '6' train
 ⑤ 630 to the bank for a '6' train, mostly funded by 328 from Lyndon

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Don Smith	110	134	244	1,344	14.6*	9
Lyndon Gurr	387	5	392	3,002	32.6*	10-18
Willem Moene	180	168	348	1,698	18.5*	5-13
Mike Hutton	175	105	280	1,340	14.6*	6-12
Adam Romoth	203	149	352	1,812	19.7*	8-15

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)	30H	160A	90E	40G	250B	100A	100E	120D	60F	60F
Company credit	123	378	435	0	152	546	204	421	250	70
Redeemed shares	1	-	-	-	2	-	-	-	-	-
Tokens	1	D	-	D	1	2+D	D	D	D	D
Trains	6	4	4	6	5	5	4	5	5	6

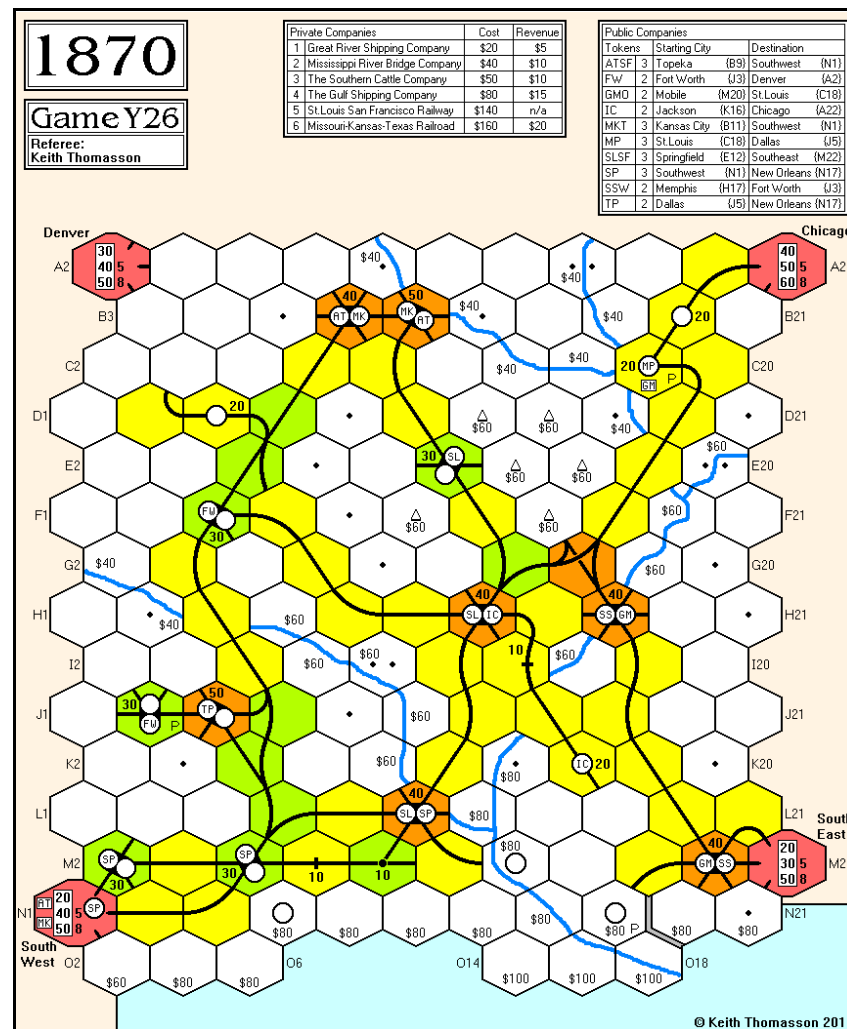
Bank cash: 7,805 Certificate limit: 13 Trains: 1 x '5', 3 x '6'...

Also 1 x '3'

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

A couple of tile lays didn't get done. One was because E12 is not a 'P' hex, so you can't upgrade it to a 170. The other was because all the type 63 tiles had been laid before this round started.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/5	5/1	6/2	7/6	8/10	9/6	55/1	56/1	57/2	58/3
69/1	14/2	15/1	16/2	17/2	18/2	19/2	20/2	23/3	24/3	25/1	26/2	27/-
28/1	29/2	141/2	142/1	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/1	45/1
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

OR13, SR9

Adjudication can pause between rounds if requested



1870-O27

Just one round as the '3' trains
and '4' trains disappear.

OR10

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	9:L15:1	9:H15:3	290	Yes	225C	863	-
ATSF	RT	23:16:1	-	410	Yes	225B	142	5
TP	JS	142:K4:5	-	340	No	100C	900	-
IC	LR	-	-	340	Yes	110D	827	-
GMO	LR	15:M20:6	-	-	② ③	90A	1	6
FW	RT	6:J3:2	7:I4:4	-	④ ③	90A	41	6
MP	DS	14:B19:2	-	210	Yes	100E	0	5
SSW	DS	63:H17:1	-	210	Yes	100C	435	5
MKT	RT	9:E4:1	8:D3:2	-	⑤	55G	90	8.6
SP	JS	145:K4:2	-	-	⑥ ⑦	50H	10	8.5

- Notes: ① 100 to the bank for a token in H17
 ② 369 to the SLSF for a '3' train
 ③ 630 to the bank for a '6' train
 ④ 329 to the MKT for a '4' train
 ⑤ 1,430 to the bank for a '6' train and an '8' train
 ⑥ 800 to the bank for an '8' train
 ⑦ 130 to the TP for a '5' train

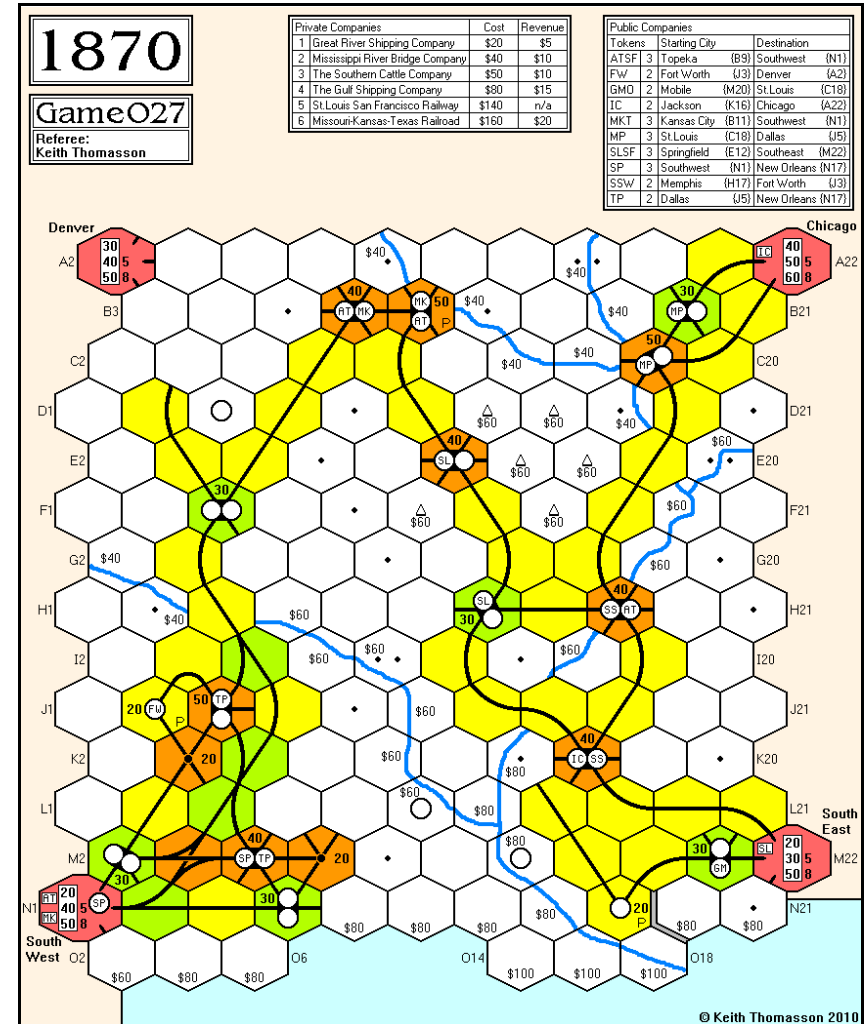
Cash Flow	b/f	OR10	c/f	Value	%	Certs
John Shelley	67	251	518	2,625	22.2	14-21
Don Smith	148	335	483	2,243	19.0	13
Lionel Robbins	457	419	876	3,756	31.8	16-18
Rob Thomasson	70	329	399	3,184	27.0	14-20

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)	-	-	-	1	-	2	1	2	-	1
Price (pool)	225B	90A	90A	110D	55G	100E	225C	50H	100C	100C
Company credit	142	41	1	827	90	0	863	10	435	900
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Tokens	-	1+D	1+D	1	1	1+D	1	1+D	D	D
Trains	5	6	6	-	8.6	5	-	8.5	5	-
Bank cash: 6,615		Certificate limit: 16				Trains: 1 x '8', 2 x '10'...				
Current operating order:		SLSF, ATSF, IC, MP, TP, SSW, GMO, FW, MKT, SP								

The train rush has left three companies without trains, but as there are three new trains available before the '12' trains threaten to kill off the '5's, I thought that a pair of operating rounds would be quite reasonable. John has options with the TP that don't involve any new trains, so there may be a '10' train left when the dust settles.

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



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1870-N29

Only the MKT attracts and bids.

PRIVATES

Stock Round 1 - Private companies

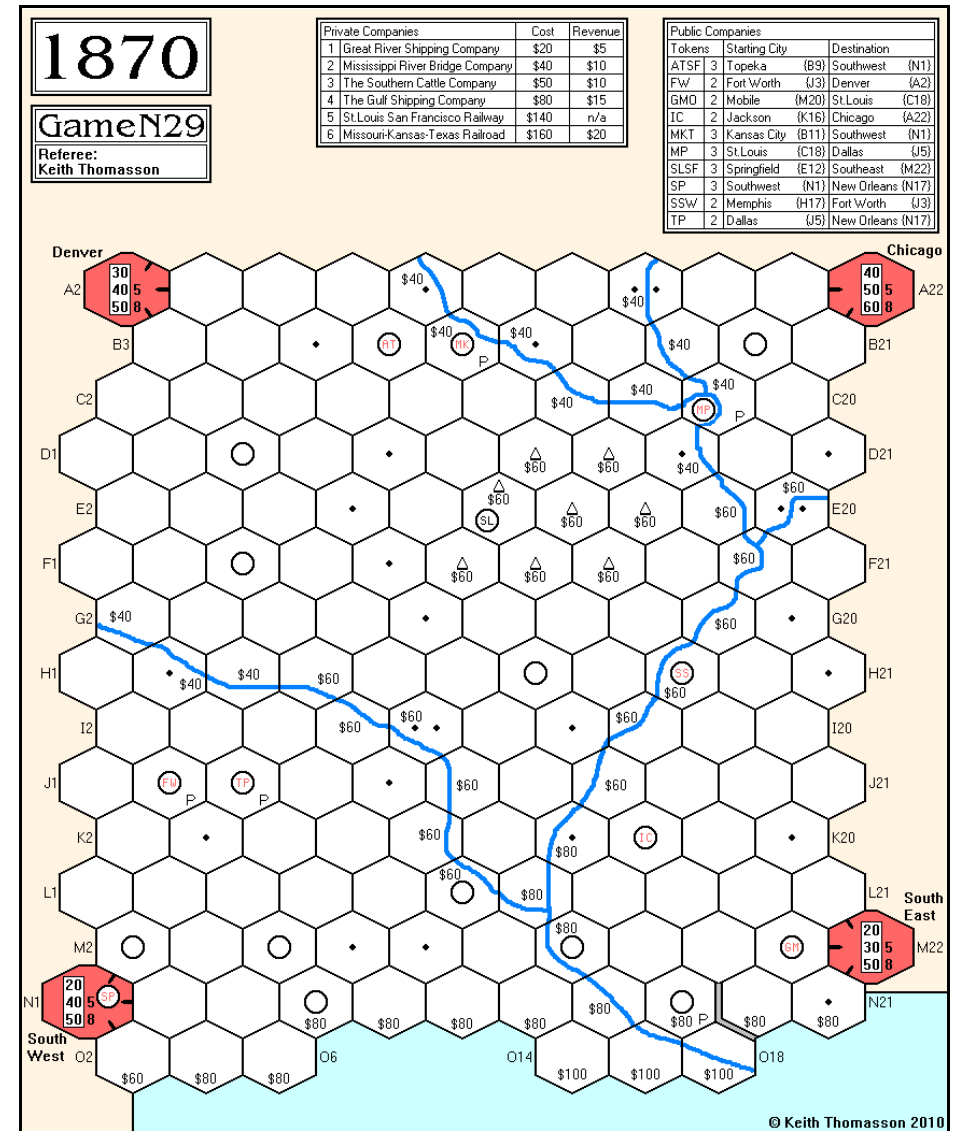
Pete	Bids 165 on the MKT
Lyndon	✗
Willem	Buys the GRSC for 20
Don	Buys the MRBC for \$40
Mark	Bids 170 on the MKT
Pete	Buys the SCC for 50
Lyndon	Bids 175 on the MKT
Willem	Buys the GSC for 80
Don	✗
Mark	Buys the SLSF for 140, sets par at 100
	☛ Mark gets the MKT for 180
Priority for the second part of this round lies with Pete	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Pete Campbell	420	-50	370	420	19.6▼	1
Lyndon Gurr	420	0	420	420	19.6▼	-
Willem Moene	420	-100	320	420	19.6▼	2
Don Smith	420	-40	380	420	19.6▼	1
Mark Frueh	420	-320	100	460	21.5▲	2-3

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
☛ Pete Campbell	SCC	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	-	-	-	-	-	-	-	-	-	-	-
Willem Moene	GRSC, GSC	-	-	-	-	-	-	-	-	-	-
Don Smith	MRBC	-	-	-	-	-	-	-	-	-	-
Mark Frueh	MKT	-	-	-	-	1	-	2P	-	-	-

Bank (new)	10	10	10	10	9	10	8	10	10	10	10
Price (par)	100										
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	100A										
Company credit	1,000										
Redeemed shares	-										
Tokens	3	2	2	2	3	3	3	3	2	2	2
Trains	-										
Bank cash: 9,410	Certificate limit: 13					Trains: 7 x '2', 6 x '3'...					

Tiles	Tile number/Availability						One Operating Round between Stock Rounds						
1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5	58/4	
69/1													



Orders required for the following round

By the early deadline

SR1, Public Companies



1889-O29

The Sumitomo Mines Railway
attracts the most interest.

PRIVATES

Stock Round 1 - Private companies

Alan	Bids 55 on the SMR
Lyndon	Bids 65 on the DR
Mike	Buys the TE-R for 20
Pete	Bids 60 on the SMR
Alan	X
Lyndon	Bids 65 on the SMR
Mike	Buys the MF for 30
Pete	X
Alan	X
Lyndon	Buys the ER for 40
	☉ Alan got the SMR for 70
	☉ Lyndon for the DR for 65
Mike	X
Pete	Buys the SIR for 80
Alan	X
Lyndon	Buys the UTF for 150
Priority for the second part of this round lies with Mike	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Alan Harvey	420	-70	350	400	24.1▼	1
Lyndon Gurr	420	-255	165	415	25.1▲	3
Mike Head	420	-50	370	420	25.4▲	2
Pete Campbell	420	-80	340	420	25.4▲	1

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	SMR	-	-	-	-	-	-	-
Lyndon Gurr	ER DR UTF	-	-	-	-	-	-	-
☉ Mike Head	TE-R MF	-	-	-	-	-	-	-
Pete Campbell	SIR	-	-	-	-	-	-	-

Bank (new)	10	10	10	10	9	10	10
Price (par)							
Bank (pool)	-	-	-	-	-	-	-
Price (pool)							
Company credit							
Redeemed shares							
Tokens	2	2	2	1	2	3	3
Trains							
Bank cash: 5,775	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...			

Tiles	Tile number/Availability					One Operating Round between Stock Rounds		
	3/2	5/2	6/2	7/2	8/5	9/5	57/2	58/3 458/1

1889

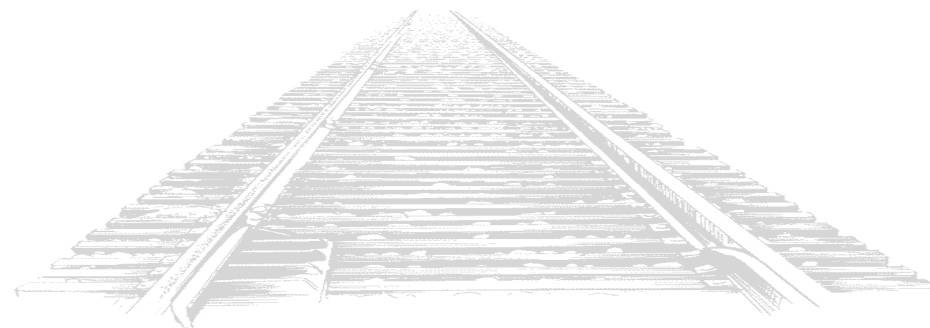
GameO29
 Referee:
 Keith Thomasson

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Orders required for the following round

By the early deadline

SR1, Public Companies





18GA-Z27

The first '5' train comes out - eventually.

OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	9:G5:2	90	Yes	-	135D	340	3
ACL	MS	9:F10:1	70	Yes	-	120D	61	3
GA	MS	5:D10:5	-	-	①	100A	800	4
SAL	MH	9:E11:1	-	-	-	80A	910	3
W&A	MH	-	200	Yes	-	90E	260	4 3
G&F	DS	6:H4:2	-	-	② ①	60C	360	4

Notes: ① 300 to the bank for a '4' train
② 40 to the bank for a token in F6

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	15:H4:1	90	No	-	120D	430	3
ACL	MS	8:E9:2	90	Yes	-	135D	100	3
GA	MS	455:D10:4	130	Yes	①	110A	350	5 4
W&A	MH	455:D4:1	370	Yes	-	100D	317	4 3
SAL	MH	9:H12:2	130	Yes	② ③	90A	860	3
G&F	DS	8:I5:5	190	Yes	-	70C	360	4

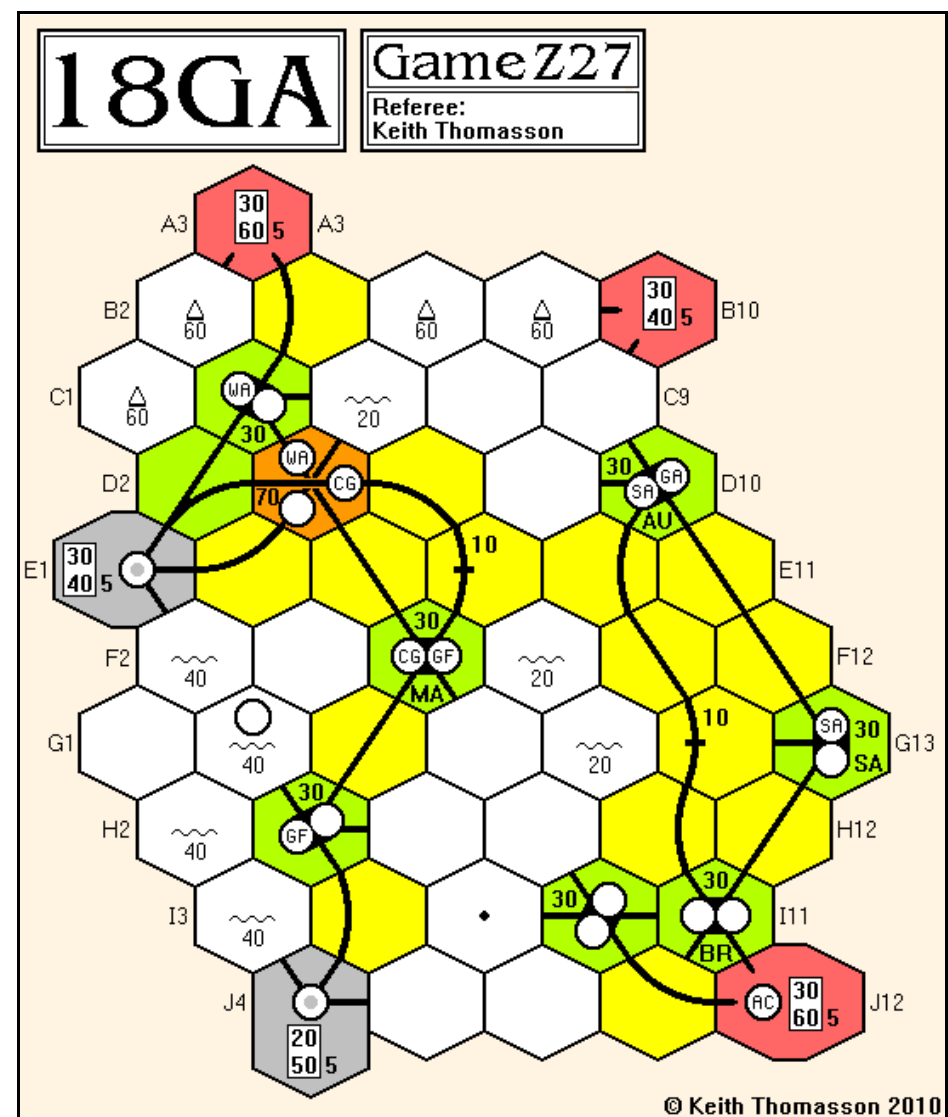
Notes: ① 450 to the bank for a '5' train
② 20 to the bank for terrain costs
③ 40 to the bank for a token in D10

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Mark Stretch	27	100	206	333	2,243	41.9	14
Mike head	10	127	309	446	1,721	32.2	11
Don Smith	19	80	166	265	1,385	25.9	10

Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	6P	2	-	6P	-	2
Mike Head	1	-	-	-	6P	6P
Don Smith	-	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	135D	120D	70C	110A	90A	100D
Company credit	100	430	360	350	860	317
Tokens	3	2	-	3	1	-
Trains	3	3	4	5 4	3	4 3
Bank cash: 4,539	Certificate limit: 15			Trains: 1 x '5', 2 x '6'...		
Current operating order:	CoG, ACL, GA, SAL, W&A, G&F					

Tiles		Tile number/Availability		Three Operating Rounds between Stock Rounds											
3/3	4/3	5/2	6/2	7/5	8/4	9/4	57/4	58/1	451/-	14/1	15/2	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			
452/1	453/-	454/-	39/2	40/1	41/3	42/3	44/1	45/2	46/2	47/2	63/4	70/1			
455/-	456/1	457/1	458/1	459/1											



Orders required for the following round

By the early deadline

SR6



ACQUIRE 54

Imperial gets bigger.

ROUND 11

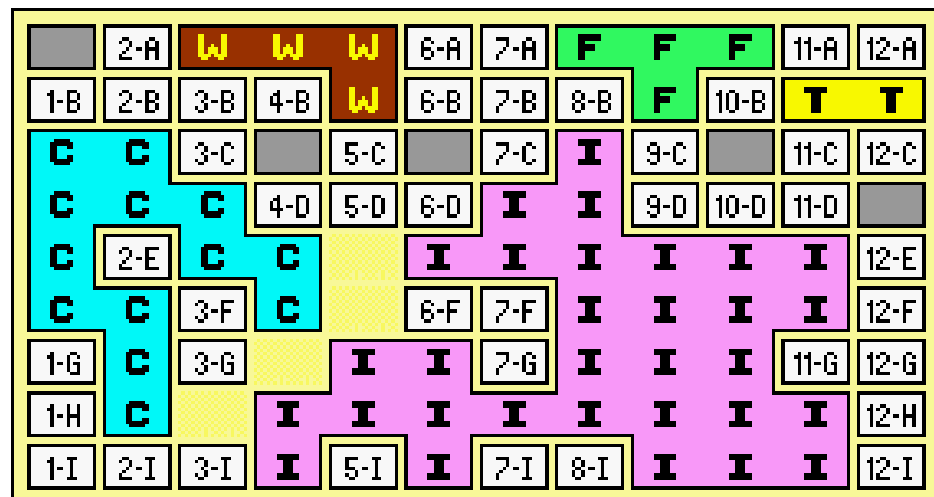
Tony 5-H Imperial takes over American, bonuses for Bob {3,000} and Michael {1,500}, Bob sells 12 for 3,600, Michael sells 10 for 3,000, Kevin sells 3 for 900. [Dead tiles: 3-H] Buys 3 Continental @ 900.

Bob 7-D Buys 3 Festival @ 500.

Michael 6-C Buys 3 Worldwide @ 500.

Kevin 9-F Buys 3 Tower @ 200.

Tony 6-E [Dead tiles: 5-E] Buys 3 Festival @ 500.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	-	3	13	3	3	3,000	23,300
Kevin Lee	-	7	-	-	11	-	8	1,600	27,300
Tony Wilcock	-	-	-	3	-	8	10	3,500	44,500
Bob Coull	-	2	-	6	-	7	4	5,200	29,800
Bank Stock	21	16	25	13	1	7	-		
Chain Size	-	2	-	4	4	13	31		
Chain Value	-	200	-	500	500	900	1100		

Playing sequence

Bob, Michael, Kevin, Tony, Bob again



ACQUIRE 55

Imperial, Festival and Tower add more floor space.

ROUND 6

Willem 5-C Buys 3 Tower @ 200.

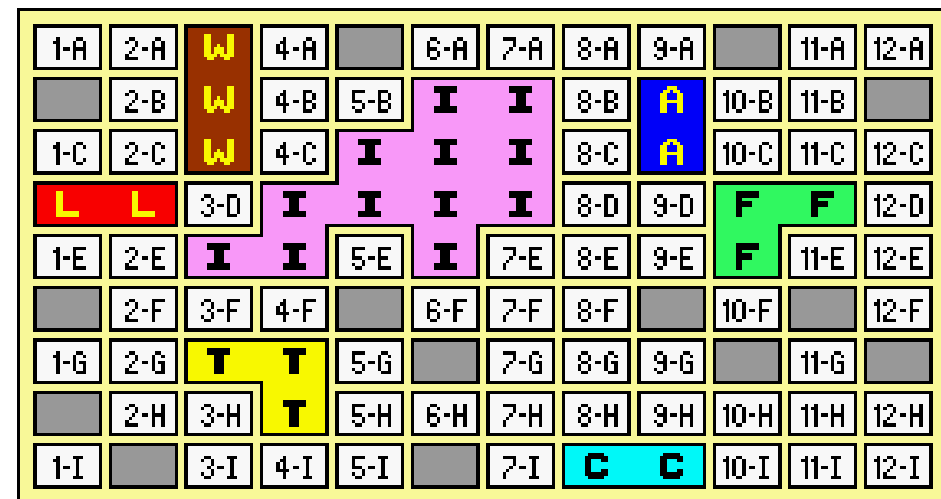
John 7-C Buys 3 American @ 300.

Bob 1-H Buys 3 American @ 300.

Lyndon 10-E Buys 3 Tower @ 200.

Tony 5-A Buys 3 American @ 300.

Willem 4-H Buys 2 Tower @ 300, 1 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	11	-	2	3	1	-	1,900	15,800
John Marsden	-	4	3	-	7	3	3	900	18,000
Bob Coull	10	-	7	3	-	-	4	300	27,200
Lyndon Gurr	-	10	-	-	12	-	-	2,400	15,700
Tony Wilcock	8	-	5	1	-	-	3	1,400	12,400
Bank Stock	1	-	10	19	3	21	15		
Chain Size	2	3	2	3	3	2	12		
Chain Value	200	300	300	400	400	400	900		

Playing sequence

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





AGRICOLA 3

Pete extends his house,
Jim goes upmarket.

ROUND 10

I used the wrong action last time for Allan's improvement - it should have been Family Growth, so he has one more family member. He also has one begging card...

Kevin gains 1 grain from the Granary and 1 food from the Well. Allan gains 1 food from the Duck Pond.

Actions

Kevin +1 clay {gains 5 clay}

Pete + 1 sheep {gains 3 sheep}

Jim Renovate {costs 1 reeds, 3 clay} - Fireplace {costs 3 clay}

Allan Day Labourer {gains 2 food, 1 grain {Seasonal Worker}, 3 stone {Quarry}}

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

Pete +3 wood {gains 6 wood}

Jim Occupation - Maid

Now that Jim has built a clay hut, he will get 1 food at the start of every round

Allan +1 wood {gains 5 wood}

Kevin Major/Minor Improvement - Stone Oven {costs 1 clay, 3 stone}

Bakes Bread and converts 2 grain into 8 food

Pete Building and/or Stables - adds 1 room {costs 2 reeds, 5 wood}

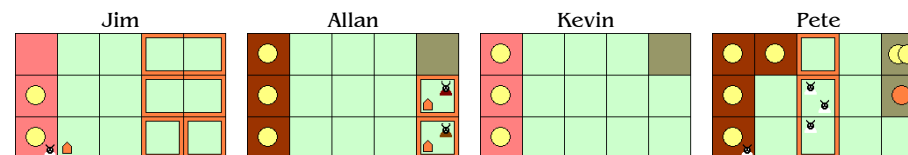
Allan Occupation {costs 1 food} - Clay Deliveryman

Allan will get 1 clay at the beginning of every round

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

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 stone}
- ◇ Cooking Hearth {5 clay or Fireplace}
- ◇ Pottery {2 clay, 2 stone}



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	-	4	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	2	-	4	Clay/3		2	5	
	Occupations		Maid, Wood Carver						
	Improvements		Clay Roof {1}, Cooking Hearth {1}, Fireplace {1}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	1	2	1/-	-/-	-	1	1
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	3	6	Wood/3		3	2
	Occupations		Clay Deliveryman, Farmer, Fence Overseer, Seasonal Worker, Sycophant					
	Improvements		Duck Pond {1}. Greenhouse {1}, Quarry {2}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	11	1	-	2/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	4	1	-	4	Clay/3		3	6	
	Occupations		Head of the Family, Magician, Patron, Pig Whisperer, Stone Breaker						
	Improvements		Granary, Shepherd's Crook, Stone Oven {3}, 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	4	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	1	Wood/4		3	12	
	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



AGRICOLA 4

Who stepped in the...

ROUND 1

Actions

Marcus Occupation - Reed Collector

Marcus will get 1 reeds at the start of rounds 2 to 5

John Start Player

Kevin Occupation {costs 1 food} - Mushroom Collector

Whenever Kevin uses a wood action, he can leave 1 of the wood behind and take 2 food in exchange

Jim +1 reeds {gains 1 reeds}

.....8.....
 Marcus +2 clay {gains 2 clay}

John +3 wood {gains 3 wood}

Kevin +2 wood {gains 1 wood, 2 food {Mushroom Collector}}

Jim Take 1 reeds, 1 stone, 1 food (gains 1 reeds, 1 stone, 1 food)

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

The remaining Major improvements and their costs are:

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

At the bottom of the sheet you got listing the occupation and minor improvement cards, I included a note on the importance of how to phrase your orders. This has been ignored by some of you. When I said in that note that it was really important to do it this way, what I meant was that it really was really important that you do it this way.

For example, one order this time was 'Take 3 wood'. That would not have been ambiguous in this round, but next time I won't know whether you want to take it from the +2 wood or the +3 wood space. You may not care, but I don't want to be making decisions for you, so this should be ordered as '+3 wood' if you want to use that space, and you then get the amount of wood on that space. That was a simple example. Experience has shown that some orders simply cannot be understood if they are not specified properly.

Marcus

John

Kevin

Jim

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	2	-	-	-	Wood/2		2	-14	
	Occupations		Reed Collector						
	Improvements		-						

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	7	Wood/2		2	-14	
	Occupations		-						
	Improvements		-						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	1	Wood/2		2	-14	
	Occupations		Mushroom Collector						
	Improvements		-						

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	2	1	-	Wood/2		2	-14	
	Occupations		-						
	Improvements		-						

Orders required

Actions for the family starting with John

Next Harvest - after round 4





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 5

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	+Storage Level 5	13	♦♦2A	3									
			♦3A	2									
			4A	1	1	3	1						
			5A	1									
Blob Steve Ham	+Storage Level 5	17	1B	2									
			♦♦2B	2	1	0	2						
			♦♦♦3B	3	2	1							
			♦4B	2									
Chaos Marcus Pratt	+Storage Level 5	15	5B	1									
			♦♦1C	2	2	1	2						
			♦♦2C	3									
			♦3C	1									
Dynamo Mark Stretch	No research Level 3	12	4C	2	2	0	1						
			5C	1	0	0	1						
			♦♦1D	1									
			2D	1	2	1							
Elp Michael Graystone	+Storage Level 5	12	3D	1	1								
			5D	2	2								
			♦1E	2	2	1							
			♦3E	2									
Free Friends John Marsden	+Storage Level 5	14	4E	1	0	1							
			5E	1	1								
			♦♦1F	2	1								
			2F	2	1								
			3F										
			♦4F	1									
			5F	1	1								
			6F	2									

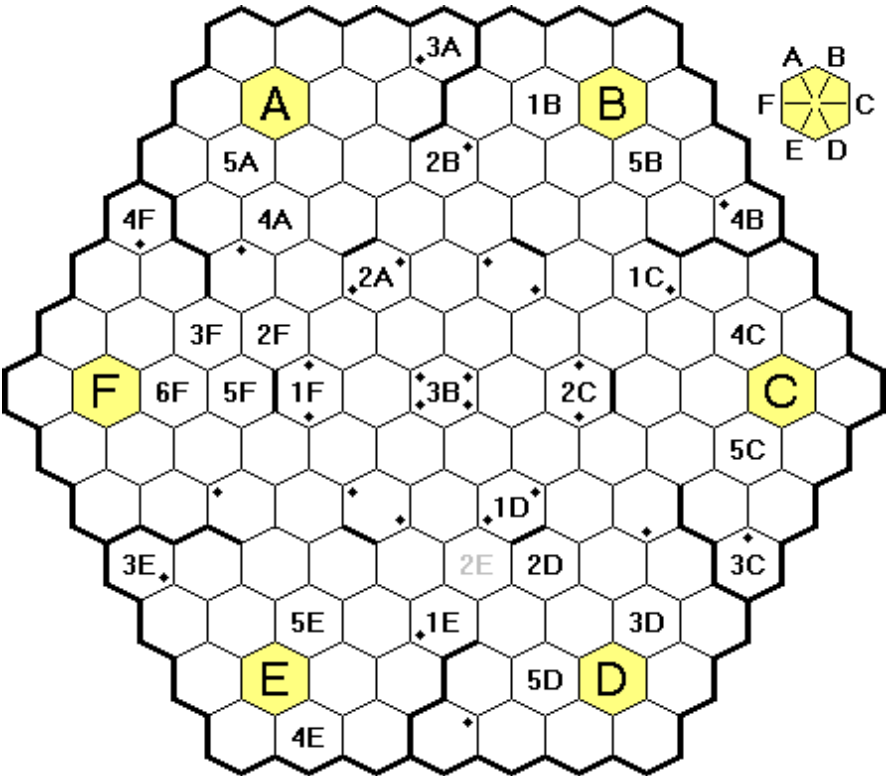
- Research: Everyone except Dynamo researches Storage.
- New units: 5B, 3D, 5E, 6F.
- Moves: Most moves were within your empires, so to speak, except for 3B, which made a break for the central power hex and gained control.
- Combat: 1D attacks 2E and destroys it (4 hits).
- Conversion: None.

Don't forget that it costs 5 points to build a new unit before you spend points to assign any attributes to it. A couple of you were overspending, and I believe you forgot to take that into account. This may explain why your new units don't have the attributes you expected.

My apologies to Mark. I said he had 11pp to spend this round, but it was actually only 10. I adjusted your builds to suit, Mark.

The next attribute is Defence, which will cost 6 points to research. Units with this attribute have the potential to deflect hits from attacks. Every attack against a unit with Defence attributes will have a six-sided die rolled, and the hits for that attack will only get through if the die roll exceeds the Defence level for that unit.

If you researched Storage, you can start assigning Storage attributes and storing power in those units that are next to your bases next time. You assign Storage attributes like any other. To store power, you 'spend' the points to store them in the unit for later use.



In the spirit of continuous improvement, I've left unit 2E on the map in grey to show where it was. Do not be fooled into thinking that it still lives. The hex it occupied is empty. Don't be shy in telling me if this is more confusing than useful.

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



BREAKING AWAY 19

Team BG can start planning their victory party.

ROUND 16

Pos	Riders	New
1st	Bob Geldof {20 pts}	
2nd	Berry Gordy {16 pts}	
3rd	Pierce {12 pts}	
4th	Dingle Fingle {10 pts}	
5th	Moonglum {8 pts}	
120	Gaynor of the Damned Cheko	3
119	Arturo	5
118	-	
117	Olmstead Rory Cocaine	3
116	Betty Grable	6
115	-	
114	Rakhrir the Red Archer	3
113	Tobacco Alcohol	4
112	-	
111	-	
110	-	
109	Gee Jay	3
106	Agricola	4

Dennis Frank (23) <i>Arkham Crew</i>	
A Olmstead (5)	3 3 3 3
B Pierce (18)	Third
C Carter	Dropped
D Ward	Dropped
Steve Ham (59) <i>Team BG</i>	
A Bob Geldof (20)	First
B Berry Gordy (26)	Second
C Betty Grable (9)	3 3 6
D Barry Gibb (4)	Dropped
Richard Lunn (24) <i>Here Come the Clowns</i>	
A Gee Jay (3)	3 3 4
B Dingle Fingle (10)	Fourth
C Cheko (8)	3 3 3
D Arturo (3)	3 4 5
Greg Payne (14) <i>Not My Addictions</i>	
A Tobacco (10)	3 3 3 4
B Alcohol	3 3 4
C Cocaine (4)	3 3 4
D Agricola	3 3 4
Jim Reader (19) <i>Eternal Companions</i>	
A Moonglum (18)	Fifth
B Rakhrir the Red Archer (1)	3 3 4
C Gaynor of the Damned	3 3 5
D Jhary a Conel	Dropped
Roger Trethewey (5) <i>Riviera Riders</i>	
A Rene	Dropped
B Rhys	Dropped
C Rory (5)	3 3 4
D Ross	Dropped



With three riders left to cross the line, inertia will give the last points to Gaynor of the Damned, Cheko and Arturo in turn. *Team BG* will take the main trophy with 59 points, while *Here Come the Clowns* laugh their way to second with 30 points. They are followed by *Eternal Champions* (25), *Arkham Crew* (23), *Not My Addictions* (14) and *Riviera Riders* (5).

Orders required

Cards for round seventeen and end-game comments, should you have any



BREAKING AWAY 20

Another high value round.

ROUND 3

Pos	Riders	New
26	Swallowtail	3
25	Motomachi Chukagai Richard Lunn Shin Takashima	4
24	Dennis Frank Nihon Odori	7
23	-	
22	Brimstone	3
21	Red Admiral Top Tom Big Tom	4
20	Rylla Bashamichi Tyred Tom Hestophes Painted Lady	7
19	Kalvan Ptosphes	12
18	Fast Tom	14
17	llyb	15
16	Greg Payne Jim Reader Terence	15
15	Sigmund	15
14	Jessica	15

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



Fast Tom gains some of his reputation back as he now has one of the highest potentials in the field.

Some riders could be poised to cross the first spring line after the coming round.

Orders required

Cards for round four





6 NIMMT! 15

Don loses his lead while
Colin has a clear round.

ROUND 5

Hand 1 (1-104)

	104		
	99		92
	94		90
	86		89
88	51	84	55
1/5	2/9	3/1	4/12

Don (7) takes row 3 for 1 pt, Mark (14),
Kevin (33), John (35), Colin (39),
Bob (84) takes row 3 for 10 pts,
Michael (99), Jim (104).

Hand 3 (1-84)

	59		
	57		49
40	56		44
23	43		36
21	33	84	35
1/5	2/9	3/1	4/9

Jim (2) takes row 1 for 1 pt, Don (4),
Kevin (12), Bob (14), Michael (16),
Mark (21) takes row 1 for 5 pts, Jon (23),
Colin (40).

Hand 2 (1-104)

	90		
101	89		67
100	42		41
95	39	104	33
1/6	2/6	3/1	4/7

Colin (5), Michael (7), Mark (10),
Don (31), John (33) takes row 4 for 8 pts,
Bob (41), Kevin (67), Jim (90).

Hand 4 (1-84)

			40
			37
73	84	25	35
1/1	2/1	3/2	4/6

Don (25) takes row 3 for 11 pts,
Kevin (31), Bob (33), Jim (34), Mark (35)
takes row 4 for 15 pts, Colin (37),
Michael (40), John (73) takes row 1 for 6
pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Colin Sharpe	0	7	0	0	7
Michael Graystone	1	6	5	0	12
Kevin Lee	5	1	11	0	17
Don Shaller	1	0	0	17	18
Bob Coull	11	1	6	1	19
Mark Stretch	0	9	12	16	37
Jim Reader	20	10	1	13	44
John Colledge	12	18	15	12	57

Colin, if you don't think you should have played card 5 in hand 2, that was because the card
you asked for wasn't in your hand. Michael offered to take the hand with the lowest points
if necessary. That would be all four rows of the lowest scoring hand, would it? Don't worry,
I knew what you meant!

Orders required

Round six - cards for each hand



BUS BOSS 322-IZU

Down to the wire.

ROUND 12

Izu Peninsula

Round 12 Runs

		JAM	RIP	GRUB	ODE	ONSEN	
45	10♠ Fuji-san 5♥ Kumo Mara	30	-3		-4	-1	22
			+4				4
			+3				3
			+1				1
46	Q♦ Sashida 6♥ Toi		+2				22
				-3		-2	5
			+3				3
47	2♣ Odawara 4♥ Dogashima			+5/-1			13
							9
							8
						+1/-5	0
48	6♣ Yugano (north) K♥ Shuzenji		+5	+4			18
					-4		5
					-5		3
							4
49	8♣ Atami 3♥ Bosara Pass	16	+5		+7		28
		7				-5	2
		7				-7	0
50	J♠ Hara 8♥ Osezaki	15		+6/-2			19
		15	+2/-6				11
51	3♠ Mishima J♥ Hozoin	9	+2			+2	13
		9					9
		8		-2		+3/-2	7
		4	+2/-3	-2			1
52	A♥ Kumomi 7♣ Atami	16	+2		-1	+4	21
		9				-4	5
		5				-2	3
						+1	1

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
RIP	284	22	5	-	3	-	19	7	-	340
ONSEN	248	1	22	13	-	28	-	1	21	334
JAM	296	3	-	8	4	2	-	9	3	325
GRUBBY	253	-	3	0	5	-	11	13	1	286
ODE	183	4	-	9	18	0	-	-	5	219

1st	Bob Coull	RIP	340
2nd	Jim Reader	ONSEN	334
3rd	Pete Campbell	JAM	325
4th	Michael Graystone	GRUBBY	286
5th	John Marsden	ODE	219

Well done, Bob, very close at the end. Comments and round-up next time.



BUS BOSS 324-ENG

Four solo runs and
one joint venture.

ROUND 7

England

Round 7 Runs

			BARE	TOOL	GRUB	MARS	BLY	
1	3♠ Newcastle 10♦ Nottingham	① GRUBBY ✕ MARS	30			-4		26 4
2	7♠ Preston J♦ Birmingham	① TOOL ② BARE ① BLIGHTY ✕ MARS	10 10 10	+5/-4 +4/-5		-4	+4	11 9 6 4
3	K♣ Cambridge 5♥ Heathrow	① GRUBBY	30					30
4	6♠ Blackpool Q♣ Peterborough	① MARS	30					30
5	4♥ London 3♣ Gloucester	① BLIGHTY ✕ GRUBBY	30		-2		+2	28 2
7	6♣ Oxford 2♥ London	① BLIGHTY ① GRUBBY	15 15		+7/-2		+2/-7	20 10
9	2♦ Shrewsbury K♥ Norwich	① {MARS} {TOOL}	15 15					15 15

Round 7 routes

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Heathrow - Luton - Cambridge (12)

Transport Out Of London (TOOL) (Bob Coull, Black)
York - Middlesborough, Derby - Nottingham (11)

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
Peterborough - Skegness (8)

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Leeds - Middlesborough (9)

Buses Across Rural England (BARE) (Pete Campbell, Blue)
Stoke - Shrewsbury, Luton - Oxford (12)

Scores

	Runs:	1	2	3	4	5	7	9	Routes	Score
GRUBBY	30	26	-	30	-	2	10	-	-9	89
MARS	29	4	4	-	30	-	-	15	-8	74
BLIGHTY	27	-	6	-	-	28	20	-	-12	69
TOOL	29	-	11	-	-	-	-	15	-11	44
BARE	35	-	9	-	-	-	-	-	-12	32

Round 8 Runs

6.	K♠ - 8♣	Skegness to Southampton
8.	4♠ - 3♥	Middlesborough to London
10.	A♦ - 8♥	Wales to Brighton
11.	A♥ - J♠	London to Hull
12.	8♦ - 7♥	Stoke to Chatham
13.	9♠ - Q♦	York to Birmingham
14.	9♥ - 7♦	Dover to Sheffield
15.	6♥ - 9♦	Gatwick to Derby
16.	J♣ - 5♦	Northampton to Manchester
17.	7♣ - 10♠	Bournemouth to Scarborough (not yet available)
18.	J♥ - 2♣	Ipswich to Newport (not yet available)

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



BUS BOSS 327-CD

It's just one big network now.

ROUND 2

Cornwall and Devon

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
Ashburton - Plymouth, Ashburton - Princetown 88 - 12 . . . 76

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
Okehampton - Tavistock - Liskeard 88 - 12 . . . 76

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
Bodmin - St.Austell, Bodmin - Launceston 88 - 11 . . . 77

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
Saltash - Liskeard - Bodmin 90 - 10 . . . 80

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Bodmin - Launceston - Tavistock 88 - 12 . . . 76

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



CANAL MANIA 2

One contract completed
but no new goods cubes.

ROUND 7

Actions

- Kevin Lee
- 1 Exchanged engineers to gain the Aqueduct ability
 - 2 Built from Manchester to Leeds
 - 3 Shipped goods from Leeds to Stoke (3 VPs)
- Geoff Hardingham
- 1 Exchanged engineers to gain the Lock-Stretch ability
 - 2 Built from Oxford to Reading, Weybridge and London (contract complete - 10 VPs)
 - 3 Shipped goods from Oxford to London (4 VPs)
- John Marsden
- 1 Took a contract - Basingstoke and Weybridge (4)
 - 2 Took Stretch, Aqueduct, Lock
 - 3 Drew a card from the top of the deck
- Jim Reader
- 1 Took a contract - Reading and Bristol via Bath (6)
 - 2 Built from Oxford towards Gloucester
 - 3 Shipped goods from Northampton to Birmingham (3 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 4 goods cubes
Geoff Hardingham (L-S)		10	5	3	3	37	-	
<i>Mauve</i>								
Kevin Lee	(A)	12	7	2	3	20	Manchester and Goole via Leeds (7)	
<i>Blue</i>								
John Marsden	(T)	11	6	2	3	24	Northampton and London via L Buzzard (7)	
<i>Green</i>								
Jim Reader	(S)	12	8	4	1	30	Oxford and Coventry (5)	
<i>Yellow</i>								
							Basingstoke and Weybridge (4)	
							Oxford and Gloucester (5)	
							Reading and Bristol via Bath (6)	

The Build 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)

-
- Nottingham and Goole via Newark (5)
- Leeds and Liverpool via Skipton (8)
- Tonbridge and Maidstone (3)

The Future Contracts

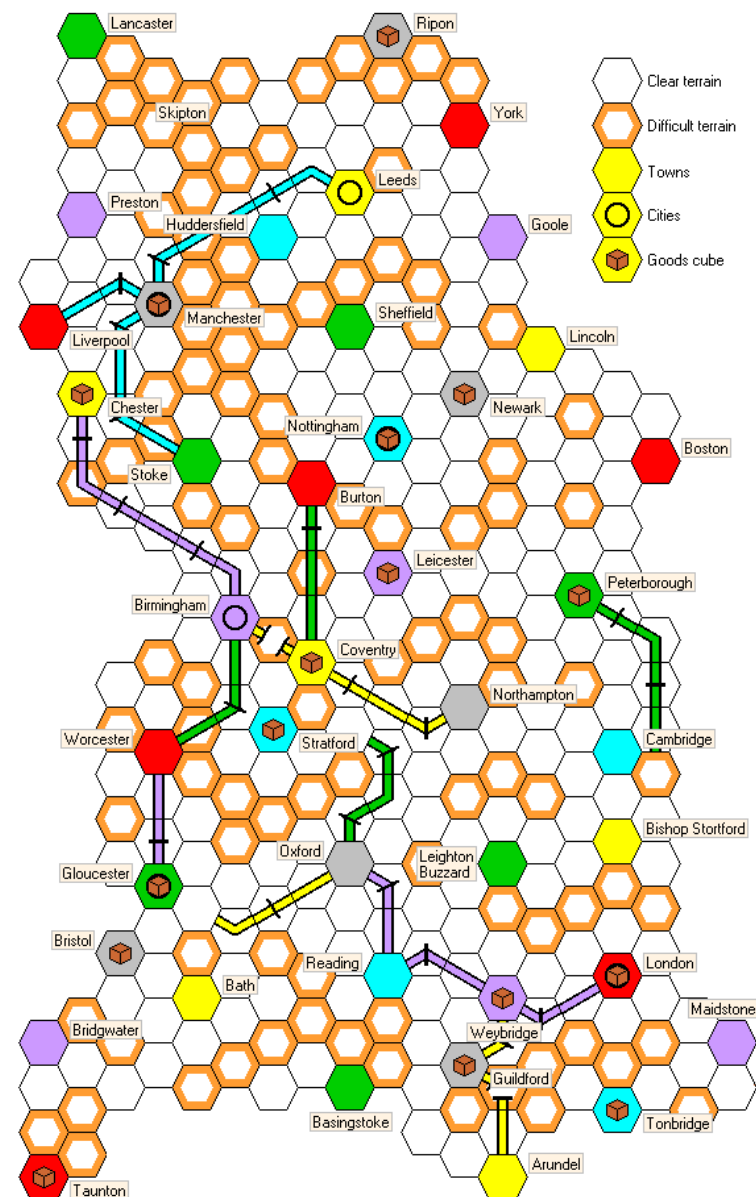
- Stratford and Gloucester (5)
- Bridgwater and Taunton (3)
- Ripon and York (3)
- Huddersfield and Manchester (3)
- Bishop Stortford and London (3)

The following Build Cards are on the table

Stretch	Stretch/Blue	Tunnel	Tunnel	Stretch
---------	--------------	--------	--------	---------

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

Jim, you didn't finish your build to Gloucester because you didn't have the right build cards to do it. I didn't follow all your building directions either, as everything was heading south west, which would put you too far south of Gloucester.



Playing sequence

Kevin, John, Jim, Geoff



INDUSTRIAL WASTE 2

All set to go green.

NEW GAME

Welcome to our second game of Industrial Waste. You will play in this order.

Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Marcus Pratt	Island Meadow House, Chapel Lane, West Wittering, Near Chichester, Sussex, PO20 8QG
Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT

Your state of play is shown in the following two tables. The first columns show where your factory sits on the main game board. The second group shows the position of your markers in the building on the company mat. In the lower table you have your cash and loans, the raw materials you own, the waste level you have reached, and your VP totals.

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	14	5	5	5	5
Pete Campbell	14	5	5	5	5
Marcus Pratt	14	5	5	5	5
Alan Harvey	14	5	5	5	5

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	15	0	5	0	24
Pete Campbell	15	0	5	0	24
Marcus Pratt	15	0	5	0	24
Alan Harvey	15	0	5	0	24

In the initial set up the following card combinations were drawn.

Group 1	Group 2	Group 3	Group 4	Group 5
Advisor Waste Removal Growth	Advisor Growth Waste Removal	Bribery Advisor Growth	Hiring/Firing Innovation Order	Waste Disposal Hiring/Firing Raw Materials

2 Waste Disposal and 1 Advisor cards were discarded during this deal. The Accident! card also came up, so the deck will be shuffled at the end of the round.

For your first set of orders you need to tell me which card combination you want to take. Mike is start player for this round and simply has to choose one. The rest of you will need to consider that your first choice may have gone and order accordingly. In the event that orders do not cover the options when it is your turn, I will choose a set at random.

The following month, when you know what you have got in your hand, we'll do the rest of the round, up to and including selection of your next set of cards, which will be dealt out next time.

Any questions or clarifications required? Now is the best time to ask.

Summary

The bands for Waste are 0-8 (green), 9-12 (yellow) and 13-16 (red).

The following victory points are awarded according to the value of your building markers.

Marker value	5	4	3	2	1
Victory points	1	3	6	10	15

The game ends after the round in which when a player's factory reaches a growth level of 20.

Action Cards (number in the deck)

Accident! (1) This is actioned immediately it is drawn. Each player pays 5 million if their Waste Disposal is in the yellow and 10 million if it is in the red, and decreases their growth by one (no move with Bribery and payment of 1 million).

Advisor (4) The Advisor must be played with a loan token or another card. To repay a loan, discard an Advisor and pay 10 million to the bank. To double or improve an action, play the Advisor with another card.

Bribery (2) This card is used when an Accident! card is drawn and the player's waste disposal is in the yellow or red areas. Paying a bribe of 1 million along with the card stops your factory from moving backwards. I will play this card if it is needed unless I am told otherwise.

Growth (8) Increase your growth number by one (two with an Advisor).

Hiring/Firing (4) Increase or decrease the number of workers employed by one (two with an Advisor) (max 5, min 1).

Innovation (7) Reduce one of your building markers (workers required/materials required/waste reduction) by one at a cost of 5 million. This also increases your victory points. An Advisor lets you do this twice with the same marker or once with two different markers.

Order (9) Produce goods and sell them. Your Workers Employed must equal or exceed Workers Required. Your Raw Materials must equal or exceed Materials Required. You get paid the value of your Growth, and increase your Waste Disposal by your Waste Reduction amount (gain an additional 5 million with an Advisor).

Raw Materials (8) Take as many raw materials from the supply as your Materials Required (double the amount with an Advisor) and sell them to the highest bidder. The auction is once round the table starting with the player to the left of the auctioneer.

Waste Disposal (7) Reduce your Waste Disposal by three (by six with an Advisor).

Waste Removal (3) Reduce your Waste Disposal by one (by two with an Advisor) while all other players increase their Waste Disposal by one (by two with an Advisor).

Orders required
Round one - selection of card combinations starting with Mike





OUTPOST 28

Mark picked up the last Data Library.

ROUND 7

Commander Actions

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

David Auctioned a Data Library for 16. Mark joined at 17. David dropped out at 17. Mark got it for 17 (o:3 w:7,8)

- ▶ Bought two Water Factories (o:1,1 w:8,30)

Mark Passed

Jim Bought one Water Factory (o:4,5 w:5,6)

Lyndon Bought one Ore Factory (o:3 w:7)

- ▶ Bought one Population Unit (o:2,4 w:4)

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

- ▶ Bought one Population Unit (o:3 w:7)

Pete Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:5 w:5,6,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,3w,1t	6p (8,0)	HE, Nod	2o,5w,2t (61,10)	10 (55)
2	Mark	2o,3w	4p (5,0)	DL, DL, DL, DL, DL	1o,4w (31,10)	9 (75)
3	Marcus	2o,6w	7p (8,0)	Nod	1o,5w,1w (68,10)	9 (25)
4	David	2o,7w	7p (8,0)	Nod	8w (56,10)	9 (25)
5	Lyndon	3o,5w	7p (8,0)	Nod	2o,4w,1w (64,10)	9 (25)
6	Pete	2o,4w,1t	5p (5,0)	WH, HE	1o,1w,1w,2t (60,15)	8 (55)
7	Jim	2o,4w	5p (8,0)	HE, Nod	2o,5w (41,10)	8 (55)

Data Library 0	Sold out	Orbital Lab 1	(4 more)
Warehouse 3	(1 more)	Robots 1	(4 more)
Heavy Equipment	.. 2	(none left)	Laboratory 0	(5 more)
Nodule 0	Sold out	Ecoplants 0	(5 more)
Scientists 0	(5 more)	Outpost 0	(5 more)

Orders required

Round eight auctions, bids and purchases



PUERTO RICO 12

The Captain is likely to be popular next time.

ROUND 8

Jim is the Mayor (+1).

Kevin is the Builder and builds a Factory. Jim builds a Small Sugar Mill.

Stephen is the Craftsman (+1) and produces an extra Indigo.

Willem is the Settler and digs a Quarry.

Jim and Kevin plant Tobacco, Stephen plants Sugar.

Kevin gets Indigo from his Hacienda, Stephen gets Sugar from his.

Roles

Builder	+2	Captain	Craftsman	Mayor
Settler	+1	Trader	+1	Prospector

Quarries	Plantations (Fields)					Trading House				Ship	Supply
3	Crn	Ind	Sug	Sug	Cof	Sug	Cof	-	-	6	39

Buildings

1 VP	SIP	1	SSM	3	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	1	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	Small indigo plant	Coffee roaster	Hacienda	Factory
Dblns: 3	Fields: Qry✓✓ Ind✓× Sug✓ Tob× Cof✓×			
Chips: 3	Goods: Ind✓ Cof✓			






Stephen

Webb	<div><div></div><div>Small indigo plant</div></div>	<div><div></div><div>Indigo plant</div></div>	<div><div></div><div>Hacienda</div></div>	<div><div></div><div>Small warehouse</div></div>
Dblns: 1				
Chips: 9	Fields: Qry✓ Crn✗ Ind✓✓✓ Sug✗✗			Goods: Ind✓✓✓✓

Willem

Moene	 Sugar mill	 Small market	 Harbour
Dblns: 2			
Chips: 6	Fields: Qry✗ Crn✓✓✓ Sug✗ Cof✗		Goods: Crn✓✓✓ Sug✓

Jim

Reader	 Small indigo plant	 Small sugar mill	 Tobacco storage	 Small market
Dblns: 0				
Chips: 6	 Small warehouse			
Fields: Qry✓ Crn✓✓✓✓ Tob✓	Goods: Crn✓✓✓✓ Tob✓			

Orders required

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



RAILWAY RIVALS 2127-MP

You can't get much closer than this.

ROUND 12

Malaysian Peninsula

Round 12 Runs

			TSE	ROMP	MARS	BAK	BUG	
36	25 Kota Bharu 51 Kuala Terengganu	① BAKUTEH 20 ② MARS 10			-3	+3		17 13
37	66 Johor Bahru 41 Kuala Lumpur	① TSE 11 ② BUGGER 6 ② ROMP 5 ② MARS 5 ⑤ BAKUTEH 3		-2 +1		+1	-1	10 7 6 5 4
38	16 Alor Setar 34 Jerantut/Kuala Lipis	① ROMP 13 ② BUGGER 8 ③ BAKUTEH 5 ③ TSE 4	-2			-3	+3 +2	13 3 8 6
39	65 Johor Bahru ② Indonesia	① BUGGER 16 ② MARS 9 ③ ROMP 5		+1			-1	17 9 4
40	32 Ipoh 52 Dungun/Pekan	① TSE 30 ✗ MARS	+2		-2			28 2
41	26 Dabong/Gua Musang 15 Kangar	① BAKUTEH 20 ② ROMP 10						20 10
42	44 Shah Alam ③ East Coast Island Resort	① MARS 16 ② TSE 7 ② BUGGER 7 ✗ ROMP	-1 -1 +1	-1 +1				14 7 7 1

Scores

	Runs:	36	37	38	39	40	41	42	Score
TSE	238	-	10	6	-	28	-	7	289
MARS	245	13	5	-	9	2	-	14	288
ROMP	238	-	6	13	4	-	10	2	273
BUGGER	203	-	7	3	17	-	-	7	237
BAKUTEH	178	17	4	8	-	-	20	-	227

The payment MARS made to TSE in the final run gave TSE the one point lead he needed for the win. Mind you, his solo run earlier in the round certainly helped.

1st	Tony Bromley	TSE	289
2nd	John Marsden	MARS	288
3rd	Bob Coull	ROMP	273
4th	Lionel Robbins	BUGGER	238
5th	Jim Reader	BAKUTEH	227

Congratulations to Tony, commiserations to John, and thanks to everyone for the game. We'll have the usual post-mortem round up next time to put the game to bed. ☐



RAILWAY RIVALS 2134-IN

ODE extends his lead.

ROUND 8

India

Round 8 Runs

			GRT	SLUM	ODE	CUR	RICE	TAM	
8	45 Jamshedpur 35 Lucknow	① ODE 10 ① CURRY 10 ① TAMIL 10 ✗ GREAT	-5					+5	10 10 5 5
9	32 Jabalpur 16 Jaipur	① GREAT 11 ① TAMIL 10 ③ ODE 5 ④ RICE 4	-6				-2 +8	+6	15 4 13 -2
10	23 Bombay 56 Madras	① RICE 16 ② SLUMDOG 9 ③ CURRY 5 ✗ TAMIL	+3/-4		+10	+4/-3 -10	-2		23 10 -5 2
11	51 Raipur ① Pakistan	① GREAT 13 ① ODE 12 ③ RICE 5 ✗ CURRY			+2 +1	-1 -3	-2 +3		13 9 4 4
12	13 Amritsar 63 Mangalore	① RICE 30 ✗ TAMIL ✗ CURRY				-2	+3 +2	-3	25 3 2
13	24 Pune 65 Madurai	① SLUMDOG 30							30
14	41 Patna ② Kashmir	① CURRY 16 ② ODE 9 ③ GREAT 5	+3			-3			19 9 2

CURRY entered run 12, but when he got to Bangalore he couldn't find the finish line. That's because it was in Mangalore...

Round 8 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Hyderabad - P13 - O14 - N13. -10 (builds) -1 (SLUMDOG) -1 (RICE) = -12

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)
J65 - J64 - Varanasi - K63 - Lucknow, L14 - K15. -10 (builds) +1 (GREAT) -1 (CURRY) = -10

Over Deccan Express (ODE) (John Marsden, Green)
Calcutta - G73 - G74, A61 - Z21 - Y21. -10 (builds) = -10

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)
None. +1 (SLUMDOG) = +1

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)
K69 - N10 - D70, N11 - L12 - L13 - Bangalore. -10 (builds) +1 (GREAT) = -9

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)
None.

Scores										
	Runs:	8	9	10	11	12	13	14	Builds	Score
ODE	118	10	13	-	9	-	-	9	-10	149
SLUMDOG	82	-	-	10	-	-	30	-	-10	112
TAMIL	83	5	4	2	-	3	-	-	-	97
CURRY	55	10	-	-5	4	2	-	19	+1	86
GREAT	59	5	15	-	13	-	-	2	-12	82
RICE	29	-	-2	23	4	25	-	-	-9	70

Round 9 Runs		
15.	42 - 22	Bhagalpur to Bombay
16.	54 - 66	Vijayawada to Trivandrum
17.	55 - 11	Madras to Delhi
18.	36 - 35	Varanasi to Bangladesh
19.	46 - 15	Cuttack to Bareilly
20.	31 - 62	Nagpur to Hubli
21.	21 - 33	Ahmadabad to Nepal

I know the hex references are somewhat faint on these maps, but common sense needs to prevail. For example, an build order of K69 - N10 - D70 cannot be correct. For one thing, you're not going to get from 69 to 10 and back to 70 within the allowance, and secondly, you're probably not going to get from row N to row D either. I deduced that it was most likely K69 - N70 - O70. I hope that was what was intended, because that's what you got.

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



RAILWAY RIVALS 2148-LE

Three companies make it to Deal.

ROUND 4

I got the payment between ODE and FWTDR the wrong way round. ODE was second to arrive in F51 so had to pay 7 to FWTDR, not the other way around.

London and South East [16 points for these builds]
London & South East Railways (LOSER) (Bob Coull, Black)
E50 - E49 - D48, K49 - K47 - L46 - London (south), I69 - D71 - Deal, I61 - I62.
58 -5 (ODE) -4 (GITCO) -2 (FWTDR) = 47

Opening Due East (ODE) (John Marsden, Green)
M28 - N28 - A68 - D69 - Deal, Folkestone - N30 - Dover.
31 -14 (correction) +5 (LOSER) -2 (FWTDR) = 20

Bloody Useless Management (BUM) (Jim Reader, Yellow)
M5 - M3 - Horsham, E5 - D4 - Shoreham, F9 - E9 - D9 - Newhaven, C46 - E47 - F46, H19 - H20.
42 +18 (towns) -6 (GITCO) = 54

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
London (south) - L50 - K51, C49 - C53 - D53 - D55 - C56, L11 - J10.
58 +4 (LOSER) +6 (BUM) +4/-2 (FWTDR) = 70

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
I50 - J49 - J46, F71 - D72 - Deal, D72 - B71 - Dover, C53 - C52.
31 +14 (correction) +12 (towns) +2 (LOSER) +2 (ODE) +2/-4 (GITCO) = 59

Roger, your last build was ordered as C52 - C51, but as you weren't in C52 I moved it one hex to the east.

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2157-KA

You'll be starting in two groups.

SET UP

Kansas		
Player/Colour	Start	Railroad
Tony Bromley	U44	Mid-Western Express
Purple		(MWE)
Pete Campbell	S44	Kansas Rails Across Prairies
Blue		(KRAP)
Kevin Lee	G44	Winfield Expressways Are Rampant
Red		(WEAR)
Jim Reader	I44	Horrible Indigo Coke Kings
Yellow		(HICK)
Don Shailer	K44	Central American Railways
Orange		(CAR)

Jim and Don got their second start choices, but only because their first choices were half-hexes, not full hexes. The big shock was Jim asking for a colour other than yellow, but that was taken so he got his second choice, which was... yellow.

Builds
Up to 15 points excluding payments to rivals



SAINT PETERSBURG 3

Kevin and Bob
grab the Aristocrats.

PHASE 2-T

Round 2 - Trading Phase

Kevin	Bob	Tony	Rob
Senator ⇒ hand	Pope ⇒ hand	✗	✗
+ Customs House from hand	Minister of Foreign Affairs ⇒ hand		

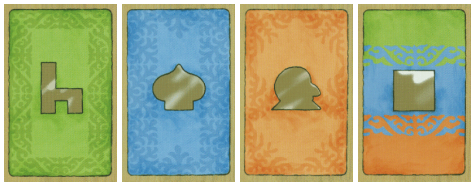


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	4	6	6r + 0v	1r + 6v	2r + 0v	Worker	15
Rob	9	0	9r + 0v	0r + 1v	4r + 0v	Aristocrat	19
Kevin	8	4	6r + 0v	5r + 4v	4r + 1v	Building	17
Bob	17	4	9r + 0v	0r + 0v	6r + 2v	Trading	21

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	Firehouse, Senator	Lumberjack, Shepherd, Customs House, Harbour, Controller
Bob	Fur Shop, Minister of Foreign Affairs, Pope	Gold Miner, Lumberjack, Shepherd, Warehouse, Author, Judge

Orders required

Round three Worker phase led by Tony

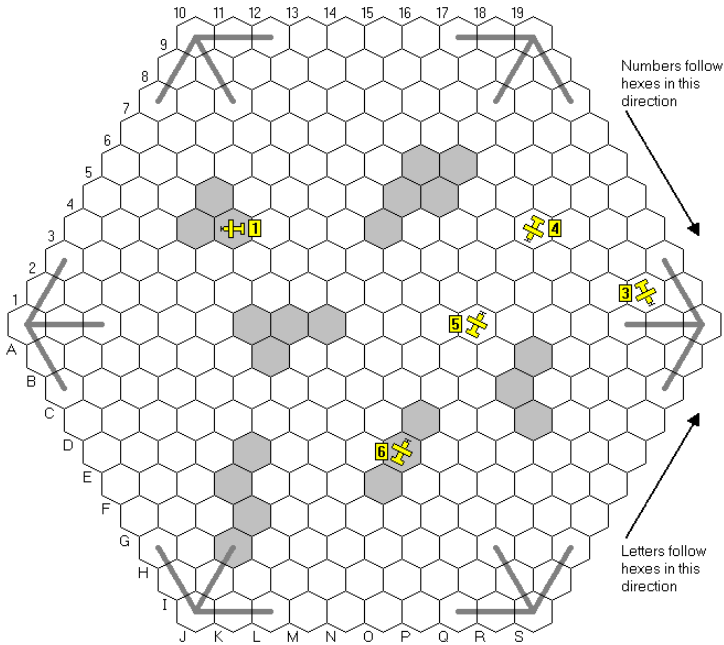


SOPWITH T353FW

We lose our first pilot.

ROUND 3

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	C6-E	A-fA, I-fA+L, 0 (1 kill) {Airfield: A1}	E8-W	10:08:17
2 <i>Das Flenser</i> Greg Payne	F9-SW	RT-fR, LS-fAR {Airfield: A10}	Shot Down	11:00:-1
3 <i>Wizard Prang</i> Jim Reader	N18-SW	LT, A, A {Airfield: J19}	Q18-SE	15:08:00
4 <i>Mark</i> Mark Stretch	O18-NW	A, LT, LT-fL {Airfield: S19}	M16-SW	13:12:04
5 <i>Not Only But Also</i> Don Shailer	O12-NE	LS, LS, A {Airfield: S10}	M13-NE	16:08:00
6 <i>Glider</i> Hugo Griffin	K6-E	A, A-fL, LT-fA {Airfield: J1}	M9-NE	11:12:04



The Brown Baron gets two solid hits on Das Flenser, who finds himself well and truly flensed and out of the sky. Elsewhere, Glider gets a couple of long distance hits on Not Only But Also. The clouds moved south east.



YEAR OF THE DRAGON 1

Pete takes a hit from the Mongol Invasion.

ROUND 10



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



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

Actions

Lyndon Research - gains 3 VPs

Michael Harvest - gains 3 Rice chips

Pete Research - gains 4 VPs (costs 3 Yuan)

Rob Build - adds floors to palace 2 and palace 4

Person Tiles

Lyndon Monk (elder) - moves in to palace 1 (Wild card)

Michael Monk (younger) - moves in to palace 3

Pete Craftsman - released without moving in

Rob Tax Collector - moves in to palace 2

Event - Mongol Invasion

Michael Scores 2 VPs for the Mongol Invasion

Rob Scores 3 VPs for the Mongol Invasion

Pete Releases the Craftsman from palace 2

Lyndon Scores 3 VPs for the Mongol Invasion

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)	48 / 74	53 / 86	60 / 74	70 / 90
Person track	47	29	38	48
Yuan (money)	5	3	2	0
Dragons/Fire/Rice	0 / 0 / 3	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			Monk 2
Palace 2	Craftsman 1	Monk 2	-	Warrior 1
	Scholar 2	Warrior 2	Healer 2	-
	Healer 1	Tax Collector 3		Healer 2
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	Courtesan 1	Farmer 1	-
	Monk 1		Scholar 3	
Palace 4	Scholar 3	Monk 2	Farmer 1	
		Scholar 3		
		-		

Action Groups

Firework Display	Research	Privilege	Military Parade
Harvest	Taxes	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 {3}: 3/3	-	-	-
Farmer	Younger {2}: 4/1	Older {X}: 1/2	-	-
Healer	Younger {2}: 4/1	Older {X}: 1/2	-	-
Monk	Younger {1}: 6/1	Older {X}: 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	-	-	-	-

I'm not sure what the Mongol invaders brought with them, but people are not feeling too well. Your Healers will find plenty of work for them next time.

Orders required

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

PREVIEW

Next month we'll see a new 1830 game, just slipping in before the current one finishes, a standard Acquire and a Railway Rivals.



In case you hadn't noticed, I've been working through my Railway Rivals maps from A to Z, although not every map along the way has been chosen. Following this trend, the map after Kansas (KA) is Kentucky and Tennessee (KT), and it looks quite suitable.

The Kentucky and Tennessee map is fairly hilly, but not to the extent that the Leapfrog rules need to be used. There are also a fair number of rivers, with additional cost required to cross the Ohio and the Mississippi. The map includes portions of the ten surrounding states - Alabama, Mississippi, Arkansas, Missouri, Illinois, Indiana, Ohio, Virginia, North Carolina and Georgia, so it will be good for geography lessons.

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

#177: 1830, Acquire [Standard], Railway Rivals [Kentucky and Tennessee]
 #178: 1829 [South], Acquire [Powers], Outpost



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 25th	...mais n'est-ce pas la gare? 108
Aug 4th	Ode 315
Aug 5th	Minstrel 338
Aug 9th	Save Your XXs For Me #75
Aug 11th	The Tangerine Terror 50
Aug 12th	Variable Pig 125

RATINGS

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

The rating system is:

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

▲	Tony Bromley	3.667
-	David Smith	3.591
▼	Pete Campbell	3.538
-	Lyndon Gurr	3.394
▼	Lionel Robbins	3.053
-	Mark Frueh	2.923
-	Marcus Pratt	2.745
-	Steve Thomas	2.588
-	Geoff Hardingham	2.583
-	Stephen Webb	2.313
▼	Michael Graystone	2.279
-	Tony Robbins	2.190
-	Alan Harvey	2.188
-	Rob Thomasson	2.110
-	Colin Sharpe	2.065

WHO PLAYS WHAT

John Boocock	1861-R29, Agr4	Greg Payne	BA19, BA20, Sop353
Tony Bromley	1837-Y25, RR-2127-MP, RR-2157-KA	Marcus Pratt	Agr4, Bat4, IW2, 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, IW2, OP28, RR-2157-KA, StP2, YoD1	Jim Reader	6n15, Agr3, Agr4, BA19, BA20, BB-322-IZU, BB-324-ENG, BB-327-CD, CM2, OP28, 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, 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, 1861-R29, 1870-Y26, 1870-N29, 1889-O29, Acq55, OP28, YoD1	John Shelley	1826-J28, 1829-U25, 1856-Y27, 1861-R29, 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, 1861-R29, 1870-Y26, 1870-O27, 1870-N29, 18GA-Z27
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2	Allan Stagg	Agr3, Bat4
Mike Head	1830-G26, 1856-P26, 1889-O29, 18GA-Z27, IW2	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, 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, 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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*****	Acquire 54	38	Saint Petersburg 2	4
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DEADLINES

Wednesday September 8th 2010
18xx games - Friday September 3rd

Future deadlines: 18xx games: October 1st Other games: October 6th

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.