

FOR WHOM THE DIE ROLLS

September 2010

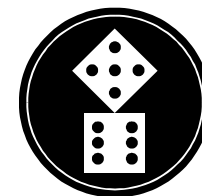
Published by Keith Thomasson

Issue 177

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 #177, 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...

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

Games starting in the next issue...

✱ 1829 (South) Pete Campbell, John Shelley, John Boocock, Rob Thomasson, Lionel Robbins
✱ Acquire (Powers) Michael Graystone, Richard Lunn, John Colledge, Colin Sharpe, Kevin Lee
⇨④ Outpost Willem Moene, Pete Campbell, Jim Reader, Marcus Pratt, John Boocock, Lyndon Gurr

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

⇨① 1825 John Boocock, John Shelley, Mike Hutton, Lionel Robbins
⇨② 1830 (Variant map 2) . . Richard Lunn, Pete Campbell, Don Smith
⇨② 1856 Mark Frueh, Don Smith, Rob Thomasson
✱ 1861 Pete Campbell, Willem Moene, Don Smith, Lyndon Gurr, Lionel Robbins
⇨④ 1870 Lionel Robbins
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨② 18Rhl Rhineland Willem Moene, Pete Campbell, Alan Harvey
✱ Agricola Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
③ Homesteaders Michael Longdin
✱ Puerto Rico Tony Sait, Jim Reader, Willem Moene, Kevin Lee
⇨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
✱ Bus Boss (France) Bob Coull, Colin Sharpe, Jim Reader, Michael Graystone, John Marsden
⇨③ Bus Boss (Scotland) . . . Pete Campbell, Don Shailer
⇨④ Railway Rivals Pete Campbell

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

START

Welcome to issue #177. This looks like being an early issue, and I can't pin down why this is. Perhaps it was the generosity of the player in providing orders early - although that didn't apply across the board. Perhaps I was lost for things to do - although that seems unlikely, given the fact that the zine usually takes first place in the queue when the time comes. No point in spending too much time wondering about it, let's get finished and get it out!

The end of this month sees the 21st TringCon event takes place, on September 25th. As things stand 60 people are booked in, which leaves a little more space. This takes place in Marsworth village hall from 9.00am to 9.00pm. If you want to join in, don't leave it too long, as we will close the doors when we have enough people to fill the hall. Drop me an e-mail to book, or visit www.fwtwr.com/tringcon/.

Board2Pieces is back! My thanks go to Eric W Martin of the BoardGameNews web site for sending me the missing strips. It is taking a while for all the old content to be moved to their new site, but we can now pick up where we left off. It is a bumper month for Board2Pieces as we catch up on three months of output.

I put Homesteaders on the front cover last month. This time you get to see some of the components from the game. It doesn't tell you much more about it, of course, but as this list is for people who own the game or are familiar with it, I wasn't planning on providing everyone with a full description of the game. There is a short summary in the Preview section, and you can find out more, including a look at the rule book, on Board Game Geek.

Another reason why it is surprising to find this issue out so early is down to my brother. He has introduced me to Ikariam, an on-line game of city and state development in the ancient world. It is free - as long as you don't succumb to the temptation to buy Ambrosia with real money. Ambrosia lets you do things that you either can't do with the free game, or that take you a long time to achieve. I have resisted so far and plan to continue doing so.

As someone said, part of the challenge is to play the game without resorting to the extras you can get by paying real money.

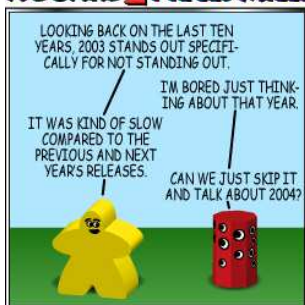
The game runs in the browser, and when you decide to build something, you can close the game down and do something else for a while. When you log back into the game the building may well be complete, and you can decide what to do next. The trick to surviving the experience seems to be the ability to 'fire and forget' rather than sit there watching the timers counting down. Early on you need to pay some attention, but on the other hand, you are under godly protection when you first arrive, and nobody is allowed to attack you until that has gone.

It's been fun so far. It may get boring, it may get frustrating, but we'll just have to wait and see. If you want to take a look at what I'm talking about, visit en.ikariam.com. I'm playing on servers Omikron and Pi (each server hosts a separate game world).

If you want to give it a try - and remember, there is no charge unless you choose to buy some Ambrosia - let me know. I could invite you to join, which should start you close by. We may then be able to help each other out with trades. If you decide it is not for you, you just stop playing, and after a while your town goes inactive before being deleted.

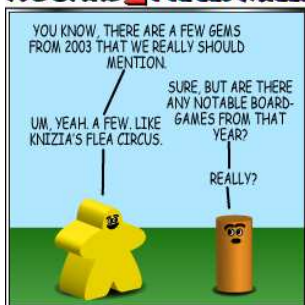
A BOARD 2 PIECES MILLENNIAL REVIEW

BY TED ALSPACH



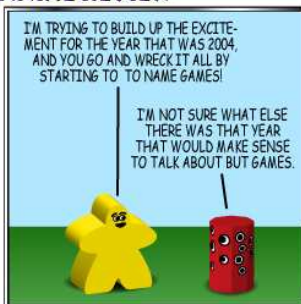
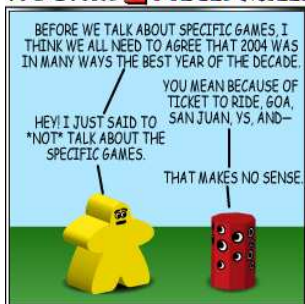
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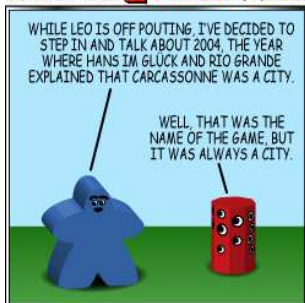
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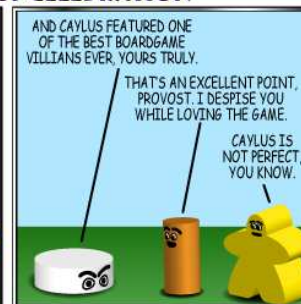
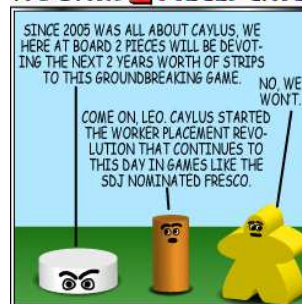
A BOARD 2 PIECES CAYLUS CELEBRATION

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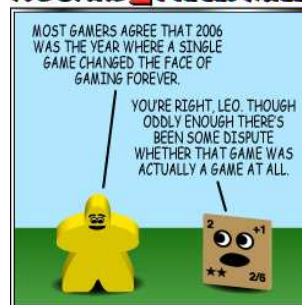
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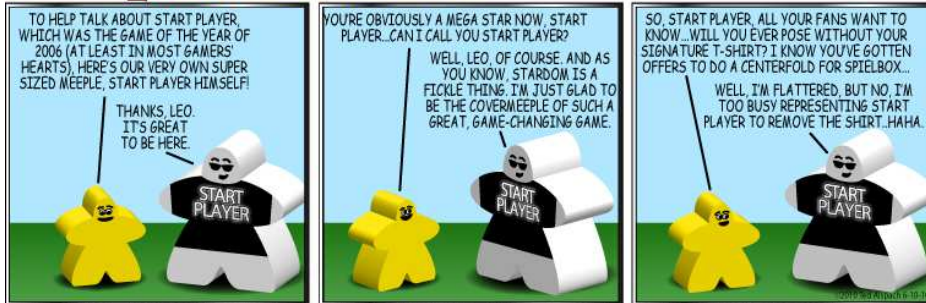
BY TED ALSPACH



EDITOR'S NOTE: JUST BECAUSE START PLAYER IS AN INTERNATIONAL PHENOMENON, WITH EDITIONS IN SEVERAL LANGUAGES AVAILABLE ALL OVER THE WORLD, AND BECAUSE IT IS INDEED WIDELY HAILED AS THE "ONLY WAY TO START A BOARDGAME," WE'RE NOT JUMPING ON THAT BANDWAGON. AT LEAST NOT YET. AS ALWAYS, WE HERE AT BOARDGAME NEWS DO NOT SUPPORT MR. ALSPACH'S THINLY-VEILED ATTEMPT AT PROMOTING ANY OF HIS GAMES. YES, WE ADMIT THAT THE RUNAWAY SUCCESS OF START PLAYER DID IN FACT CAUSE GAMERS TO REJOICE WITH UNBRIDLED GLEE AT THE PROSPECT OF HAVING SUCH AN EASY WAY TO CHOOSE THE START PLAYER FOR THEIR NEXT GAME. AND YES, THE CLEVER SET OF RULES INCLUDED WITH THE GAME DELIGHT AND SURPRISE GAMERS EACH AND EVERY TIME THEY PLAY. BUT THAT'S NO EXCUSE. WE HAVE INFORMED MR. ALSPACH THAT BOARDGAME NEWS DOES NOT ENDORSE ANY GAMES, UNLESS THEY ARE A DOMINION EXPANSION, IN WHICH CASE WE START DROOLING ALL OVER OURSELVES IN OUR COVERAGE, AND START PLAYER IS NO DOMINION EXPANSION. THOUGH IF IT WERE, WE'D GIVE A RIDICULOUS AMOUNT OF COVERAGE TO IT, CAUSE THAT'S HOW WE ROLL.

A BOARD2 PIECES MILLENNIAL REVIEW

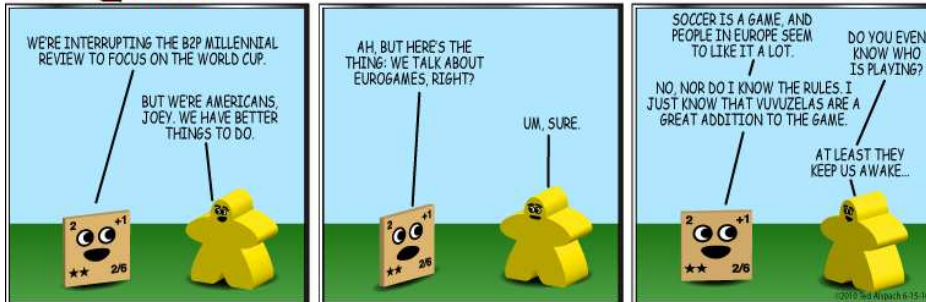
BY TED ALSPACH



EDITOR'S NOTE: HERE AT BOARDGAME NEWS, WE DO NOT APPROVE THE USE OF CELEBRITIES FOR ENDORSEMENTS. AT LEAST, AS LONG AS YOU DONT INCLUDE GIVING TONS OF SPACE TO DONALD X. VACCARINO, THE DESIGNER OF DOMINION, IN WHICH CASE WE JUST CANT HELP OURSELVES. AFTER ALL, HE'S THE FREAKING DESIGNER OF DOMINION JUST BECAUSE WE LET HIM RANT ON AND ON ABOUT HOW ONE DAY WHILE HE WAS IN THE BATHROOM HE CAME UP FOR THE IDEA OF DOMINION. FECAL MATTER, DOESNT MEAN WE WILL LET HIM SAY ANYTHING IN OUR PAGES. START PLAYER IS MERELY A CELEBRITY BECAUSE HE APPEARS ON THE GAME BOX OF THE GAME 'START PLAYER.' I MEAN, WHAT ELSE HAS HE DONE, REALLY? HAS HE DESIGNED A GAME THAT WILL COST YOU UPWARDS OF \$200 JUST TO GET THE COMPLETE SET, LIKE MR. VACCARINO? NO, HE HASNT. YES, THEY BOTH REPRESENT INCREDIBLY SUCCESSFUL CARD GAMES, BUT ONLY 'THE DONALD' HAS MANAGED TO CAPTURE THE IMAGINATIONS OF GAMERS EVERYWHERE WITH CLEARLY BROKEN CARDS AND INCREDIBLY REPETITIVE GAMEPLAY. NICE TRY, START PLAYER... BUT YOU'RE JUST NOT IN THE SAME LEAGUE AS THE DESIGNER OF DOMINION!

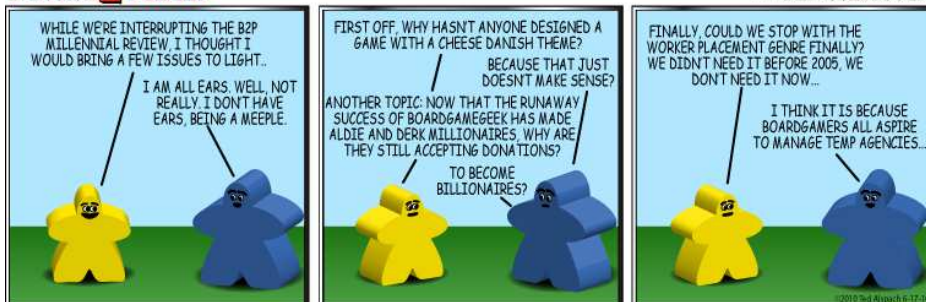
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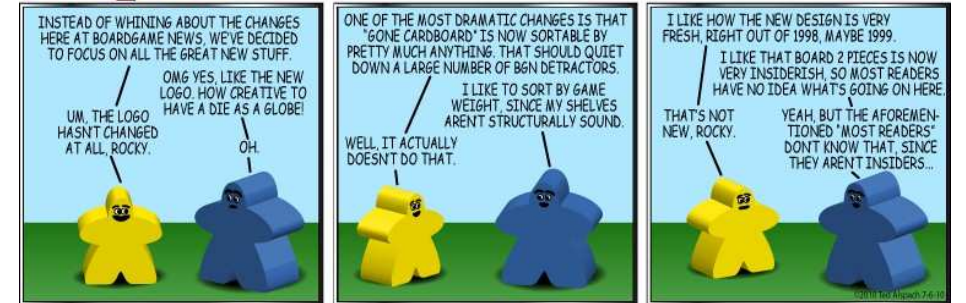
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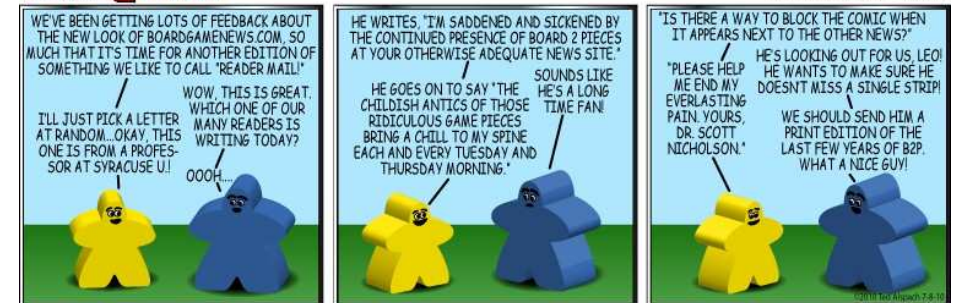
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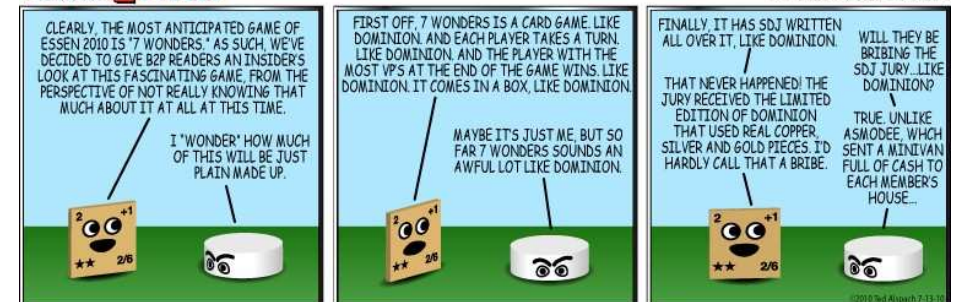
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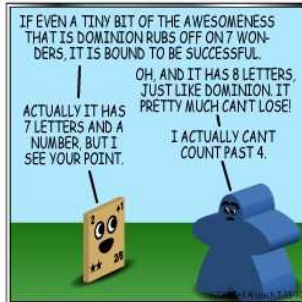
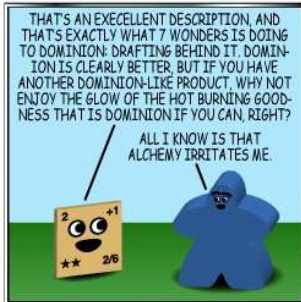
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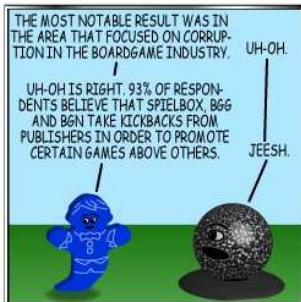
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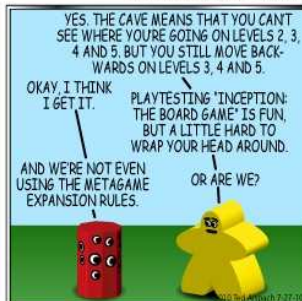
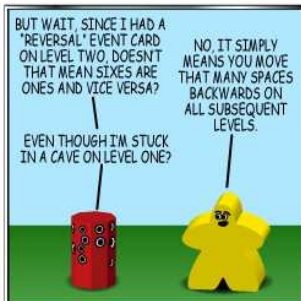
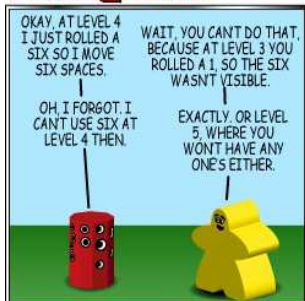
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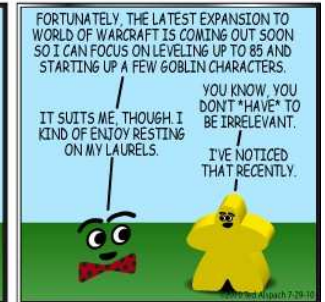
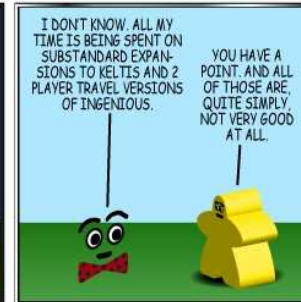
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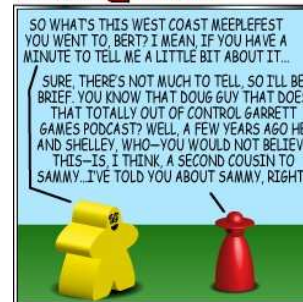
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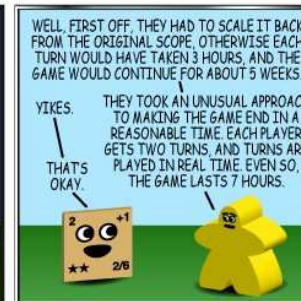
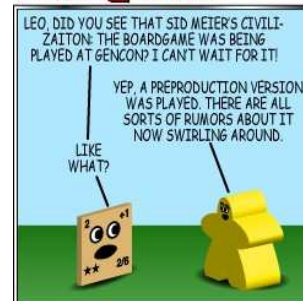
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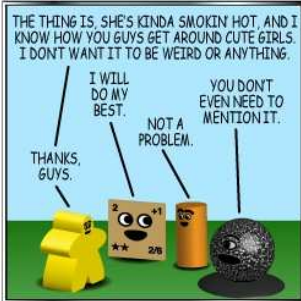
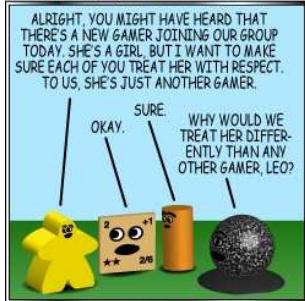
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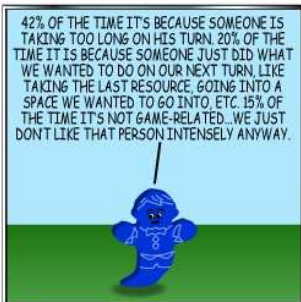
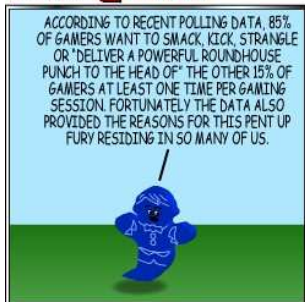
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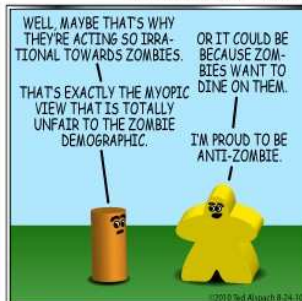
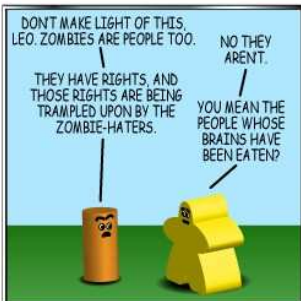
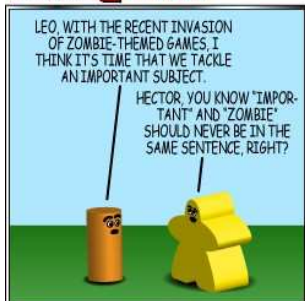
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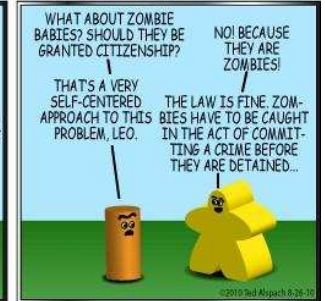
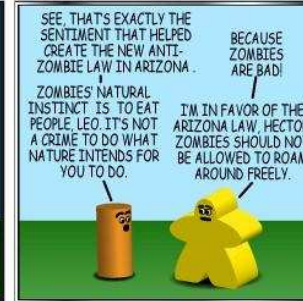
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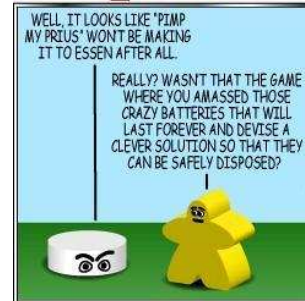
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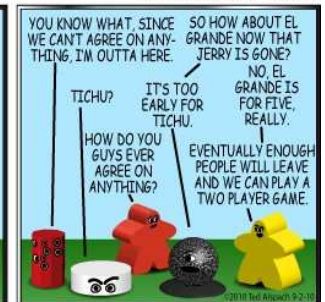
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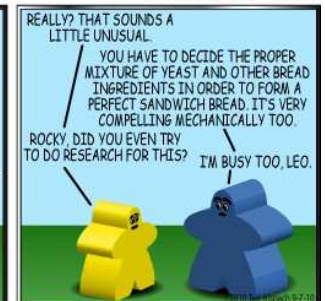
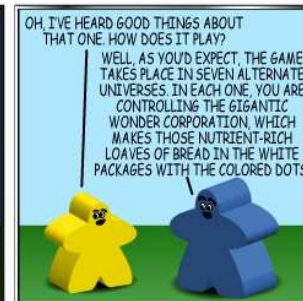
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1830-T29

It's 1830, Jim,
just like we know it.

NEW GAME

Welcome to the latest 1830 game. There are five players for this one, and they will be dealing in the following order.

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France

You each start with 480 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

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

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

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

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

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

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

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

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



1825-H27

Everyone pays except for
the Caledonian and the GNR.

OR12

The NER should have run for 160 last time, which gave it a double-jump up to 90.

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	67:R12:2	-	220	Yes	-	300▲	90
GWR	PC	38:X14:1	-	510	Yes	-	230▲	51 5 3T 3T
Mid	LR	63:Q17:1	-	280	Yes	-	180▲	400 3T 3
NER	AH	15:K15:4	-	180	Yes	-	112▲	0 4 3T
LSWR	MH	15:X22:6	-	520	Yes	-	205▲	10 5 4 3T
GER	WM	20:R14:3	-	180	Yes	①	112▲	50 4 3T 3
NBR	AH	15:F8:4	-	180	Yes	-	90▲	30 5
Cal	Rcvr	12:H6:1	-	150	No	②	61▼	390
L&YR	LR	38:N10:5	-	270	Yes	-	126▲	0 4 3
SECR	PC	46:W21:3	-	220	Yes	-	76▲	79 U3 3
GNR	MH	22:U19:4	-	320	No	③ ④	100▼	0 4 U3 3
GCR	WM	4:R10:3	-	210	Yes	-	90▲	120 5
LBSC	MH	-	-	260	Yes	-	100▲	0 3T 3

- Notes: ① 20 to the LNWR for a '3' train and a '3T' train
② 10 to the bank for renting a '5' train
③ 100 to the bank for a token in Q17
④ 410 to the bank for a 'U3' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Willem Moene	509	353	862	3,792	19.3▼	15
Lionel Robbins	686	434	1,120	3,766	19.2▼	16
Mike Hutton	692	571	1,263	4,140	21.1▲	17
Pete Campbell	455	647	1,102	3,854	19.6▲	17
Alan Harvey	557	572	1,129	4,097	20.8▲	22

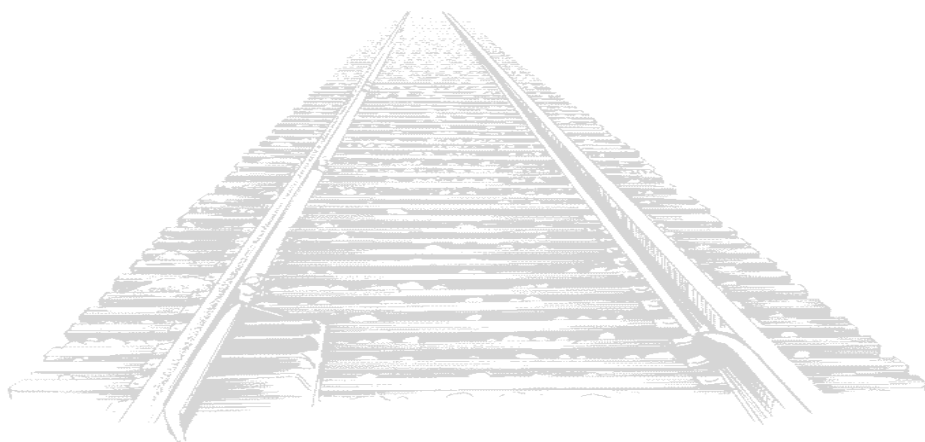
Titles					Tile number/Availability										Three Operating Rounds between Stock Rounds																																																						
1/2	2/3	3/4	4/7	5/5	6/7	7/7	8/13	9/12	55/3	56/3	58/4	69/3	114/1	115/2	198/1	199/1	10/2	11/4	12/5	13/3	14/5	15/1	16/3	17/-	18/2	19/3	20/1	21/1	22/-	23/9	24/9	25/1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

Mike, you give me revenue for your runs but don't give me the routes you used to work those out. That means I have to start from scratch when checking our runs. It would be oh so useful if you told me how you got your revenue totals. I can then quickly check if anything has happened to increase or interfere with those runs.

Lionel, I think you looked at the trains for the GNR when you worked out the SECR's runs. The SECR doesn't have a '4' train!

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)	-	300	230	180	112	205	112	90	61	126	76	100	90
Company credit	-	90	51	400	0	10	50	30	390	0	79	0	120
Tokens	-	5	4	2	2	1	2	3	2	1	3	-	1
Trains	-	-	5	3T	4	5	4	5	-	4	U3	4	5
			3T	3	3T	4	3T			3	3	U3	
						3T	3					3	

	LBSC	GSWR	Cam	FR	GNoS	High	LT&S	M&C	MGN	NS	SDR	TV
Willem Moene	-	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	-	-	-	-	-	-	-	-	-
Mike Hutton	5D	-	-	-	-	-	-	-	-	-	-	-
Pete Campbell	3	-	-	-	-	-	-	-	-	-	-	-
Alan Harvey	-	-	-	-	-	-	-	-	-	-	-	-
Bank (new)	2	10	10	10	10	10	10	10	10	10	10	10
Price (new)	67	67										
Bank (pool)	-											
Price (pool)	100											
Company credit	0											
Tokens	1	3	1	1	1	1	1	1	1	1	1	1
Trains	3T	3										
Bank cash: 9,506	Certificate limit: 31				Trains: 1 x '5', 3 x '6'... also 3 x 'U3'							



Track may leave the grid if it connects to these areas

1825 Units 1-2-3

Game H27

Reference:
Keith Thomasson

Company	Home	Base	Train
Canbrian	R8	CM	U3 410
Furness	M9	FR	5 550
GNoS	B12	SS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	242 600
M&C	K7	MC	3T 370
M&GN	Q23	MG	4T 480
North Staffs	Q13	NS	3T 370
SDR	W9	SD	5 550
Tall Vale	V8	TV	4T 480

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Orders required for the following round

By the early deadline

SR8



1826-J28

Almost all of the remaining companies are floated.

SR4

The N did not buy the '4H' train from the P, because it was still on a train limit of two. After it bought the '6H' train the train limit for five-share companies went down to one, so the N and the PO were each required to return a '4H' train to the bank.

Stock Round 4

Lyndon	John	Don	Pete	Stephen
+ E/Pres (75)	+ M/Pres (110)	+ M new	+ PL/Pres (110)	- 1 B (▼90E)
				+ O/Pres (75)
+ N treasury	+ M new	+ M new (floated)	- 2 GC (▼90E)	+ O new
			+ PL new	
+ E new	+ N treasury	+ M treasury	+ A treasury	+ O new
+ E new	✗	✗	✗	+ O new (floated)
+ E new (floated)	✗	✗	✗	✗
+ E treasury	✗	✗	✗	✗
✗	Priority for SR5			

Cash Flow	b/f	SR4	c/f	Value	%	Certs
John Shelley	413	-400	13	883	18.8▼	7
Don Smith	440	-330	110	920	19.6▼	7
Pete Campbell	326	-265	61	951	20.3▲	6
Stephen Webb	370	-275	95	880	18.7▲	7
Lyndon Gurr	520	-520	0	1,060	22.6▼	11

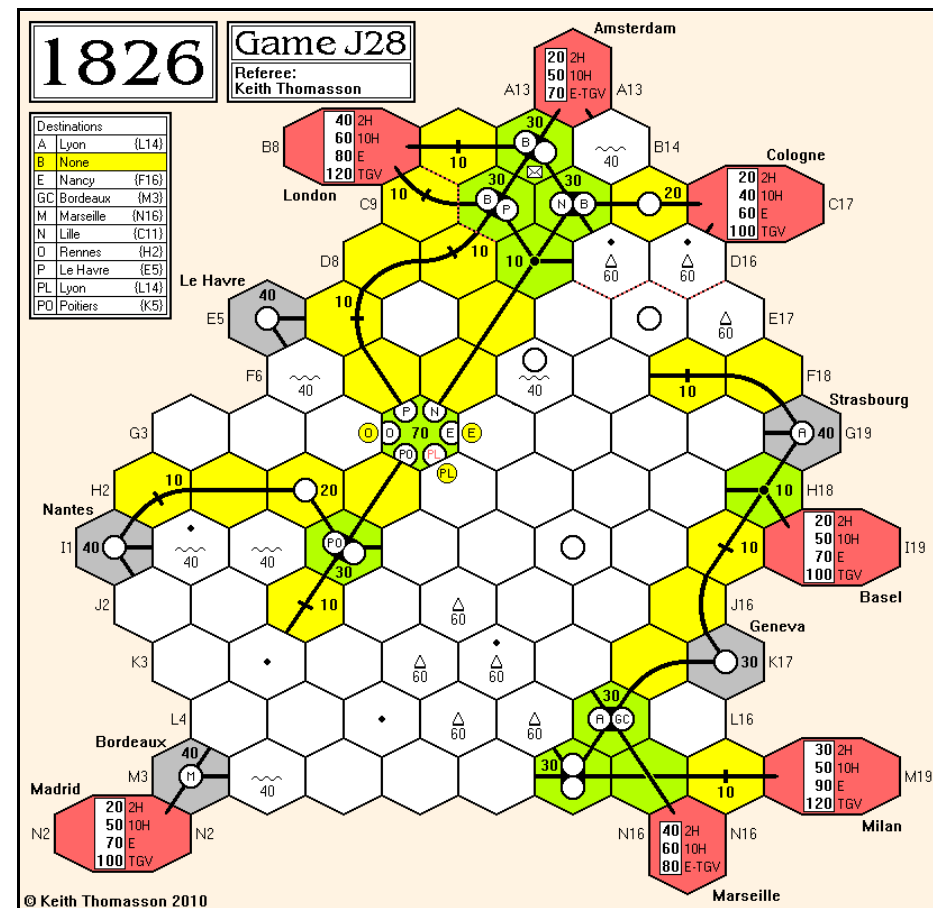
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	-	-	-	-	3P	3P	1	-	1	-	1
Don Smith	-	-	2	-	-	3	-	-	-	-	3P
Pete Campbell	Bridge	4P	-	-	-	-	-	-	3P	-	-
Stephen Webb	-	-	-	-	-	-	3P	5P	2P	-	-
Lyndon Gurr	-	-	6P	6P	-	-	1	-	-	-	-

Company type	10	10	10	5	10	5	10	5	10	5
Bank (new)	-	-	-	5	-	5	-	5	7	5
Bank (pool)	-	1	-	2	-	-	-	2	-	-
Treasury shares	6	1	4	-	4	-	5	-	-	1
Price	155A	90E	75E	90E	110A	70E	75E	100C	110A	100D
Loans	-	-	-	-	-	1	-	-	-	-
Company credit	187	315	450	42	660	251	375	198	-	83
Tokens	1	1	4	2	4	2	4	1	-	1
Trains	4H	4H	-	4H	-	6H	-	4H	-	4H
Bank cash: 9,160 Certificate limit: 13 Trains: 5 x '6H', 2-5 x '10H'... Also 2 x '4H'										

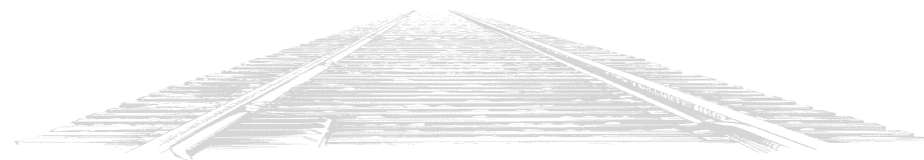
Current operating order A, M, PO, P, B, GC, E, O, N

When the first '6H' train came out, all the unfloated companies became ten-share companies, and need five shares sold before they are floated.

Titles	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/-	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/-	514/1	619/-												



Orders required for the following rounds *By the early deadline*
OR6, OR7 *Adjudication can pause between rounds if requested*





1829-U25

A straightforward final round.

SR14 - OR24

The GCR run was only 380 last time. Not that it makes any difference.

Stock Round 14

John	Pete	Lionel	Rob
x	x	x	x
Priority for SR15			

OR24	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	-	•T12	670	Yes	-	300▲	0	7 5
GWR	PC	41:W13:4	•V14	660	Yes	-	320▲	50	7 5
Mid	JS	-	•O19 !	250	Yes	-	160▲	10	4
GNR	PC	8:O13:6	•O17	460	Yes	①	90▲	40	5 4
LBSC	LR	-	•V22	520	Yes	-	160▲	110	7 4
GER	RT	-	•U11	180	Yes	②	180▲	110	5 4
GCR	JS	-	•P20	380	Yes	-	82▲	20	7

Notes: ① 160 to the bank for terrain costs
② The bank has run out of cash

Cash Flow	b/f	SR14	OR24	c/f	Value	%	Certs
Rob Thomasson	4,846	0	1,070	5,916	10,498	28.4▲	17
John Shelley	3,460	0	771	4,231	8,002	21.7▼	18
Pete Campbell	5,129	0	1,006	6,135	10,270	27.8▼	16
Lionel Robbins	3,959	0	798	4,757	8,159	22.1▲	17

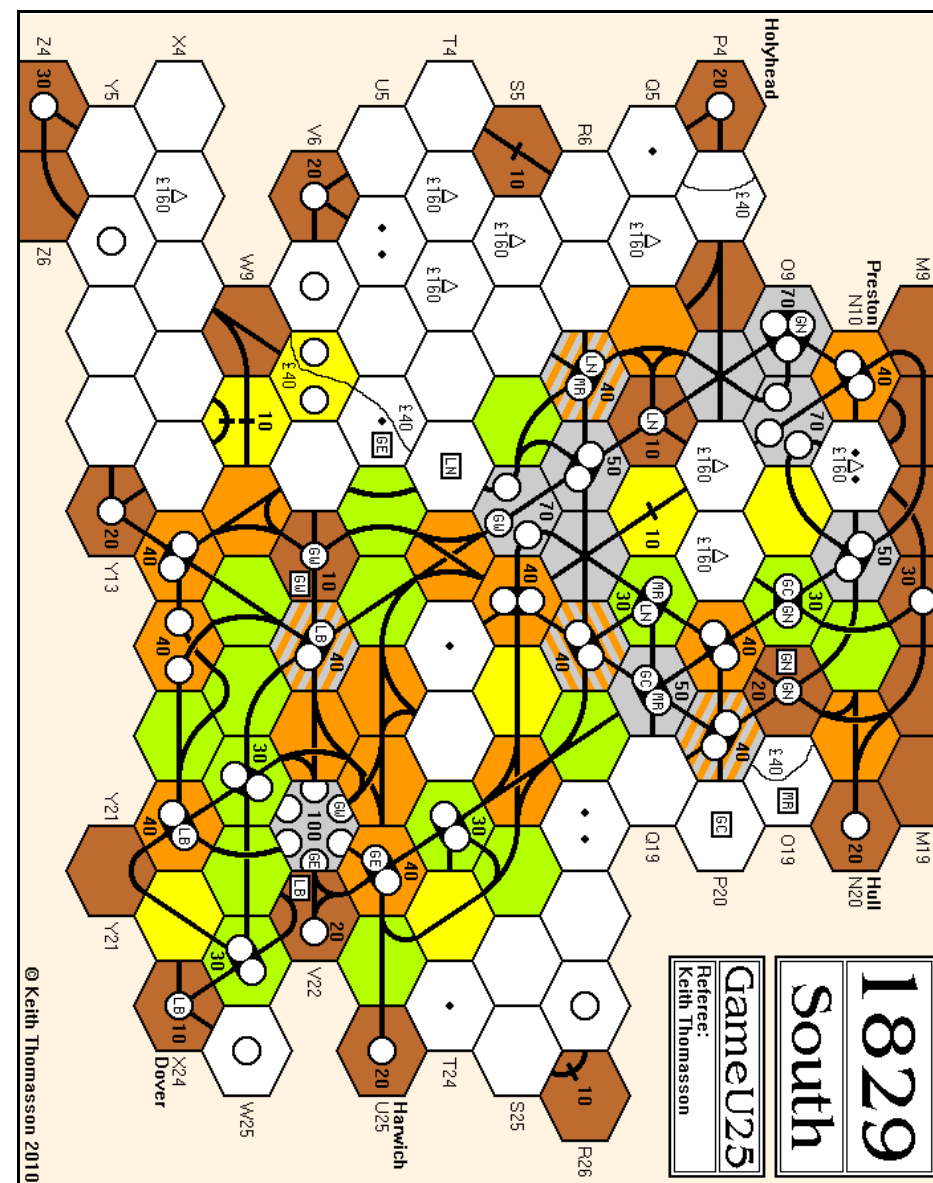
Portfolio	Steam Packets	LNWR	GWR	Mid	GNR	LBSC	GER	GCR
Rob Thomasson	Holyhead	6D	1	-	-	1	9D	1
John Shelley	Hull, Harwich	1	2	6D	-	-	1	8D
Pete Campbell	Preston	2	7D	-	6D	2	-	-
Lionel Robbins	Dover	1	-	4	4	7D	-	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	100	90	82	71	67	64	61	
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	300	320	160	90	160	180	82	
Company credit	0	50	10	40	110	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: -1,039	Certificate limit: 18						Trains: None	

Rob extends his slim lead and keep control - congratulations on the win.

1st	Rob Thomasson	10,498	28.4%
2nd	Pete Campbell	10,270	27.8%
3rd	Lionel Robbins	8,159	22.1%
4th	John Shelley	8,002	21.7%

We'll round it up next time, so let me know if you have any thoughts on the game.





1830-G26

One token reduces a couple of runs, but otherwise run and pay.

OR15 - OR17

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	RL	-	230	Yes	-	260B	113	5
B&O	TS	-	250	Yes	①	260B	20	5
Erie	WM	-	230	Yes	-	200B	120	6
C&O	MHd	14:H4:2	240	Yes	-	170C	48	6
NYNH	MHn	-	380	Yes	-	120D	184	D
CPR	WM	-	180	Yes	-	110D	54	5
B&M	MHn	-	60	Yes	-	112B	0	D
NYC	WM	-	380	Yes	-	82E	1	D

Notes: ① 40 to the bank for a token in H10

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	RL	-	230	Yes	-	280B	113	5
B&O	TS	-	250	Yes	-	280B	20	5
Erie	WM	-	230	Yes	-	220B	120	6
C&O	MHd	9:I3:2	260	Yes	-	185C	48	6
NYNH	MHn	-	380	Yes	-	130D	184	D
B&M	MHn	-	60	Yes	-	126B	0	D
CPR	WM	-	180	Yes	-	120D	108	5
NYC	WM	-	380	Yes	-	90E	1	D

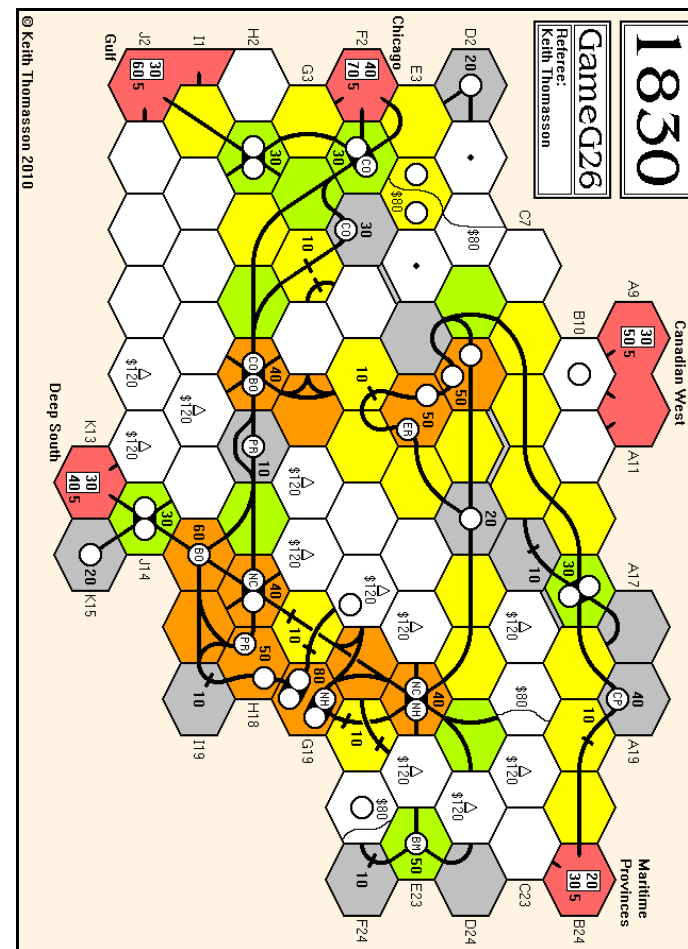
OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	RL	-	230	Yes	-	300B	113	5
B&O	TS	-	250	Yes	-	300B	20	5
Erie	WM	-	230	Yes	-	240B	120	6
C&O	MHd	-	260	Yes	-	200C	48	6
NYNH	MHn	-	380	Yes	①	155C	184	D
B&M	MHn	-	60	Yes	-	142B	0	D
CPR	WM	-	180	Yes	-	130D	162	5
NYC	WM	-	380	Yes	-	100E	1	D

Notes: ① The bank has run out of cash

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)	142B	300B	200C	130D	240B	100E	155C	300B
Company credit	0	20	48	162	120	1	184	113
Tokens	1	1	-	3	2	2	-	2
Trains	D	5	6	5	6	D	D	5
Bank cash: 686	Certificate limit: 13				Trains: Diesels			

Cash Flow	b/f	OR15	OR16	OR17	c/f	Value	%	Certs
Mike Head	1,468	341	353	353	2,515	5,437	20.3	13
Mike Hutton	307	368	370	370	1,415	3,895	14.6	13
Richard Lunn	1,711	389	391	391	2,882	6,292	23.5	13
Willem Moene	1,612	418	418	418	2,866	5,511	20.6	13
Tony Sait	1,284	356	360	360	2,360	5,615	21.0	13



1st	Richard Lunn	6,292	23.5%
2nd	Tony Sait	5,615	21.0%
3rd	Willem Moene	5,511	20.6%
4th	Mike Head	5,437	20.3%
5th	Mike Hutton	3,895	14.6%

Congratulations to Richard. We'll round it up next time.



1830-V2-U28

The first dividends trickle in.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	57:119:1	-	-	① ②	90A	760	2 2
NYC	MS	69:E13:6	50	Yes	①	100A	720	2
PRR	TS	7:E7:5	60	Yes	③	82C	470	2.2

- Notes: ① 80 to the bank for terrain costs
 ② 160 to the bank for two '2' trains
 ③ 80 to the bank for a '2' train

Stock Round 3

Tony	Alan	Mark	Don
x	+ B&O new	x	x
x	x	Priority for SR4	

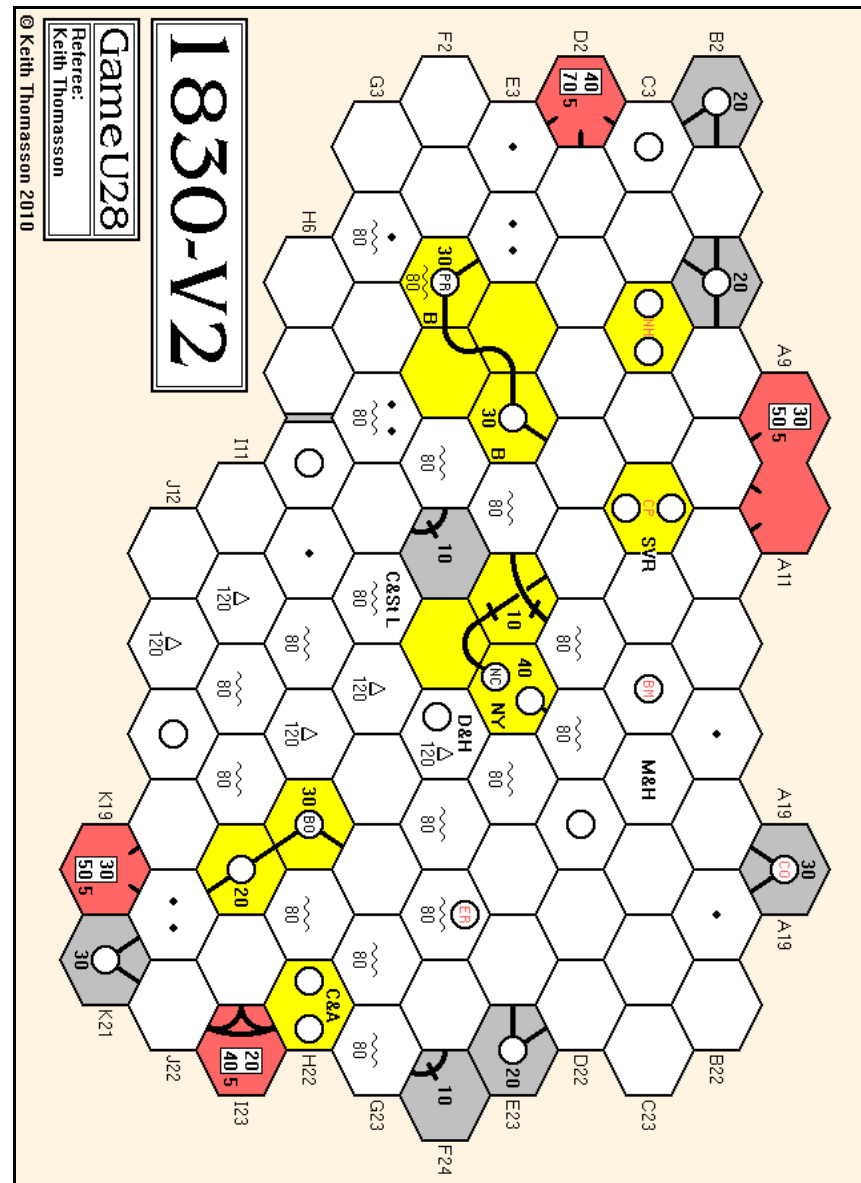
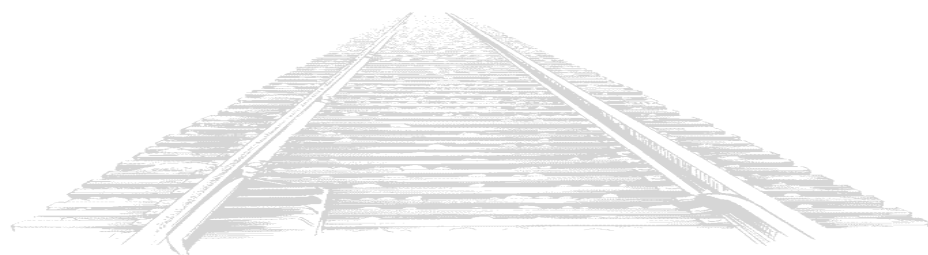
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Don Smith	50	70	0	120	680	23.9	6
Tony Sait	15	40	0	55	725	25.5	7
Alan Harvey	51	60	-100	11	811	28.5	8
Mark Stretch	0	30	0	30	630	22.1	5

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

Bank (new)	10	3	10	10	10	3	10	-
Price (par)		100				100		71
Bank (pool)		-				-		-
Price (pool)		90A				100A		90B
Company credit		760				720		470
Tokens	3	2	3	4	3	3	2	3
Trains		2 2				2		2 2

Bank cash: 9,834 Certificate limit: 16 Trains: 1 x '2', 5 x '3'...
 Current operating order: NYC, PRR, B&O

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



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1837-Y25

Everyone pays for the final round.

OR14

OR14 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	GH	417:121:2	430	45	Yes	-	450A	525
Sd	TB	9:H14:1	330	100	Yes	①	400A	131
Kk	TR	431:L12:1	520	-	Yes	②	280A	114
Th	GH	26:J20:1	240	-	Yes	-	240A	232
Cl	TR	88:I23:2	300	50	Yes	-	205A	50
Bh	TB	8:I13:3	430	60	Yes	①	132A	163
Bk	JH	-	380	40	Yes	-	112D	651
Sb	SW	26:D34:4	380	50	Yes	-	94F	475
Ms	TB	8:K11:2	540	-	Yes	③	70G	152
Gt	SW	-	340	50	Yes	-	68H	707

Notes: ① 70 to the bank for terrain costs
 ② The bank has run out of cash
 ③ 120 to the bank for a token in G13

Cash Flow	b/f	OR14	c/f	Value	%	Certs
John Hopkins	1,838	711	2,549	4,949	14.1	17
Stephen Webb	2,374	879	3,253	6,676	19.1	20
Tony Bromley	1,812	898	2,710	7,418	21.2	20
Tony Robbins	2,654	804	3,458	8,072	23.1	20
Geoff Hardingham	1,909	598	2,507	7,872	22.5	16

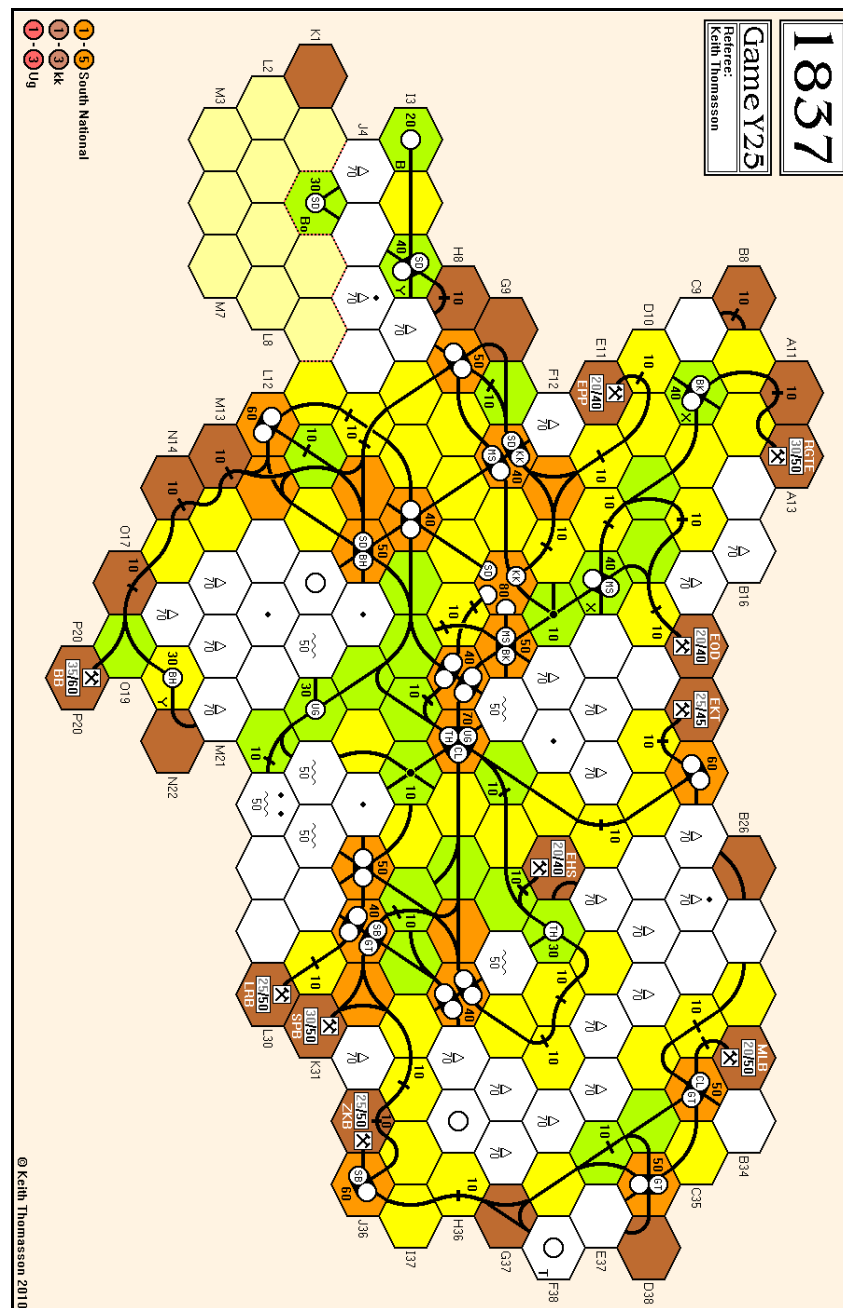
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	2	6D	-	2	-	3	2	-	2	1
Stephen Webb	2	-	3	5D	4	1	6D	-	-	1
Tony Bromley	5D	2	-	-	-	5D	1	5D	2	2
Tony Robbins	1	1	6D	2	5D	1	1	3	1	-
Geoff Hardingham	-	1	1	1	1	-	-	2	5D	6D

Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (new)	97	85	104	75	120	70	70	142	104	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	132A	112D	205A	68H	280A	70G	94F	400A	240A	450A
Credit	163	651	50	707	114	152	475	131	232	525
Tokens	2	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: -2,884	Certificate limit: 17					Trains: 3 x '4G', 1 x '5+3', 1 x '5+4'				

Congratulations to Tony Robbins on the game - he won from Geoff by a small margin.

1st	Tony Robbins	8,072	23.1%
2nd	Geoff Hardingham	7,872	22.5%
3rd	Tony Bromley	7,418	21.2%
4th	Stephen Webb	6,676	19.1%
5th	John Hopkins	4,949	14.1%

We'll round this up next time, so let your thoughts be known.



1837-L27

All the shares are
now in player hands.

SR8

Stock Round 8

Pete	Don	Steve	Adam	Stephen
+ Sd pool	+ Sb pool	+ Sd pool	+ Gt new	- 2 Ug {◀▶} + Gt new
+ Gt new	+ Gt new	+ Ug pool	+ Ug pool	+ Gt new
+ Sb pool	✗	✗	+ Bk pool	+ Bk pool
✗	✗	✗	+ Bk pool	+ Bk pool
✗	✗	✗	+ Sb pool	✗
✗	✗	✗	✗	Priority for SR9

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Pete Campbell	836	-405	431	2,596	16.7▼	17-19
Don Smith	297	-195	102	1,783	11.5▼	14-15
Steve Thomas	1,226	-450	776	3,815	24.5▲	17
Adam Romoth	1,086	-613	473	3,735	24.0▲	17-21
Stephen Webb	915	94	1,009	5,618	25.3▲	15-17

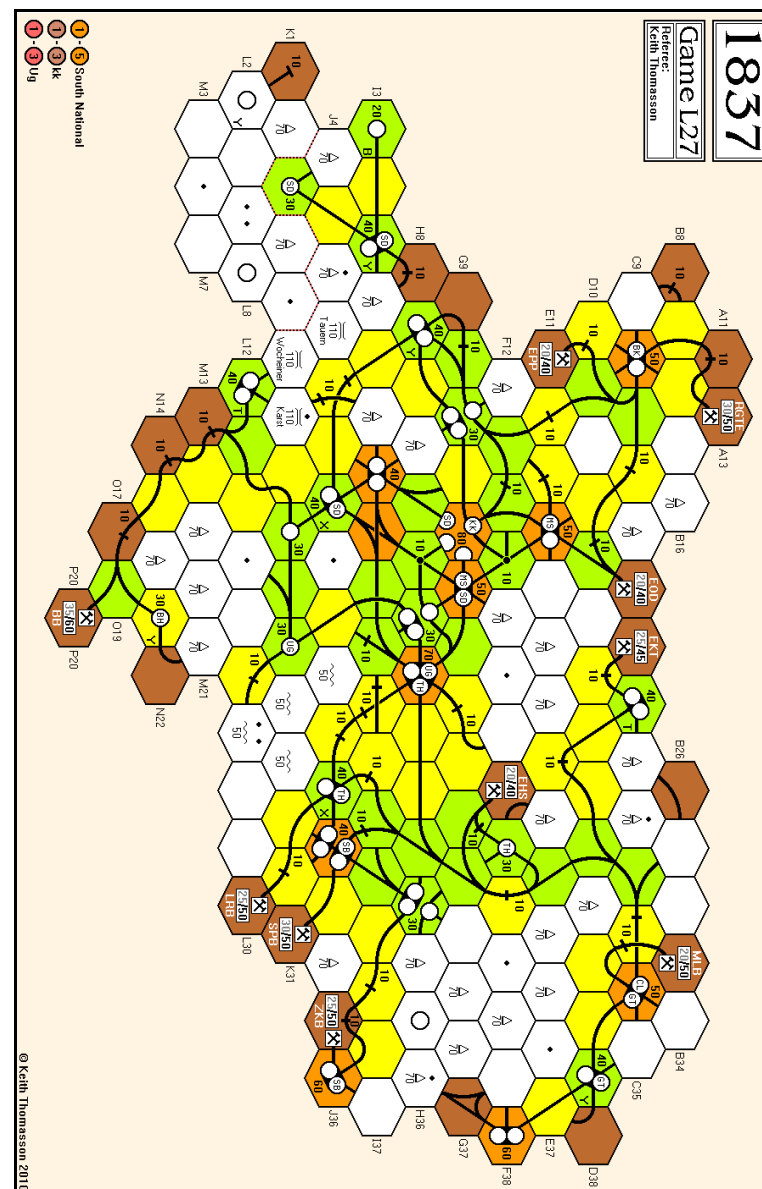
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	1	1	6D	6D	1	2	1	1	2	-
Don Smith	5D	5D	-	1	-	1	6D	-	-	-
Steve Thomas	-	-	1	-	6D	-	-	3	6D	2
Adam Romoth	-	2	1	1	2	5D	1	6D	2	2
Stephen Webb	-	2	2	2	1	2	2	-	-	6D

Bank (new)	4	-	-	-	-	-	-	-	-	-
Price (new)	97	80	75	104	120	70	85	142	104	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	99A	91E	80E	104A	175B	69F	93D	225B	121A	260B
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: 10,194	Certificate limit: 17	Trains: 2 x '4G', 1 x '5+3', 1 x '5+4'
Current operating order:	Uq, Sd, Kk, Th, Gt, Bh, Sb, Bk, Cl, Ms	

[illegible]

I'll offer you two operating rounds for next time, as there are not many trains left to buy.



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1856-P26

Just a few tiles laid, with most people just going for run and pay.

OR17 - OR19

Lyndon only sold one WR, as that put it in the lower zone and allowed him to keep the others, so Richard and Tony clearly didn't get the chance to buy them.

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	15:B19:2	610	Yes	-	325B▲	183	D
GT	TS	-	300	Yes	-	325B▲	56	5
THB	MHd	-	300	Yes	-	300A▲	64	5
CGR	RL	7:I10:3	340	Yes	-	200A▲	73	6
BBG	LQ	5:K16:2	750	Yes	-	200A▲	334	D 5
WR	LQ	15:O18:5	260	Yes	-	50H▲	0	6

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	-	610	Yes	①	350B▲	183	D
GT	TS	-	300	Yes	-	350B▲	56	5
THB	MHd	-	300	Yes	-	325A▲	64	5
CGR	RL	1:I14:1	340	Yes	-	225A▲	73	6
BBG	LQ	14:K16:3	750	Yes	-	225A▲	334	D 5
WR	LQ	-	260	Yes	-	55H▲	0	6

Notes: ① The bank has run out of cash

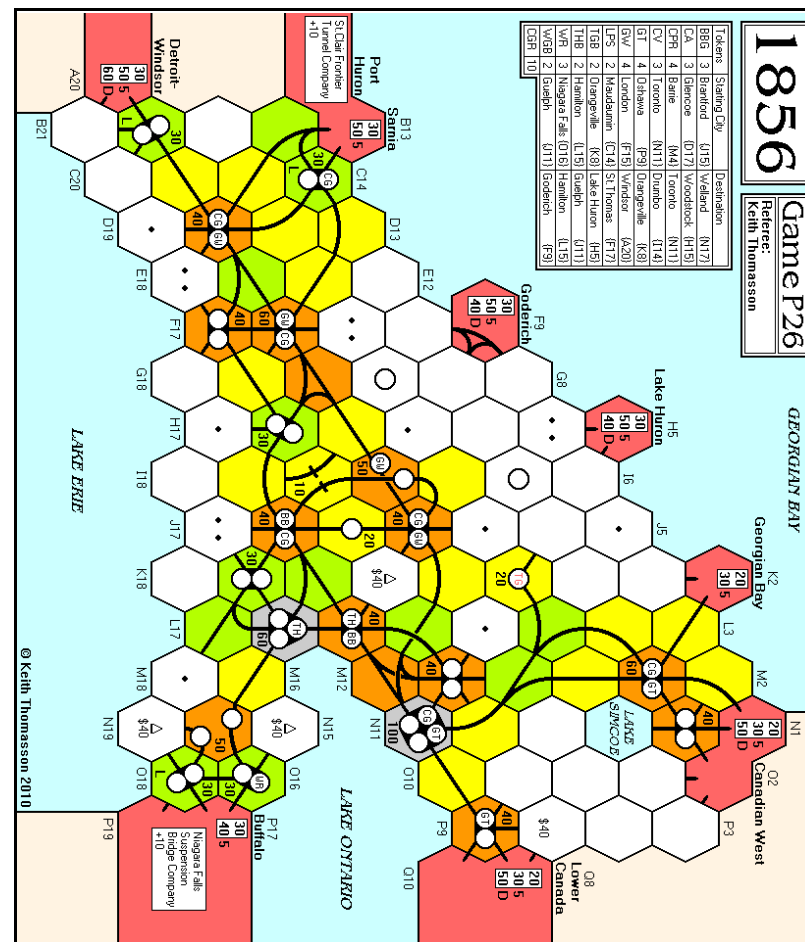
OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	-	610	Yes	-	375B▲	183	D
GT	TS	-	300	Yes	-	375B▲	56	5
THB	MHd	-	300	Yes	-	350A▲	64	5
CGR	RL	-	340	Yes	-	250A▲	73	6
BBG	LQ	41:G14:5	750	Yes	-	250A▲	334	D 5
WR	LQ	27:L17:6	260	Yes	-	60H▲	0	6

Cash Flow	b/f	OR17	OR18	OR19	c/f	Value	%	Certs
Richard Lunn	1,205	419	419	419	2,462	6,212	17.8▼	9½-11½
Lyndon Gurr	1,891	807	807	807	4,312	8,392	24.1▲	9½-14½
Mike Hutton	1,303	593	593	593	3,082	6,807	19.5▲	9½
Mike Head	2,234	450	450	450	3,584	7,494	21.5▼	10-11
Tony Sait	1,274	291	291	291	2,147	5,977	17.1▼	9½-10½

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)	250A	375B	375B	65F	350A	60H	250A
Company credit	334	56	183	-	564	0	73
Tokens	1	1	-	2	-	2	3
Trains	D 5	5	D	-	5	6	6
Bank cash:	4,507	Certificate limit: 1.1			Trains: Diesels		

Richard has a plan to downgrade the tile laid by the CGR in OR18, but the double small station tiles do not downgrade the way the single small station tiles do.



I didn't find any revenue gains from the few tiles laid in these rounds, but any small gains were unlikely to change the result. Congratulations to Lyndon on winning the game.

1st	Lyndon Gurr	8,392	24.1%
2nd	Mike Head	7,494	21.5%
3rd	Mike Hutton	6,807	19.5%
4th	Richard Lunn	6,212	17.8%
5th	Tony Sait	5,977	17.1%

We'll round it up next time, so get your thoughts on the game to me so that they can be revealed to the world.

1856-Y27

The LPS and GT escape
the clutches of the CGR.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	RT	125:N3:6	290	Yes	①	150D	0	-	-
CV	LQ	9:M12:2	-	-	② ③ ④	90A	278	-	5
LPS	DS	125:C14:3	300	No	⑤	80F	77	-	5
WR	LQ	59:L15:1	-	-	⑥ ⑦ ⑧	80F	0	-	-
GT	WM	6:K8:6	220	Yes	⑨	100E	0	-	-
CA	JS	27:G16:5	370	No	⑤	80B	80	-	5 4
BBG	DS	6:J15:3	-	-	⑩ ①	80B	0	-	6
TGB	WM	8:J7:3	-	-	② ③	80B	0	-	6

- Notes:
- ① Run reduced to 270 to pay loan interest
 - ② Government loan secured
 - ③ 550 to the bank for a '5' train
 - ④ 1 to the WR for a '4' train
 - ⑤ 3 government loans redeemed
 - ⑥ 40 to the bank for terrain costs
 - ⑦ Destination reached - 300 released from escrow
 - ⑧ 339 to the CV for a '4' train
 - ⑨ Destination reached - 325 released from escrow
 - ⑩ 700 to the bank for a '6' train
 - ① CGR formed from the CPR, GT, GW and WR - Rob is President and keeps 3 '4' trains
 - ② 40 to the bank for a token in P9
 - ③ 700 to the bank for a '6' train, partly funded by 40 from Willem

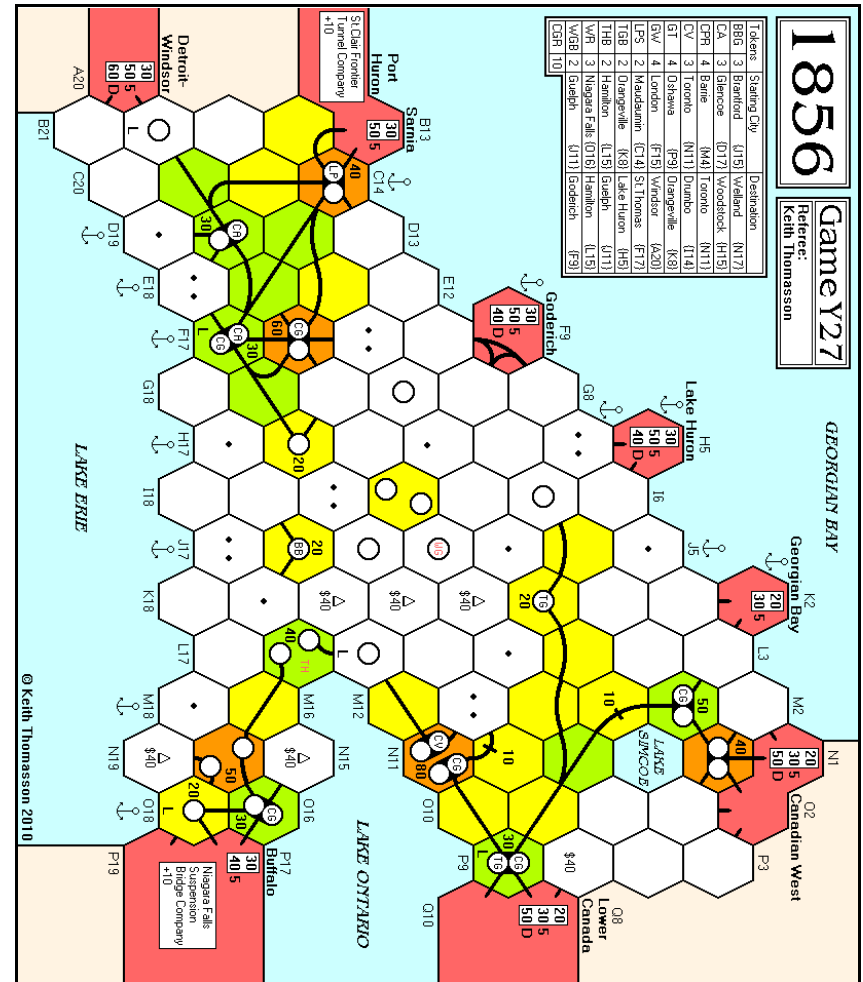
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Willem Moene	124	92	216	1,186	22.1	8½
Rob Thomasson	837	157	994	1,654	30.9	3
Lyndon Gurr	58	0	58	998	18.6	7½
Don Smith	61	0	61	861	16.1	8
John Shelley	40	27	67	657	12.3	5½

Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	1	-	1	6P	-	-	3-
Rob Thomasson	-	-	-	-	-	-	-	6P
Lyndon Gurr	-	-	5P	2	-	-	-	3
Don Smith	6P	-	-	4P	-	-	-	-
John Shelley	-	6P	-	-	-	-	-	1

Bank (new)	3	3	5	-	3	10	10	1
Price (par)	100	90	100	70	100	-	-	110
Bank (pool)	1	-	-	3	1	-	-	6
Price (pool)	80B	80B	90A	80F	80B	-	-	110A
Company credit	0	80	278	77	0	-	-	47
Tokens	2	1	2	1	-	2	2	4
Trains	6	5 4	5	5	6	-	-	4 4 4

Bank cash: 10 142 Certificate limit: 13 Trains: Diesels
Current operating order: CGR, CV, LPS, CA, BBG, TGB

Titles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/3	5/-	6/-	7/6	8/9	9/8	55/1	56/1	57/4	58/2	
69/1	14/3	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/1	25/1	26/-	27/-	
28/1	29/1	59/1	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/-	125/2	126/-	127/-	123/1	
124/1													



Orders required for the following rounds	By the early deadline
OR10, OR11	Adjudication can pause between rounds if requested



1861-C27

We don't reach the stock round.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	SW	625:J7:1	8:J5:2	460	Yes	①	245B	1,057	- 4 4
MK	PC	58:F19:6	-	520	Yes	-	200C	534	- 5 4
NW	MH	659:G8:1	-	320	Yes	②	165D	128	- 5
MKV	WM	63:H13:1	-	310	Yes	-	165C	282	- 5
MKN	LQ	47:H7:3	8:I6:3	270	Yes	① ③	165C	211	- 4
SE	MH	-	-	260	Yes	④	135C	2	2 6
RSR			340	No	⑤		396	-	6 5

- Notes: ① 20 to the bank for a second tile lay
 ② 80 to the bank for a token in G8
 ③ 20 to the bank for terrain costs
 ④ 3 loans redeemed
 ⑤ 650 to the bank for a '6' train

Merger Round 6

No minor companies in operation

Cash Flow	b/f	OR10	MR6	c/f	Value	%	Certs
Mike Hutton	133	206	0	339	1,404	17.2	5
Pete Campbell	680	260	0	940	1,940	23.7	4
Willem Moene	228	201	0	429	1,499	18.3	5
Stephen Webb	291	241	0	532	1,812	22.2	4
Lyndon Gurr	398	179	0	577	1,517	18.6	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	-	-	-	-	-	-

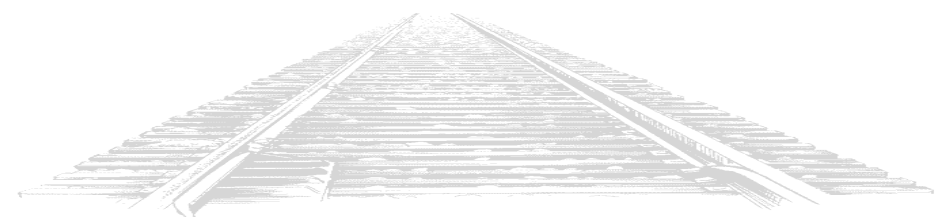
Bank (new)	2	4	4	7	4	10	4	6	10	
Bank (pool)	-	-	-	-	-	-	2	-	-	
Price		245B	200C	165C	165C		165D	135C		
Loans		-	-	-	-	-	2	-	-	
Company credit		1,057	534	211	282		128	2		396
Tokens		-	-	1	1		1	2		1
Trains		4 4	5 4	4	5		5	6		6 5

Bank cash: 9,573

Certificate limit: 13

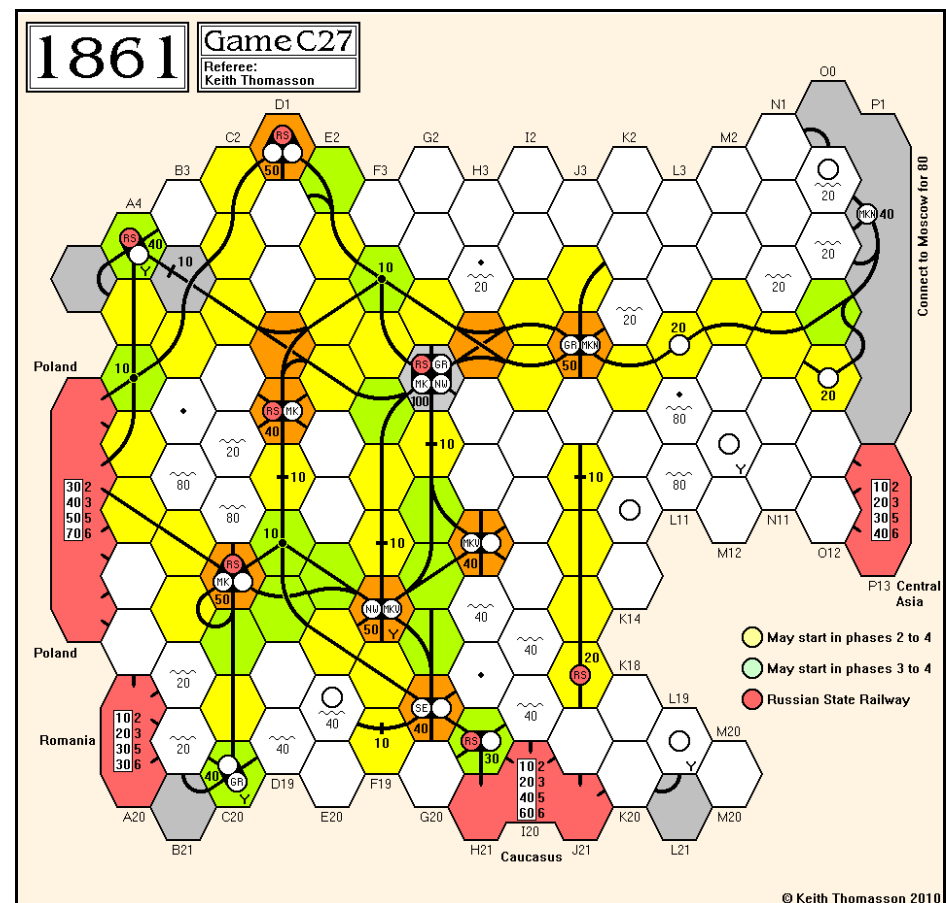
Trains: 2 x '7', '8's...

Current operating order: GRR, MK, NW, MKV, MKN, SE, RSR



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

Yellow track tiles are unlimited



Orders required for the following round

By the early deadline

SR6



1861-R29

Eight '2' trains
between seven companies.

OR1 - OR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	-	①	70F▼	60	-	2
MK	JB	58:G10:5	-	-	①	70F▼	70	-	2
MNN	LG	8:H7:3	-	-	①	60G▼	30	-	2
SPW	LG	58:A8:2	-	-	①	55G▼	20	-	2
KB	JS	9:B13:3	-	-	①	50H▼	10	-	2
RO	JS	202:A4:3	9:C6:3	-	② ③ ①	45H▼	25	1	2
KR	JB	201:F15:6	4:F13:1	-	② ③ ②	45H▼	25	1	2

Notes: ① 100 to the bank for a '2' train
② 20 to the bank for a second tile lay
③ 1 loan acquired

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	80F▲	100	-	2
MK	JB	8:F11:2	-	70	Half	80F▲	10	-	2
MNN	LG	8:I8:6	-	70	Half	65G▲	65	-	2
SPW	LG	8:A10:5	-	70	Half	60G▲	55	-	2
KB	JS	9:A12:3	-	60	Half	55H▲	40	-	2
RO	JS	8:D7:4	5:D9:1	50	Half	50H▲	25	1	2
KR	JB	9:E14:3	-	70	Half	50H▲	0	-	2 2

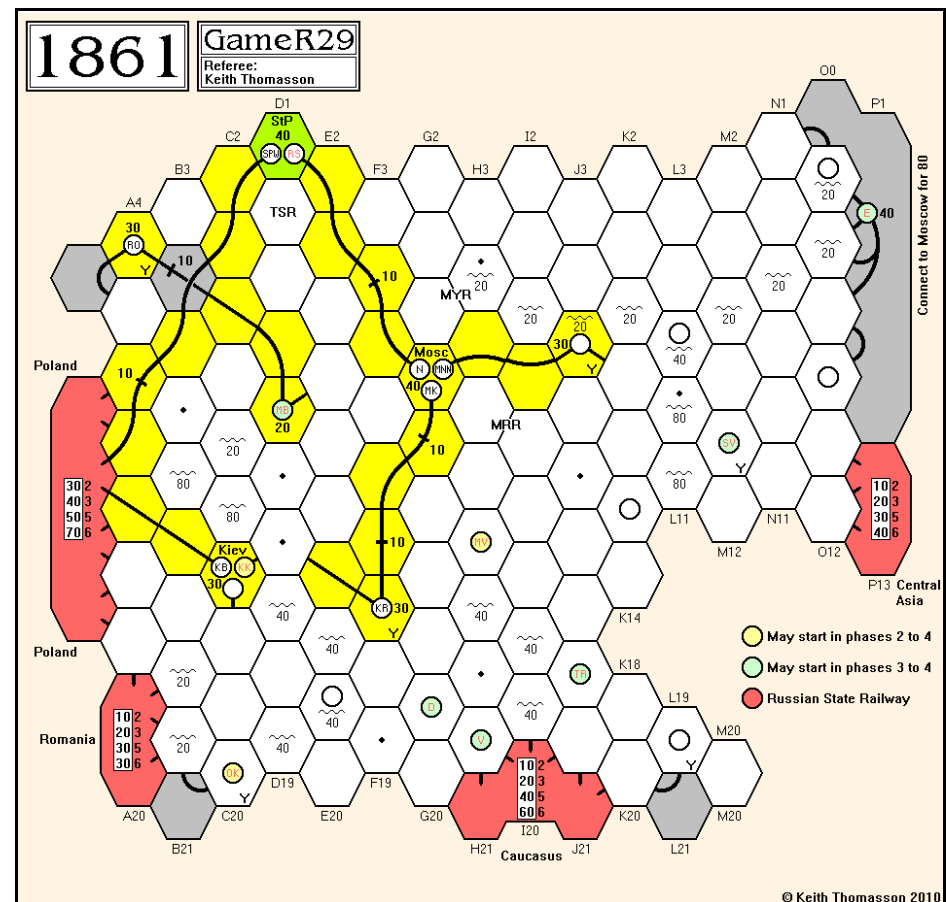
Notes: ① 100 to the bank for a '2' train
② 20 to the bank for a second tile lay
③ 1 loan redeemed
④ 5 to the MK for a '2' train

Cash Flow	b/f	OR1	OR2	c/f	Value	%	Certs
Don Smith	20	40	80	140	420	25.3▲	3
John Shelley	10	30	85	125	425	25.6▲	3
John Boocock	15	10	80	105	395	23.8▼	3
Lyndon Gurr	0	20	90	110	420	25.3▲	3

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	65G
Loans	-	-	-	-	-	-	-	-	1	-
Company credit	100	40		0	10	65			25	520
Tokens	-	-	-	-	-	-	-	-	-	-
Trains	2	2		2 2	2	2			2	2
Bank cash: 14,225	Certificate limit: 13			Trains: 2 x '2', 7 x '3', ...						
Current operating order:	N, MK, MNN, SPW, KB, RO, KR									

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds				
	3/2	4/3	5/1	6/2	7/②	8/②	9/②	57/2	58/2	201/2 202/2 621/2
② Yellow track tiles are unlimited										



John B suffered from a problem that has become rather common of late. If a hex has a dot in it, you cannot put a plain track tile there, you have to use a small station tile. I suspect the thought process is 'I want a straight' and then ignoring what the hex requires in the way of stations.

Hel also went for compass style orders for the tiles. Don't go there, I don't have whatever reference you used. Write your orders so that they match the style used in the reports and we'll get along just fine.

Orders required for the following round

By the early deadline

SR2



1870-Y26

Just one round as the first '8'
train makes an appearance.

OR13

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains	
MKT	LQ	170:J3:6	-	260	Yes	-	275B▲	204	5
FW	WM	8:C4:5	9:B3:1	170	Yes	①	180A▲	4	6
FW	WM	Connection run		300	Yes	②	200A▲	64	-
SP	AR	57:M14:3	8:M16:4	310	Yes	③	140D▲	403	5
SLSF	DS	14:C18:3	-	160	Yes	-	110D▲	204	-
IC	LQ	Connection run		220	No	④	40G▲	220	-
MP	DS	14:B19:2	-	150	Yes	-	110A▲	606	5
GMO	MH	26:H15:6	-	170	Yes	-	100E▲	435	-
SSW	MH	-	-	190	No	-	55F▼	440	5
TP	AR	23:M12:3	-	340	Half	-	60F▼	240	6
IC	LQ	15:K16:1	-	280	Half	-	40G▲	402	6
ATSF	WM	-	-	-	-	⑤	20H▼	0	8

- Notes: ① 408 to the ATSF for a '6' train
 ② Destination marker placed in A2
 ③ 80 to the bank for terrain costs
 ④ Destination marker placed in A22
 ⑤ 800 to the bank for an '8' train, partly funded by 269 from Willem

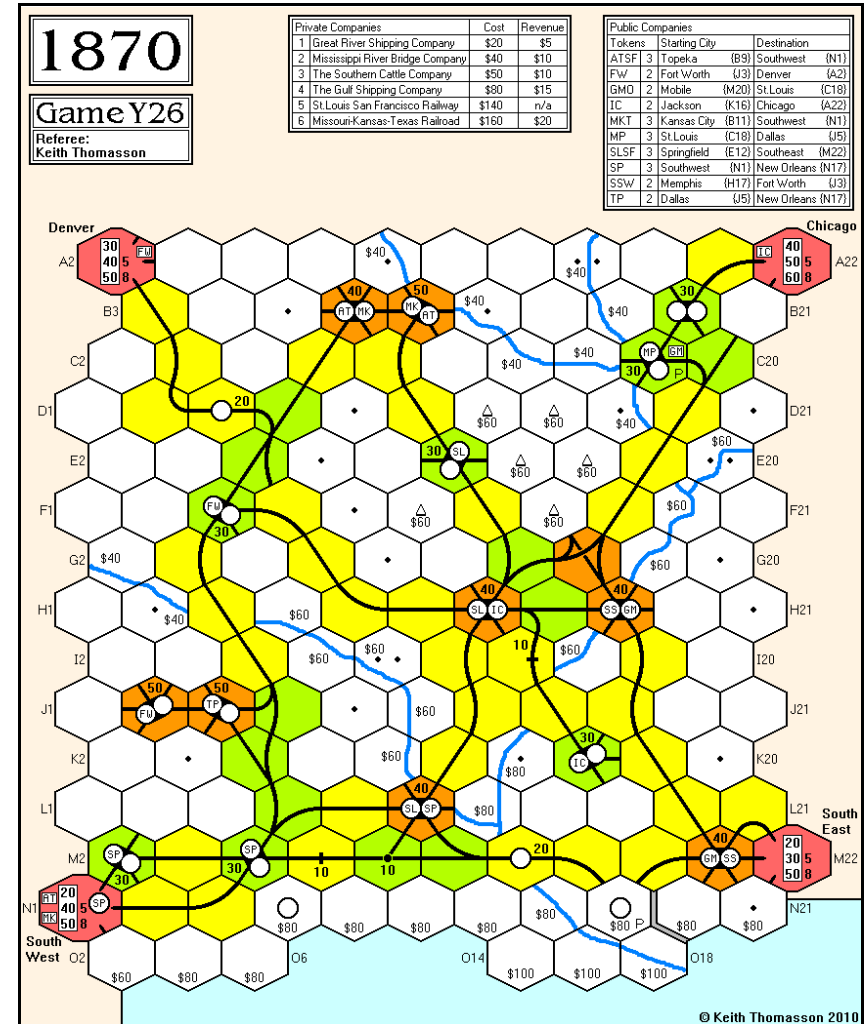
Cash Flow	b/f	OR13	c/f	Value	%	Certs
Don Smith	244	170	414	1,624	14.7*	9
Lyndon Gurr	392	394	786	3,636	32.8*	10-18
Willem Moene	348	81	429	1,969	17.8*	5-13
Mike Hutton	280	147	427	1,537	13.9*	6-12
Adam Romoth	352	351	703	2,313	20.9*	8-15

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)	20H	200A	100E	40G	275B	110A	110D	140D	55F	60F
Company credit	0	64	435	402	204	606	204	403	440	240
Redeemed shares	1	-	-	-	2	-	-	-	-	-
Tokens	1	-	-	-	1	2+D	D	D	D	D
Trains	8	6	-	6	5	5	-	5	5	6

Bank cash: 6,243 Certificate limit: 13 Trains: 2 x '8', 2 x '10'...
 Current operating order: MKT, FW, SP, SLSF, MP, GMO, TP, SSW, IC, ATSF

Titles		Tile number/Availability					Three Operating Rounds between Stock Rounds																		
1/1	2/1	3/3	4/5	5/2	6/2	7/7	8/9	9/5	55/1	56/1	57/3	58/3	69/1	14/-	15/1	16/2	17/2	18/2	19/2	20/2	23/2	24/3	25/1	26/1	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	170/1	171/1	172/1			



Orders required for the following round

By the early deadline

SR9



1870-O27

Two busy rounds, which see the '10' trains sold.

OR11 - OR12

OR11	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	58:K14:2	9:D13:2	-	① ②	200C	0	8
ATSF	RT	24:L3:5	-	270	Yes	③	250B	1
IC	LR	9:C16:3	8:C14:3	230	Yes	④ ⑤ ⑥	100D	0
MP	DS	25:G16:2	-	230	Yes	-	110D	0
TP	JS	47:L5:2	-	-	⑦	90C	0	10
SSW	DS	25:G14:5	-	210	Yes	-	110C	456
GMO	LR	28:J15:6	-	180	Yes	-	100A	55
GMO	LR	Connection run	230	No	⑧	100A	285	
FW	RT	8:C14:5	9:B3:1	220	Yes	-	100A	129
FW	RT	Connection run	250	Yes	⑨	110A	229	
MKT	RT	14:J3:2	-	310	Yes	-	60G	262
SP	JS	8:L9:3	8:K2:2	470	Half	-	50H	250

- Notes:
- ① 140 to the bank for terrain costs
 - ② 800 to the bank for an '8' train, partly funded by 77 from Lionel
 - ③ 141 to the MKT for an '8' train
 - ④ 80 to the bank for terrain costs
 - ⑤ 40 to the bank for a token in C18
 - ⑥ 950 to the bank for a '10' train, partly funded by 245 from Lionel
 - ⑦ 950 to the bank for a '10' train, partly funded by 50 from John
 - ⑧ Destination marker placed in C18
 - ⑨ Destination marker placed in A2

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
ATSF	RT	23:C8:5	-	560	Yes	-	275B	1
SLSF	LR	15:N17:5	-	290	Half	-	200C	150
MP	DS	46:G14:3	-	230	Yes	-	120D	0
SSW	DS	9:H11:3	8:H9:1	210	Yes	-	120C	477
FW	RT	25:C10:2	-	310	Yes	-	120A	353
IC	LR	170:N17:5	-	410	Yes	-	110D	0
GMO	LR	171:B11:1	-	280	Yes	①	110A	329
TP	JS	16:J7:4	-	360	Yes	-	100C	72
MKT	RT	170:J3:2	-	320	No	-	55G	582
SP	JS	5:L11:5	3:M10:2	500	Yes	②	55H	190

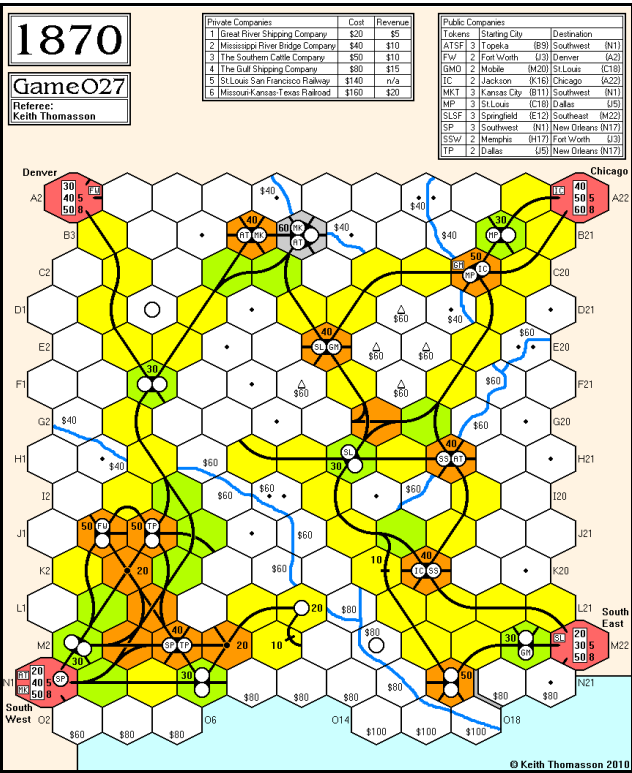
- Notes:
- ① 40 to the bank for a token in E12
 - ② 60 to the bank for terrain costs

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
John Shelley	318	265	770	1,353	3,768	23.0	14-21
Don Smith	483	268	388	1,139	3,144	19.2	13
Lionel Robbins	876	-131	604	1,349	4,254	26.0	16-18
Rob Thomasson	399	742	700	1,841	5,221	31.9	15-20

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/6	5/1	6/2	7/8	8/5	9/4	55/1	56/1	57/5	58/3
69/1	14/1	15/1	16/1	17/2	18/2	19/2	20/2	23/2	24/1	25/1	26/2	27/2
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
46/1	47/-	63/-	70/2	145/1	146/1	147/2	170/-	171/-	172/1			

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)	275B	120A	110A	110D	55G	120D	200C	55H	120C	100C
Company credit	1	353	329	0	582	0	150	190	477	72
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Tokens	-	1	-	-	1	1+D	1	1+D	D	D
Trains	8.5	6	6	10	6	5	8	8.5	5	10
Bank cash:	4,164									
Certificate limit:		16								
Trains:									12s	
Current operating order: ATSF, SLSF, MP, SSW, FW, IC, GMO, TP, SP, MKT										



Orders required for the following round

By the early deadline

SR7



1870-N29

Willem decides to hold on for a while.

PUBLICS

Stock Round 1 - Public companies

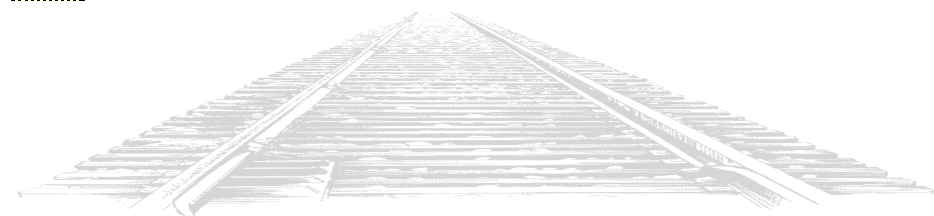
Pete	Lyndon	Willem	Don	Mark
+ MKT/Pres {72}	+ FW/Pres {68}	✗	+ SLSF new	+ SLSF new
+ MKT new	+ FW new	✗	+ SLSF new	✗
+ MKT new	+ FW new	✗	+ SLSF new	✗
+ MKT new {floated}	+ FW new	✗	✗	✗
✗	+ FW new {floated}	✗	✗	✗
✗	✗	Priority for SR2		

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Pete Campbell	370	-360	10	420	19.0▼	5
Lyndon Gurr	420	-408	12	420	19.0▼	5
Willem Moene	320	0	320	420	19.0▼	2
Don Smith	380	-300	80	420	19.0▼	4
Mark Frueh	100	-100	0	532	24.1▲	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	SCC	-	-	-	-	5P	-	-	-	-	-
Lyndon Gurr	-	-	6P	-	-	-	-	-	-	-	-
✱ Willem Moene	GRSC, GSC	-	-	-	-	-	-	-	-	-	-
Don Smith	MRBC	-	-	-	-	-	3	-	-	-	-
Mark Frueh	MKT	-	-	-	-	1	-	3P	-	-	-

Bank (new)	10	4	10	10	4	10	4	10	10	10
Price (par)		68			72		100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)		68F			72E		100A			
Company credit		680			720		1,000			
Redeemed shares		-			-		-			
Tokens	3	2	2	2	3	3	3	3	2	2
Trains		-			-		-			
Bank cash: 9,178	Certificate limit: 13				Trains: 7 x '2', 6 x '3'...					
Current operating order:	SLSF, MKT, FW									

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												



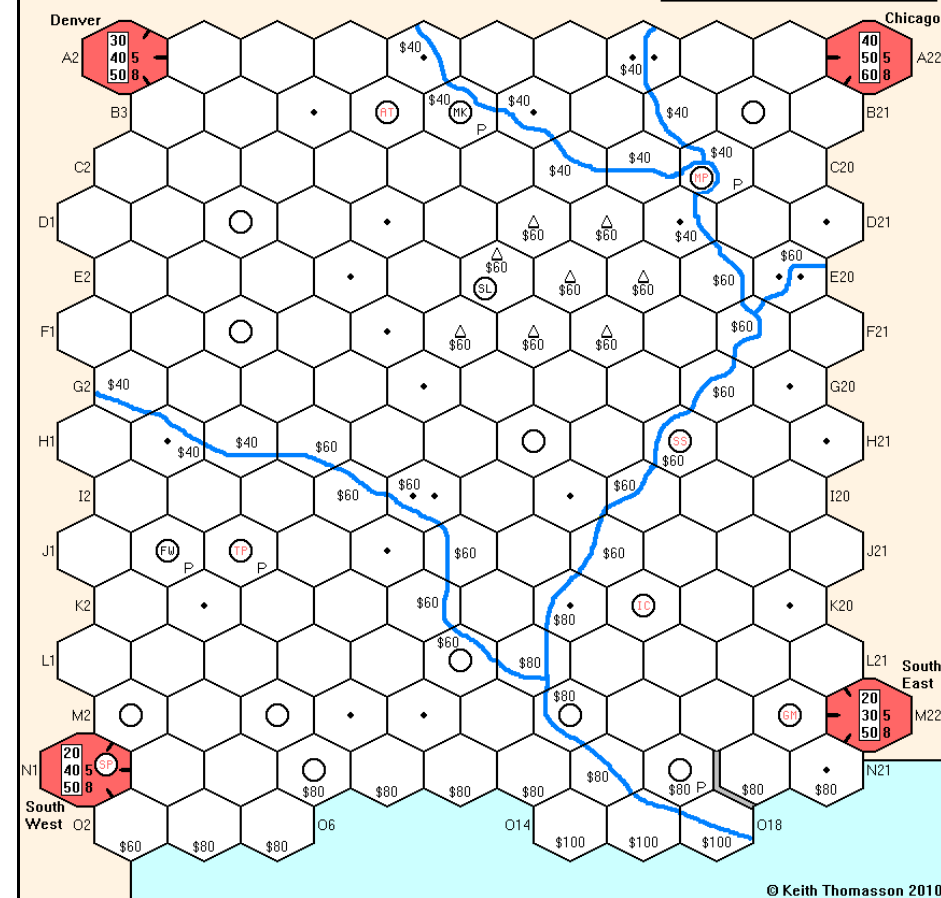
1870

GameN29

Referee:
Keith Thomasson

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

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



Orders required for the following rounds

By the early deadline

OR1, SR2

1889-O29

Three companies floated,
one abstainer.

PUBLICS

Stock Round 1 - Public companies			
Mike	Pete	Alan	Lyndon
+ KO/Pres {70}	+ IR/Pres {65}	+ UR/Pres {70}	✗
+ KO new	+ IR new	+ UR new	✗
+ KO new	+ IR new	+ UR new	✗
+ KO new {floated}	+ IR new {floated}	+ UR new {floated}	✗
✗	✗	✗	Priority for SR2

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Alan Harvey	350	-350	0	400	24.1	5
Lyndon Gurr	165	0	165	415	25.1	3
Mike Head	370	-350	20	420	25.4	6
Pete Campbell	340	-325	15	420	25.4	5

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	SMR	-	-	-	-	-	-	5P
Lyndon Gurr	ER DR UTF	-	-	-	-	-	-	-
Mike Head	TE-R MF	-	-	5P	-	-	-	-
Pete Campbell	SIR	-	5P	-	-	-	-	-

Bank (new)	10	5	5	10	10	10	5
Price (par)		65	70				70
Bank (pool)	-	-	-	-	-	-	-
Price (pool)		65F	70E				70E
Company credit		650	700				700
Tokens	2	2	2	1	2	3	3
Trains		-	-				-
Bank cash: 4.750	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...			
Current operating order:	KO, UR, IR						

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	438/1

Lyndon wasn't likely to do any dealing with the balance he had left after his private company purchases. However, with his private company income higher than the rest of you combined, he will be bringing his cash balance back into line.

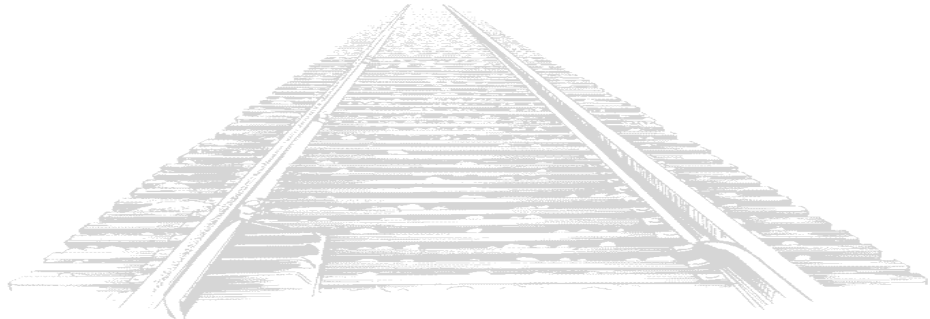
1889

GameO29

Referee:
Keith Thomasson

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Orders required for the following rounds	By the early deadline
OR1, SR2	





18GA-Z27

Mark is on the certificate limit,
the others are getting close.

SR6

Stock Round 6

Mike	Don	Mark
+ CoG new	+ GA new	+ W&A pool
+ G&F new	+ SAL new	✗
+ GA new	✗	✗
✗	Priority for SR7	

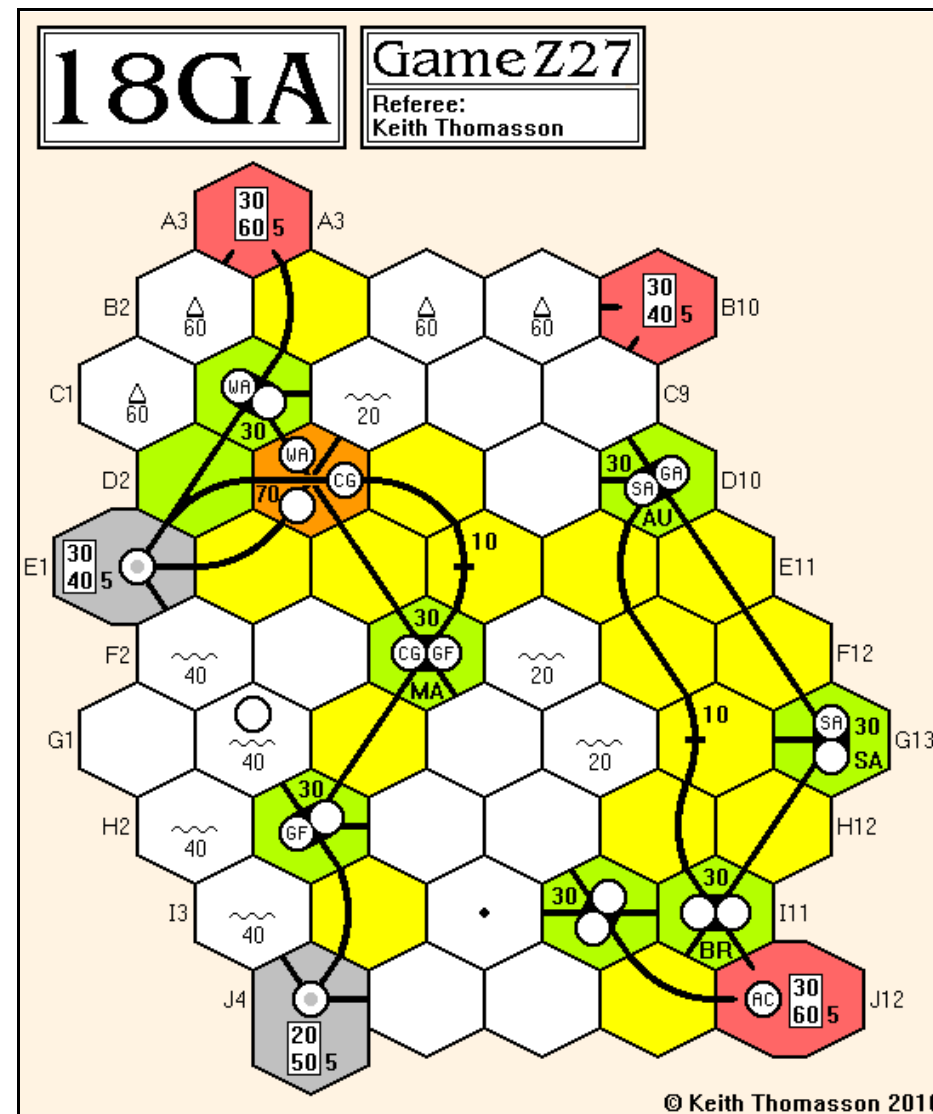
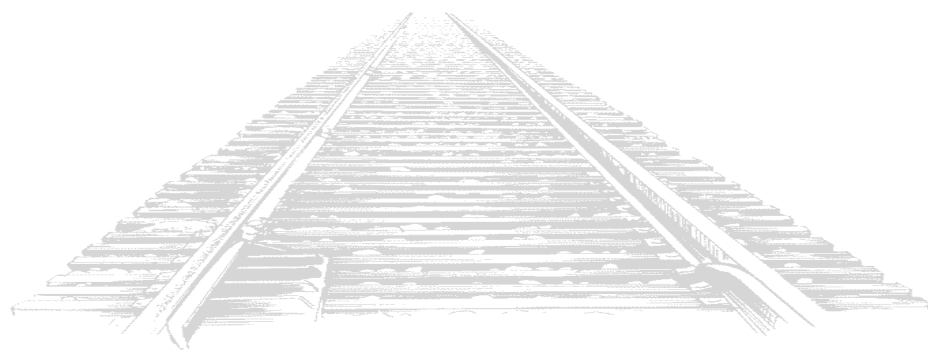
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Mark Stretch	353	-100	253	2,273	41.6▼	15
Mike head	446	-270	176	1,811	33.2▲	14
Don Smith	265	-220	45	1,375	25.2▼	12

Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	6P	2	-	6P	-	3
Mike Head	1	1	1	1	6P	6P
Don Smith	-	5P	6P	1	1	1

Bank (new)	2	-	3	2	3	-
Par price	70	90	70	110	110	70
Bank (pool)	1	2	-	-	-	-
Pool price	135D	120D	70C	110A	90A	110C
Company credit	100	430	360	350	860	317
Tokens	3	2	-	3	1	-
Trains	3	3	4	5 4	3	4 3

Bank cash: 5,129 Certificate limit: 15 Trains: 1 x '5', 2 x '6'...
Current operating order: CoG, ACL, W&A, GA, SAL, G&F

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
5/3	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 rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



6 NIMMT! 15

Card 55 is now out in three of the hands.

ROUND 6

Hand 1 (1-104) Hand 2 (1-104)

	104		
	99		92
	94	87	90
	86	78	89
88	51	64	55
1/5	2/9	3/3	4/12

Bob (29) takes row 3 for 1 pt, Jim (30), Michael (45), Don (47), Kevin (52), Mark (64) takes row 3 for 8 pts, John (78), Colin (87).

Hand 3 (1-84)

	59		
	57		
	56	30	
	43	26	
45	33	13	55
1/2	2/9	3/5	4/7

Don (13) takes row 3 for 1 pt, Mark (26), Kevin (30), Bob (41), Michael (42), Colin (45) takes row 1 for 7 pts, John (50), Jim (55) takes row 4 for 12 pts.

	92	56	
102	90	36	69
101	89	34	67
100	42	20	41
95	39	11	33
1/7	2/7	3/11	4/8

John (11) takes row 3 for 1 pt, Mark (20), Don (34), Kevin (36), Jim (56), Bob (69), Kevin (92), Michael (102).

Hand 4 (1-84)

		39	
		36	
79		26	
73	14	25	55
1/2	2/1	3/5	4/7

John (14) takes row 2 for 1 pt, Jim (26), Kevin (36), Don (39), Colin (41), Michael (43), Bob (55) takes row 4 for 7 pts, Mark (79).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	6	5	0	12
Colin Sharpe	0	7	7	0	14
Kevin Lee	5	1	11	0	17
Don Shailer	1	0	1	17	19
Bob Coull	12	1	6	8	27
Mark Stretch	8	9	12	16	45
Jim Reader	20	10	13	13	56
John Colledge	12	19	15	13	59

Orders required
Round seven - cards for each hand

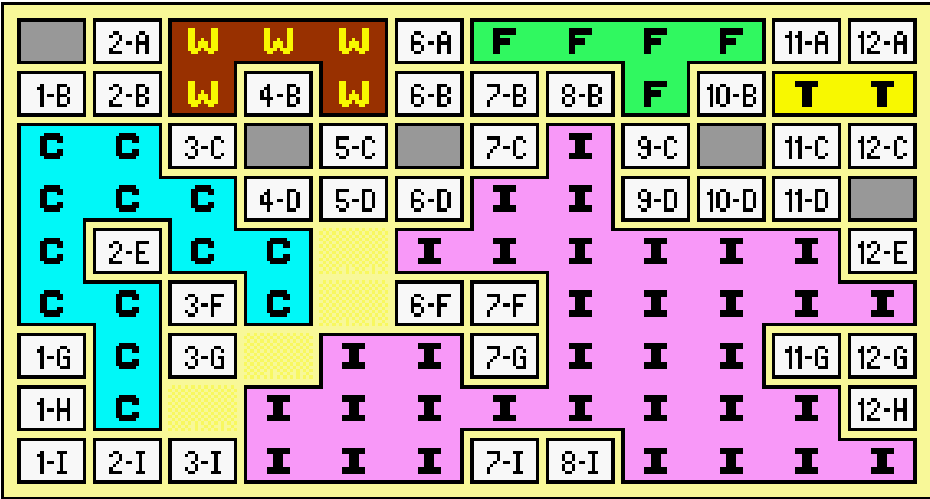


ACQUIRE 54

Still no mergers or new chains.

ROUND 12

Bob 12-I Buys 1 Festival @ 500, 2 Continental @ 900.
Michael 3-B Buys 3 Festival @ 500.
Kevin 5-I Buys 3 Tower @ 200.
Tony 7-A Buys 3 Continental @ 900.
Bob 12-F Buys 1 Festival @ 600, 2 Continental @ 900.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	-	6	13	3	3	1,500	27,900
Kevin Lee	-	10	-	-	11	-	8	1,000	28,900
Tony Wilcock	-	-	-	3	-	11	10	800	41,300
Bob Coull	-	2	-	8	-	11	4	500	33,800
Bank Stock	21	13	25	8	1	-	-		
Chain Size	-	2	-	5	5	13	34		
Chain Value	-	200	-	600	600	900	1100		

Playing sequence
Michael, Kevin, Tony, Bob, Michael again



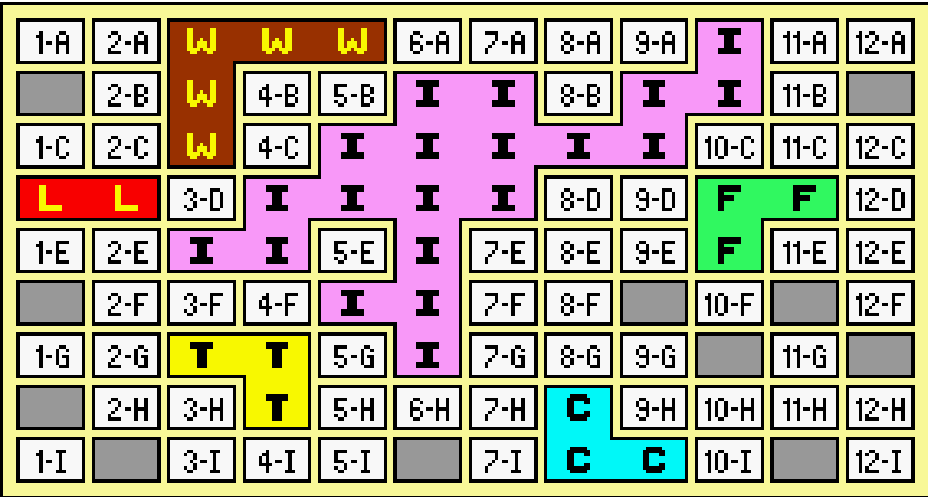


ACQUIRE 55

Imperial spreads its wings.

ROUND 7

John 11-I Buys 3 American @ 300.
Bob 6-F Buys 1 American @ 300.
Lyndon 4-A Buys 3 Continental @ 400.
Tony 8-H Buys 1 Luxor @ 200.
Willem 10-B Buys 3 Festival @ 400.
John 8-C Imperial takes over American, bonuses for Bob {5,000} and John {2,500}, John sells 6 for 3,000, Bob swaps 8 for 4, Tony sells 5 for 2,500. No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	11	-	5	3	1	-	700	16,500
John Marsden	-	4	-	-	7	3	3	5,500	24,200
Bob Coull	10	-	-	3	-	-	8	5,000	28,400
Lyndon Gurr	-	10	-	-	12	3	-	1,200	24,200
Tony Wilcock	9	-	-	1	-	-	3	3,700	11,900
Bank Stock	-	-	25	16	3	18	11		
Chain Size	2	3	-	3	5	3	20		
Chain Value	200	300	-	400	600	500	900		

Playing sequence

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



ACQUIRE 56

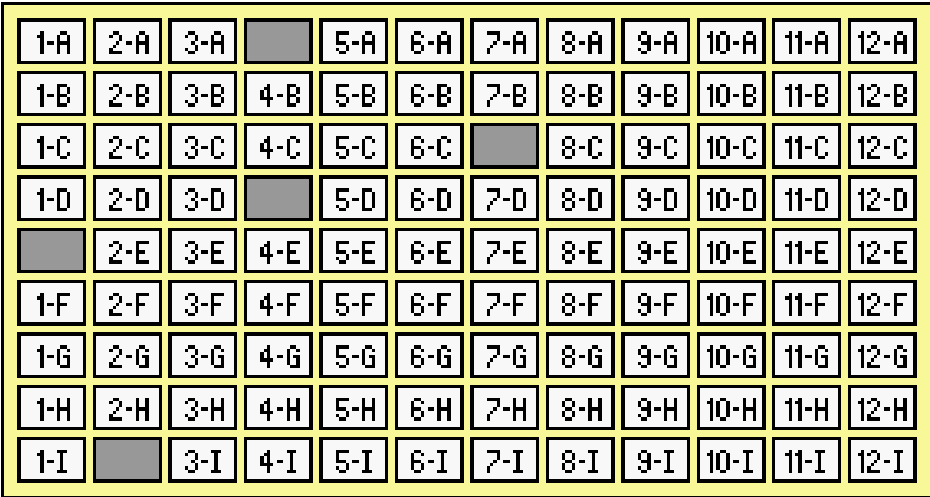
I have a dream, and it involves guest services.

NEW GAME

Welcome to the latest standard Acquire game. You will be dealing in this order.

Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN
Willem Moene Dijkhuizen 4, 1112 SB Diemen, The Netherlands
John Colledge Dunroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

6,000 rests in your bank accounts, and the board looks like this.



No chances to form high-value chains, but some good chances for early mergers.

Playing sequence

Colin, Willem, John, Michael, Tony, Colin again





AGRICOLA 3

Everyone is well fed.

ROUND 11

Kevin gains 1 food from the Well. Jim gains 2 food from his Maid. Allan gains 1 food from the Duck Pond and 1 clay from the Clay Deliveryman.

Actions

Kevin Private wood {gains 2 wood, gives 2 food to Pete}

Pete Family Growth - Liquid Manure

Whenever Pete sows, he places 1 additional grain or vegetable from the general supply on his newly planted fields

Jim +1 wild boar {gains 2 wild boar, cooks one for food, gains 3 food}

Allan Catch Fish {gains 4 food}

Kevin Fences {costs 10 wood}

Pete +1 stone {gains 3 stone}

Jim Plough 1 field

Allan +1 reeds {gains 2 reeds}

Kevin Take 1 vegetable {gains 1 vegetable}

Pete +2 clay {gains 4 clay}

Allan Building and/or Stables {costs 1 wood for a stable, costs 1 food to fence [Fence Overseer], gains 1 cattle [Farmer]}

Harvest

Kevin Feeds his family {6 food}

Pete Feeds his family {4 food, 1 sheep} {breeds 1 sheep}

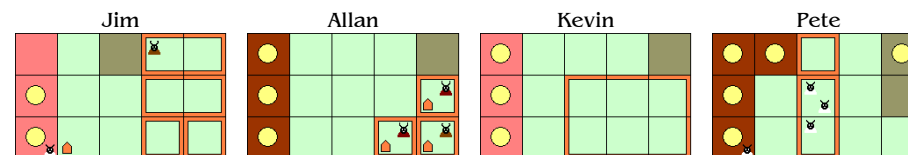
Jim Feeds his family {4 food}

Allan Feeds his family {6 food} {breeds 1 cattle}

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

The remaining Major improvements and their costs are:

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



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	1	4	-/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	2	-	4	Clay/3		2	8	
	Occupations		Maid, Wood Carver						
	Improvements		Clay Roof {1}, Cooking Hearth {1}, Fireplace {1}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	3	1/-	-/-	-	1	3
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	2	3	5	Wood/3		3	8
	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	
	4	1	1	2/-	1/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	4	1	-	-	Clay/3		3	16	
	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
	1	2	2	2/1	2/-	5	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	3	1	Wood/4		4	15
	Occupations		Grocer, Master Forester					
	Improvements		Clay Oven {2}, Corn Scoop, Fireplace {1}, Liquid Manure, Millstone					

Orders required

Actions for the family, starting with Kevin

Harvest - after round 13



AGRICOLA 4

The Village Elder arrives all over again.

ROUND 2

I shouldn't have played John's Village Elder with the Start Player action, as this allows a Minor Improvement, not an Occupation.

- Actions
- JohnOccupation - Village Elder {gains 4 wood}
At the end of the game, all players with the most played improvements receive 3 bonus points each
- Kevin+3 wood {gains 2 wood, 2 food {Mushroom Collector}}
- JimStart Player - Lasso {costs 1 reeds}
Jim can place two people at the same time, if at least one of them uses a Sheep, Wild Boar or Cattle space - Jim, you must specifically order this
- MarcusOccupation - Academic {costs 1 food}
This card counts as two occupations for Minor Improvement requirements and when scoring the Reeve
- JohnCatch Fish {gains 2 food}
- KevinTake 1 grain {gains 1 grain}
- Jim+2 wood {gains 3 wood}
- MarcusPlough 1 field

+1 wood {3 wood}	+2 wood {2 wood}	+3 wood {4 wood}	+1 clay {3 clay}	+2 clay {4 clay}	+1 reeds {2 reeds}
+1 food Catch fish {1 food}	+1 food Travelling players {3 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food	Building and/or Stables
Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or bake bread	Fences
1 Major or Minor Imp					

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}

◇ Cabinet Maker {2 wood, 2 stone}

◇ Clay Oven {3 clay, 1 stone}

◇ Cooking Hearth {4 clay or Fireplace}

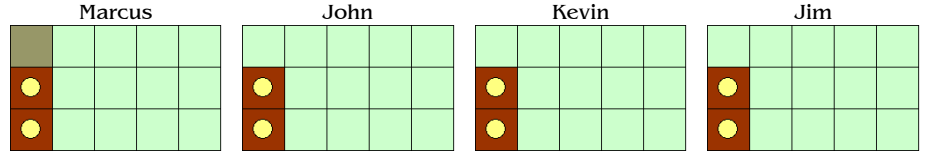
◇ Cooking Hearth {5 clay or Fireplace}
- ◇ Fireplace {2 clay}

◇ Fireplace {3 clay}

◇ Pottery {2 clay, 2 stone}

◇ Stone Oven {1 clay, 3 stone}

◇ Well {1 wood, 3 stone}



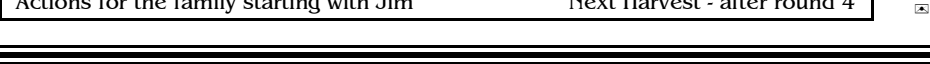
Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	1	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	2	-	-	-	Wood/2		2	-13
	Occupations		Academic, Reed Collector					
	Improvements		-					

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	5	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	7	Wood/2		2	-14
	Occupations		Village Elder					
	Improvements		-					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	-	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	3	Wood/2		2	-12
	Occupations		Mushroom Collector					
	Improvements		-					

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	3	Wood/2		2	-14
	Occupations		-					
	Improvements		Lasso					

Orders required	
Actions for the family starting with Jim	Next Harvest - after round 4





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 6

Research: Everyone except Dynamo researches Defence.

New units: 4D.

Moves: A fair number of units shuffled round. 6F was blocked by 5F. Because 6F has a movement allowance of 2, while 5F has an allowance of 1, 6F moves before 5F. As 5F was still in place, 6F could not move. To avoid this, include a zero move in the movement orders, e.g. 0C. This will delay the movement of a unit like 6F so that it moves at the same time as the 'slower' unit, allowing both to move.

Combat: 4A attacks 2F and takes 1A and 1M off it. 2F attacks 2A (random) and takes 2M off it.

Conversion: 4A applies 3 conversion points on 2F and converts it - now known as 1A.

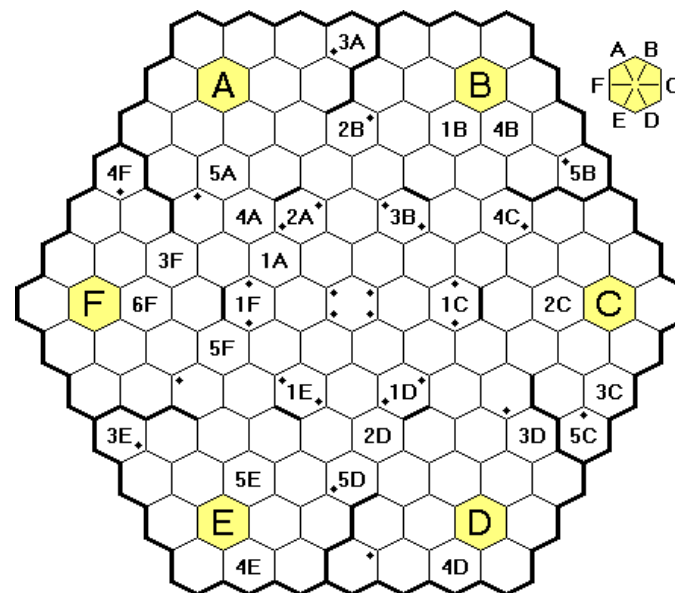
Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	+Defence Level 6	13	1A	1									
			♦♦2A	1									
			♦3A	2									
			4A	2	1	3	2						
			5A	1	0	0	0	2/0					
<i>Blob</i> Steve Ham	+Defence Level 6	16	1B	2	2	1	1	1/0					
			♦♦2B	2	1	0	2						
			♦♦3B	3	2	1							
			4B	2									
			♦♦5B	1	0	0	2						
<i>Chaos</i> Marcus Pratt	+Defence Level 6	17	♦♦♦1C	2	2	1	2						
			2C	3									
			3C	1									
			♦♦4C	2	2	0	2	1/1					
			♦♦5C	2	0	0	2						
<i>Dynamo</i> Mark Stretch	No research Level 3	13	♦♦1D	1									
			2D	1	2	1							
			3D	1	1								
			4D										
			♦5D	2	4								
<i>Elp</i> Michael Graystone	+Defence Level 6	13	♦♦1E	2	2	1							
			♦3E	2									
			4E	1	0	1							
			5E	1	3	0	1						
<i>Free Friends</i> John Marsden	+Defence Level 6	13	♦♦1F	2	1								
			3F										
			♦4F	1									
			5F	1	1								
			6F	2	0	1	0	2/4					

The next attribute is Elite, which will cost 7 points to research. Units with this attribute have the potential to do all sorts of things, as Elite can be used in a number of ways. The different uses are identified by letter as follows:

- A unit can have priority to enter equally contested hexes during movement
- A unit can modify the die roll for defence
- A unit can focus its attacks to cause more damage
- A unit can split its attacks between one or more extra enemy units or bases
- A unit can have one or more extra '0' moves
- A unit can have priority in equally contested Conversions
- A unit can ignore enemy units and bases for adjacency and continue moving

Every elite level allows you to do one of these things once during a round. If you have multiple Elite levels on a unit, it can do one thing a number of times, or a number of different things once, and so on. However, it is important to note that Elite is *never* automatic and must be specifically ordered using the appropriate letter to indicate what you want to do. You can say 'use Elite (g) if necessary' without saying what might be blocking your moves, but if you don't say (g) then it won't happen. You can optimistically order more uses of Elite than you have, as the ones that happen earlier may not take place, making the later ones possible.

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



Orders required

Attribute order: MACPSDERBHX

Production, Moves, Combat and Conversion for round seven



BREAKING AWAY 19

The winners are
out there... somewhere.

GAME OVER

Pos	Riders	Team Results	Individual Mention
1st	Bob Geldof	1st Team BG 2nd ... Here Come the Clown 3rd Eternal Champions 4th Arkham Crew 5th Not My Addictions 6th Riviera Riders	Berry Gordy (Team BG) 26
2nd	Berry Gordy		Bob Geldof (20) 20
3rd	Pierce		Pierce (Arkham) 18
4th	Dingle Fingle		Moonglum (Eternal) ... 18
5th	Moonglum		Cheko (Clowns) 12
6th	Gaynor of the Damned		Dingle Fingle (Clowns) . 10
7th	Cheko	6th Riviera Riders	Tobacco (Addictions) .. 10
8th	Arturo		

1st	Steve Ham	Team BG	59
2nd	Richard Lunn	Here Come the Clowns	30
3rd	Jim Reader	Eternal Champions	25
4th	Dennis Frank	Arkham Crew	23
5th	Greg Payne	Not My Addictions	14
6th	Roger Trethewey	Riviera Riders	5

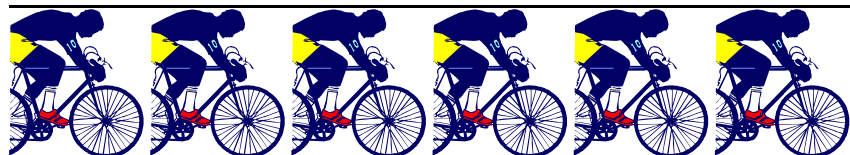
Steve Ham (Team BG, 1st): Thanks to everyone for the game. I was very fortunate with the replacement cards.

Richard Lunn (Here Come the Clowns, 2nd): Hats off to Steve, as he completely nailed this game from early on. I am very pleased that my team of unicyclists were able to stay ahead of the rest. Many thanks for running the game.

Dennis Frank (Arkham Crew, 4th): Congratulations, Steve! An impressive victory, indeed. Let's see if you do as well with my namesake in game 20.

Greg Payne (Not My Addictions, 5th): I think that the one thing that I've learnt from this game has been timing. Or rather, how not to do timing. Cocaine is 10th across the line in the end, just missing out on points for the second time. And Agricola was riding like it should've been dropped long ago. Hopefully not an omen for the 'zine... Well done to Steve on the win, and thanks to Keith for running it.

Steve's total, being almost twice that for second place, is probably the highest score we've had, but I've chickened out of actually checking. Richard's second place was most impressive for the fact that he only had half the wheels of the others teams, and more so because he managed to keep it a secret until the race was over. If any of the other teams appeal, we made to check the regulations...



BREAKING AWAY 20

The first sprint line is
next on the agenda.

ROUND 4

Pos	Riders	New
40	Motomachi Chukagai	3
39	Nihon Odori	4
38	-	
37	Dennis Frank	3
36	-	
35	Bashamichi	3
34	Red Admiral	4
33	Fast Tom	5
32	ljyb	6
31	Kalvan	7
	Rylla	
	Jim Reader	
	Terence	
30	Sigmund	11
29	Jessica	12
	Swallowtail	
	Richard Lunn	
28	Top Tom	15
	Shin Takashima	
27	Tyred Tom	15
	Hestophes	
	Painted Lady	
26	Greg Payne	15
25	Ptosphes	15
	Brimstone	
24	-	
23	Big Tom	3

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



A surge by *Minatomirai Sen* puts three of them in good points positions, with the first sprint line just coming up.

With the exception of Big Tom, the trailing pack pick up high value replacement cards again.

Orders required

Cards for round five



INDUSTRIAL WASTE 2

Group 4 was everyone's favourite.

SET UP

Card Combinations

Mike chose group 4	Hiring/Firing - Innovation - Order
Pete chose group 2	Advisor - Growth - Waste Removal
Marcus chose group 1	Advisor - Waste Removal - Growth
Alan chose group 3	Bribery - Advisor - Growth

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

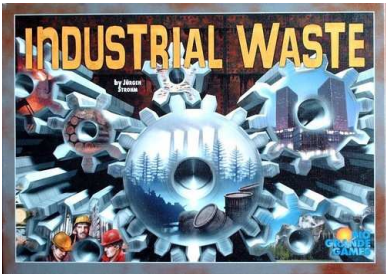
Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	15	0	5	0	24
Pete Campbell	15	0	5	0	24
Marcus Pratt	15	0	5	0	24
Alan Harvey	15	0	5	0	24

The following card combinations were drawn for round 2.

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

While dealing the new cards, Waste Disposal and Order were discarded, then the Accident card turned up to no effect, and finally another Waste Disposal was discarded.

Orders required
Round one - actions starting with Mike, then card selection starting with Pete



BUS BOSS 322-IZU

Thanks fore the JAM, and it's RIP to IZU.

GAME OVER

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

Bob Coull (RIP, 1st): I am surprised and delighted to have won this map. Going into the final round I thought I was in a two-way contest with JAM, but then when I looked at the runs I saw ONSSEN may be likely to win instead. I re-thought my selections to compete with ONSSEN but came to the conclusion it may cost me a top-2 finish. Nevertheless, I went with it and I think the luck was on my side in the final round.

Jim Reader (ONSEN, 2nd): Wow, a very close game, and I think I might have been a little unlucky, finishing fourth in race 51 where we all had pretty much identical track lengths in a short race. If I'd got a tie, I think the final result could have been different. Congratulations to Bob for an excellent win as his Northern strategy (shadow of Mount Fuji) won out over my south west coast strategy. Both areas are extremely pretty, but I can honestly say I have used the buses along some of my routes whereas I drove or used the train along RIPs. As map designer, I was very pleased with the way the game played and having a close finish. Thanks very much to Keith for trying out the map and to everyone else for playing.

Pete Campbell (JAM, 3rd): I thought that this was a very interesting and well balanced map. In particular I thought that the long straight route through the middle was not worth it, but it must have worked for Bob since he won. So congrats to Bob for winning, and thanks to Jim for designing it and to Keith for running it.

John Marsden (5th): I must confess that I found this map confusing, which may not have helped. In the end it looks as though a presence in the north-west was critical, and that I didn't have. Thanks for running it.



I sympathise with John. There are times I find something confusing that doesn't seem to bother anyone else, and it is difficult to figure out why that is. Perhaps it's just that they don't admit to it.





Bus Boss 324-ENG

MARS is going solo again.

ROUND 8

England

Round 8 Runs			BARE	TOOL	GRUB	MARS	BLY	
6	K♠ Skegness 8♠ Southampton	① MARS 30 ✕ BLIGHTY ✕ GRUBBY			-2	+8 +2	-8	20 8 2
8	4♠ Middlesborough 3♥ London	① GRUBBY 20 ② TOOL 10						20 10
10	A♦ Wales 8♥ Brighton	① TOOL 16 ② BLIGHTY 9 ③ BARE 5 ✕ GRUBBY	+6	-6 -6	-2		+6 +2	28 1 -1 2
11	A♥ London J♠ Hull	① MARS 30						30
12	8♦ Stoke 7♥ Chatham	① GRUBBY 16 ② BARE 9 ③ TOOL 5	-4	+3	+4			12 16 2
13	9♠ York Q♦ Birmingham	① TOOL 15 ① BLIGHTY 15		-2			+2	17 13
14	9♥ Dover 7♦ Sheffield	① BARE 16 ② GRUBBY 7 ② MARS 7 ✕ TOOL	-4 -7 +4	-4	+4	+7		23 3 0 4
15	6♥ Gatwick 9♦ Derby	① BARE 16 ② MARS 9 ③ GRUBBY 5 ✕ TOOL		-3 -5 -3				13 4 2
			+3		+3	+5		11
16	J♣ Northampton 5♦ Manchester	① BLIGHTY 9 ① BARE 9 ① TOOL 8 ④ GRUBBY 4 ✕ MARS	+2	+2/-5		-4	-2 +5/-2	8 7 11 0 4

Round 8 routes
Buses Across Rural England (BARE) (Pete Campbell, Blue)
Oxford - Bath (10)

Transport Out Of London (TOOL) (Bob Coull, Black)
Middlesborough - Newcastle, Nottingham - Lincoln (12)

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

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
Hull - Scarborough, Nottingham - Leicester (12)

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Derby - Manchester (9)

Scores												
	Runs:	6	8	10	11	12	13	14	15	16	Routes	Score
GRUBBY	89	2	20	2	-	12	-	3	2	0	-9	121
MARS	74	20	-	-	30	-	-	0	4	4	-12	120
TOOL	44	-	10	28	-	2	17	4	11	11	-12	115
BLIGHTY	69	8	-	1	-	-	13	-	-	8	-12	87
BARE	32	-	-	-1	-	16	-	23	13	7	-10	80

Round 9 Runs

17. 7♣ - 10♠ Bournemouth to Scarborough
18. J♥ - 2♣ Ipswich to Newport
19. 10♥ - 4♣ Margate to Bristol
20. 4♦ - 5♣ Liverpool to Bath
21. Q♥ - 9♣ Yarmouth to Portsmouth
22. Q♠ - 6♦ Lincoln to Manchester
23. 2♠ - K♦ Carlisle to Leicester
24. 3♦ - A♠ Liverpool to Scotland
25. A♠ - 5♠ Exeter to Kendal (not yet available)
26. 8♠ - 10♠ Leeds to Luton

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



Bus Boss 327-CD

First choices for most,
last choice for CRAB.

ROUND 3

Cornwall and Devon
Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
Liskeard - Lostwithiel - Bodmin - Wadebridge 76 - 12 ... 64

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
Launceston - Okehampton - Torrington 77 - 12 ... 65

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
Totnes - Newton Abbot - Exeter 80 - 10 ... 70

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Launceston - Okehampton, Tavistock - Plymouth 76 - 12 ... 64

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
Plymouth - Saltash - Liskeard, Princetown - Tavistock 76 - 12 64

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





CANAL MANIA 2

Three engineer exchanges
and two goods shipments.

ROUND 8

Actions

- Kevin Lee
- 1 Exchanged engineers to gain the Build ability
 - 2 Took Tunnel, Tunnel, Stretch, Stretch
 - 3 Drew a card from the top of the deck
- John Marsden
- 1 Exchanged engineers to gains the Surveyor ability
 - 2 Built from Basingstoke to Weybridge (contract complete - 7 VPs)
 - 3 Drew a card from the top of the deck
- Jim Reader
- 1 Exchanged engineers to gain the Build ability
 - 2 Took Stretch, Stretch/Red (goods in Burton and Worcester), Stretch/Blue (goods in Reading and Cambridge) and Stretch/Black
 - 3 Shipped goods from Weybridge to Arundel (3 VPs)
- Geoff Hardingham
- 1 Took a contract - Tonbridge and Maidstone (3)
 - 2 Took Lock, Stretch/Blue (Goods in Huddersfield), Stretch/White
 - 3 Shipped goods from Gloucester to Chester (4 VPs, 2 VPs for John)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 1 goods cube
Geoff Hardingham (L-S)		10	5	3	3	41	Tonbridge and Maidstone (3)	
<i>Mauve</i>								
Kevin Lee	(T)	12	7	2	3	20	Manchester and Goole via Leeds (7)	
<i>Blue</i>								
John Marsden	(S)	10	5	1	3	33	Northampton and London via L Buzzard (7)	
<i>Green</i>								
Jim Reader	(B)	12	8	4	1	33	Oxford and Coventry (5)	
<i>Yellow</i>								
							Reading and Bristol via Bath (6)	

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

The Future Contracts

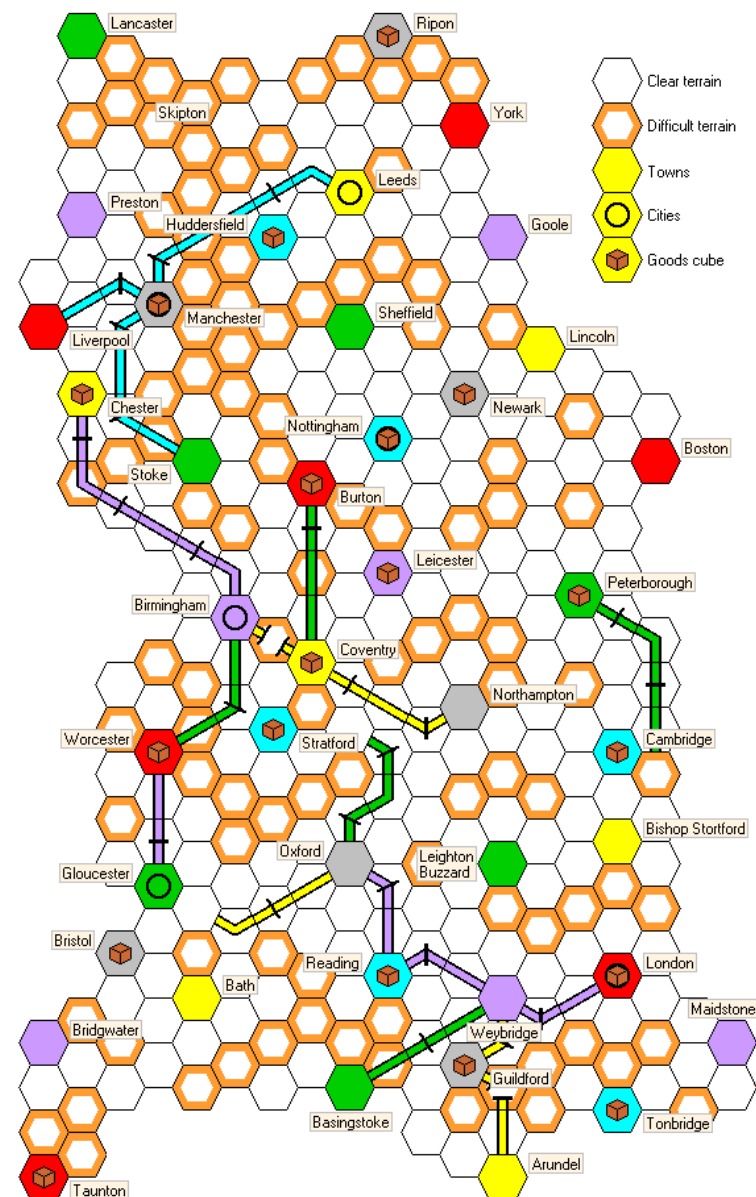
- Stratford and Gloucester (5)
- Bridgwater and Taunton (3)
- Ripon and York (3)
- Huddersfield and Manchester (3)
- Bishop Stortford and London (3)

The following Build Cards are on the table

Stretch Stretch/Black Stretch/Yellow Stretch/Green Aqueduct

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

You can only take your Junction contract as an alternative to another contract. You cannot take the Junction contract in addition to another contract, even in situations where you would be allowed to take two ordinary contracts. John asked to ship goods from Weybridge to Burton, but this was not possible because the Oxford and Coventry canal has yet to be completed.



Playing sequence

Kevin, Jim, John, Geoff



OUTPOST 28

Mark was forced to buy something other than a Data Library.

ROUND 8

Commander Actions

Willem Auctioned an Orbital Lab for 64. Marcus joined at 65. Willem dropped out at 65. Marcus got it for 65 (w:8,8,9,10,30).

- ▶ Bought two Titanium Factories (o:5 w:5,5,6,7,10 t:11,12)

Mark Bought one Population Unit (o:3 w:4,4)

Marcus Passed

David Auctioned a Warehouse for 25 and got it (w:6,6,6,7)

Lyndon Auctioned a Warehouse for 25 and got it (o:1,3 w:5,6,10)

Pete Auctioned a Robots for 50 and got it (o:2 w:8,30 t:10) plus a free Robot

Jim Bought one Titanium Factory (w:7,7,8,8)

- ▶ Bought one Population Unit (o:1,4 w:5)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Pete	2o,4w,1t	5p,1r (5,5)	WH, HE, Rob	1o,1W,2t (53,15)	12 (105)
2	Marcus	2o,6w	7p (8,0)	Nod, OL	2o,3w,1W,1m (74,10)	12 (75)
3	Willem	2o,3w,3t	6p (8,0)	HE, Nod	1o,3w,3t (54,10)	12 (55)
4	Mark	2o,3w	5p (5,0)	DL, DL, DL, DL	2o,5w (41,10)	10 (75)
5	Jim	2o,4w,1t	6p (8,0)	HE, Nod	1o,4w,1t (41,10)	10 (55)
6	David	2o,7w	7p (8,0)	WH, Nod	7w,1W (79,15)	10 (50)
7	Lyndon	3o,5w	7p (8,0)	WH, Nod	2o,2w,2W (80,15)	10 (50)

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

Orders required

Round nine auctions, bids and purchases



PUERTO RICO 12

Goods are thinned out with the Captain, and then the Trader.

ROUND 9

Kevin is the Captain (+2). The Indigo and Corn ships are emptied.

Stephen is the Settlers, gets Sugar from the Hacienda and digs a Quarry.

Willem and Jim plant Sugar, Kevin gets Coffee from the Hacienda and plants Corn.

Willem is the Prospector (+1).

Jim is the Trader (+1).

The Trading House is emptied.

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Ind	Ind	Sug	Tob	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: Empty					6: Empty					7: Tobacco				
-	-	-	-	-	-	-	-	-	-	✓	✓	✓	✓	-

Kevin

Lee

Dblns: 5

Chips: 5

Small indigo plant	Coffee roaster	Hacienda	Factory
--------------------	----------------	----------	---------

Fields: Qry✓✓ Crn× Ind✓× Sug✓ Tob× Cof✓×× Goods: Cof✓

Stephen

Webb

Dblns: 2

Chips: 9

Small indigo plant	Indigo plant	Hacienda	Small warehouse
--------------------	--------------	----------	-----------------

Fields: Qry✓× Crn× Ind✓✓✓× Sug××× Goods: Ind✓✓✓

Willem

Moene

Dblns: 4

Chips: 10

Sugar mill	Small market	Harbour
------------	--------------	---------

Fields: Qry× Crn✓✓✓ Sug✓×× Cof× Goods: Sug✓

Jim

Reader

Dblns: 3

Chips: 7

Small indigo plant	Small sugar mill	Tobacco storage	Small market
--------------------	------------------	-----------------	--------------

Fields: Qry✓ Crn✓✓✓✓ Sug× Tob✓× Goods: Crn✓✓✓

Orders required

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



RAILWAY RIVALS 2127-MP

East, west or central?

GAME OVER

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

John Marsden (MARS, 2nd): I came into this game at the start as a late substitute and was rather doubtful about the map. Also none of the copies that I managed to print were very clear, which is probably why I managed a long parallel build - without that I would have won clearly. I was fortunate that I was left most of the east coast to myself and that a couple of 30-point runs came up in round 7.

Congratulations to Tony and Bob for a closely-fought game and thanks for running it.

Bob Coull (ROMP, 3rd): That was a close finish and an enjoyable game. Not only that, but I made my first visit to Malaysia, Singapore and Thailand during the game!

Lionel Robbins (BUGGER, 4th): I realised too late (after building the third line up the western side) that I was going to be an also ran. Yet had I gone up the middle, would I have handed victory more decisively to Tony or Bob starting in the west? Who knows? My commiserations to John, congratulations to Tony and thanks to Keith and Jim.

These days I send maps to those who do not receive the paper zine, so apologies to John for not getting into that habit in time for this game.



SAINT PETERSBURG 2

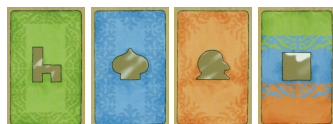
It was a quiet after-show party.

GAME OVER

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

Tony Wilcock (4th): Pete has had an outstanding game to score 115 victory points, while I have scored a few points but nowhere near enough.

Thanks for that, Tony. An outstanding game for Pete, indeed.



RAILWAY RIVALS 2134-IN

ODE still on top.
SLUMDOG is closer.

ROUND 9

India

Round 9 Runs

			GRT	SLUM	ODE	CUR	RICE	TAM	
15	42 Bhagalpur 22 Bombay	① RICE 11 ① ODE 10 ③ TAMIL 5 ③ SLUMDOG 4 X GREAT		+1 -3 -1 +1	+7/-1		+1/-7 -1 -1	+1 +3	19 4 1 5 1
16	54 Vijayawada 66 Trivandrum	① SLUMDOG 20 ② CURRY 10							20 10
17	55 Madras 11 Delhi	① CURRY 13 ③ RICE 12 ③ GREAT 5 X ODE X SLUMDOG	+5	-1	-3 -1	-5 +3	+1 +1		15 10 0 4 1
18	36 Varanasi 05 Bangladesh	① GREAT 8 ① CURRY 8 ① SLUMDOG 7 ④ TAMIL 4 ⑤ ODE 3		+5/-6 -3 +6/-5 -2	-2 -1	+3	+2 +1		10 3 10 1 6
19	46 Cuttack 15 Bareilly	① SLUMDOG 11 ① ODE 10 ③ CURRY 5 ④ GREAT 4 X TAMIL	+5	+2/-5 -1 -5 +3	+5/-2	+5 +1		-3	21 7 -1 0 3
20	31 Nagpur 62 Hubli	① TAMIL 16 ② GREAT 9 ③ RICE 5 X SLUMDOG		-4 -3			-6 +3	+6	10 5 8 7
21	21 Ahmadabad 03 Nepal	① ODE 16 ② TAMIL 9 ③ RICE 5					-7 +7		16 2 12

Round 9 builds

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

N13 - N12 - K11 - J11, N13 - M14, L52 - L49 - M49.
-10 (builds) +1/-2 (SLUMDOG) -1 (ODE) +1/-11 (RICE) = -22

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

H70 - H71, D70 - F71, N14 - O14.
-6 (builds) +2/-1 (GREAT) -1 (ODE) +2 (RICE) -1 (TAMIL) = -5

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

E48 - E52, B60 - B61 - Raipur. -10 (builds) +1 (GREAT) +1 (SLUMDOG) +2 (RICE) = -6

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

None.

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)
M12 - K11 - J11, L69 - L72, F66 - F67, H67 - I67, Y52 - Y50.
-10 (builds) +11/-1 (GREAT) -2 (SLUMDOG) -2 (ODE) = -4

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)
None. +1 (SLUMDOG) = +1

Scores										
	Runs:	15	16	17	18	19	20	21	Builds	Score
ODE	149	4	-	4	6	7	-	16	-6	180
SLUMDOG	112	5	20	1	10	21	7	-	-5	171
TAMIL	97	1	-	-	1	3	10	2	+1	115
RICE	70	19	-	10	-	-	8	12	-4	115
CURRY	86	-	10	15	3	-1	-	-	-	113
GREAT	82	1	-	0	10	0	5	-	-22	76

Round 10 Runs

22.	25 - 64	Indore to Calicut
23.	54 - 26	Vijayawada to Jodhpur
24.	34 - 43	Kanpur to Calcutta
25.	55 - 33	Madras to Nepal
26.	65 - 36	Madurai to Varanasi
27.	12 - 46	Delhi to Cuttack
28.	16 - 36	Jaipur to Any Seaport

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



RAILWAY RIVALS 2148-LE

It's fill-in time as all towns are connected.

ROUND 5

London and South East [16 points for these builds]
London & South East Railways (LOSER) (Bob Coull, Black)
D48 - B47 - A48 - N7 - M8 - Haywards Heath, H67 - H69, I71 - H71 - H72.
47 +2 (ODE) -1 (FWTDR) = 48

Opening Due East (ODE) (John Marsden, Green)
Sevenoaks - B50 - B46, D69 - Canterbury, G56 - J57.
20 -2 (LOSER) -1 (BUM) -2 (GITCO) = 15

Bloody Useless Management (BUM) (Jim Reader, Yellow)
F46 - J44 - London (south) - London (east), H20 - K22.
54 +1 (ODE) -1 (FWTDR) = 54

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
J10 - Lewes - D7 - D6, K51 - K52.
70 +2 (ODE) = 72

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
J46 - J43 - G42 - F42 - E42 - Dorking - C43 - N1 - Horsham, H72 - I73.
59 +1 (LOSER) +1 (BUM) = 61

Tony, your original order was to go to D7 and then D8. I changed it to D6 to fit what you said the build should cost. Besides, it seemed unlikely you would suddenly veer east.

Builds
Up to 12 points excluding payments to rivals



RAILWAY RIVALS 2157-KA

Head west, men!

ROUND 1

Kansas [15 points for these builds]
Mid-Western Express (MWE) (Tony Bromley, Purple)
U44 - Kansas City - Manhattan - U31 - Junction City - T29.
20 +12 (towns) = 32

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
S44 - S36 - Q35 - Herington.
20 +3 (towns) = 23

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
G44 - Pittsburg - F42 - Parsons - F29.
20 +6 (towns) = 26

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
I44 - Chanute - H38 - Fredonia - H29.
20 +6 (towns) = 26

Central American Railways (CAR) (Don Shailer, Orange)
K44 - Fort Scott - K40 - Chanute - El Dorado - I30.
20 +6 (towns) = 26

Pete, you correctly worked out your build as 16 points - but the limit was 15, so the last hex of your build remains undone.

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2160-KT

Meanwhile,
further east...

NEW GAME

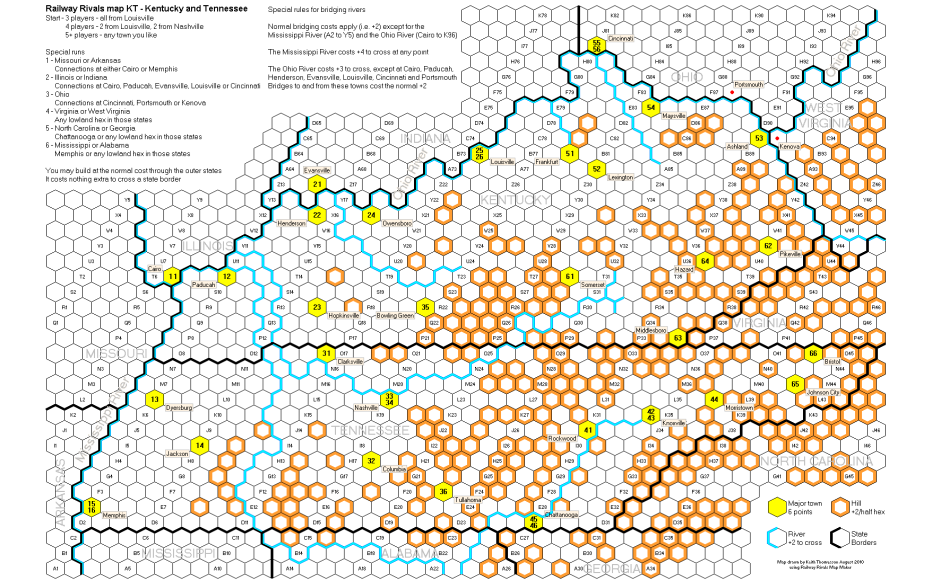
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	103 College Road, Norwich, NR2 3JP
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN

Maps are supplied to all the players. With five players you can start at any town you like. However, to avoid too much initial competition, I will only allow one player to start from any one town, so give me a preference list as you are bound to choose the same towns.

The terrain key lists rivers as the usual +2 to cross, but don't lose sight of the section on special rules for bridging rivers. It costs extra to build a bridge across most of the Ohio River, and all of the Mississippi River. For the Ohio River, the standard +2 cost applies if you build to or from any of the towns listed in this section.

For those who like their trivia, you will spot that one of the valid destinations for runs to Ohio is actually in West Virginia!

You can build through other states on the map, 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 *Black is not a colour option for this map due to the county borders*
Starting town preferences, company names and colour preferences



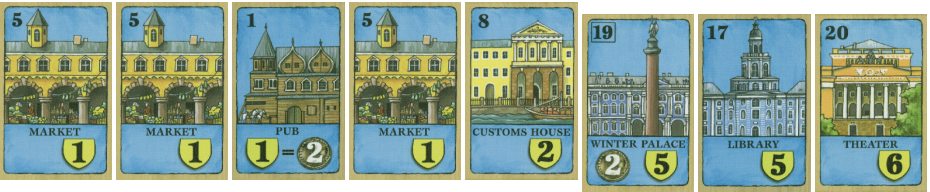
SAINT PETERSBURG 3

Rob gets two Workers, Bob gets one and upgrades one.

PHASE 3-W

Round 3 - Worker Phase

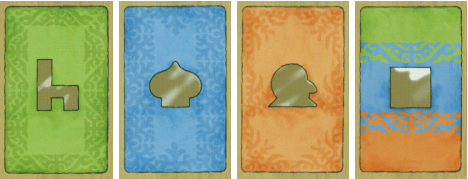
Tony	Rob	Kevin	Bob
+ Gold miner	+ Lumberjack	+ Fur Trapper	+ Fur Trapper
x	+ Ship Builder	x	Fur Trapper → Fur shop from hand



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	10	6	9r + 0v	1r + 6v	2r + 0v	Worker	15
Rob	15	0	15r + 0v	0r + 1v	4r + 0v	Aristocrat	19
Kevin	11	4	9r + 0v	5r + 4v	4r + 1v	Building	12
Bob	19	4	12r + 2v	0r + 0v	6r + 2v	Trading	21

Players	Cards in hand	Cards in play
Tony Wilcock	Ship Builder, Library, Administrator	Gold Miner x 2, Shepherd, Catherine the Great's Palace, Market, Administrator
Rob Thomasson	Fur Shop, Author	Fur Trapper, Lumberjack, Shepherd, Ship Builder x 2, Observatory, Author, Warehouse Manager
Kevin Lee	Firehouse, Senator	Fur Trapper, Lumberjack, Shepherd, Customs House, Harbour, Controller
Bob Coull	Minister of Foreign Affairs, Pope	Fur Shop, Gold Miner, Lumberjack, Shepherd, Warehouse, Author, Judge

Orders required
Round three Building phase led by Kevin





YEAR OF THE DRAGON 1

Your last people arrive.

ROUND 11



{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 Research {costs 3 Yuan} - gains 6 VPs

Pete Harvest - gains 3 Rice chips

Rob Research {costs 3 Yuan} - gains 4 VPs

Person Tiles

Lyndon Courtesan - moves in to palace 3

Michael Craftsman - moves in to palace 4, displacing the Scholar

Pete Monk {younger} - moves in to palace 2

Rob Pyrotechnist {younger} - moves in to palace 4

Event - Contagion

Michael Releases the Healer from palace 2

Lyndon Releases the Healer from palace 2

Pete -

Rob Releases the Pyrotechnist from palace 4

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, 1 for Courtesans, 2 for Dragons

	Michael	Rob	Pete	Lyndon
Score (now/final)	59 / 82	63 / 95	67 / 87	79 / 99
Person track	49	34	44	49
Yuan (money)	2	0	2	0
Dragons/Fire/Rice	0 / 0 / 3	1 / 0 / 4	2 / 0 / 3	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	Monk 1	Warrior 1
	Scholar 2	Warrior 2	Healer 2	-
	-	Tax Collector 3		-
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	Courtesan 1	Farmer 1	Courtesan 1
	Monk 1		Scholar 3	
Palace 4	Craftsman 1	Monk 2	Farmer 1	
		Scholar 3		
		-		

Action Groups

Military Parade	Firework Display	Harvest	Build
Privilege	Taxes	Research	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		--	--	--	--

The final event of the year is a dry one - drought. Trust to your Farmers and the Rice they may have stockpiled for you.

Orders required

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

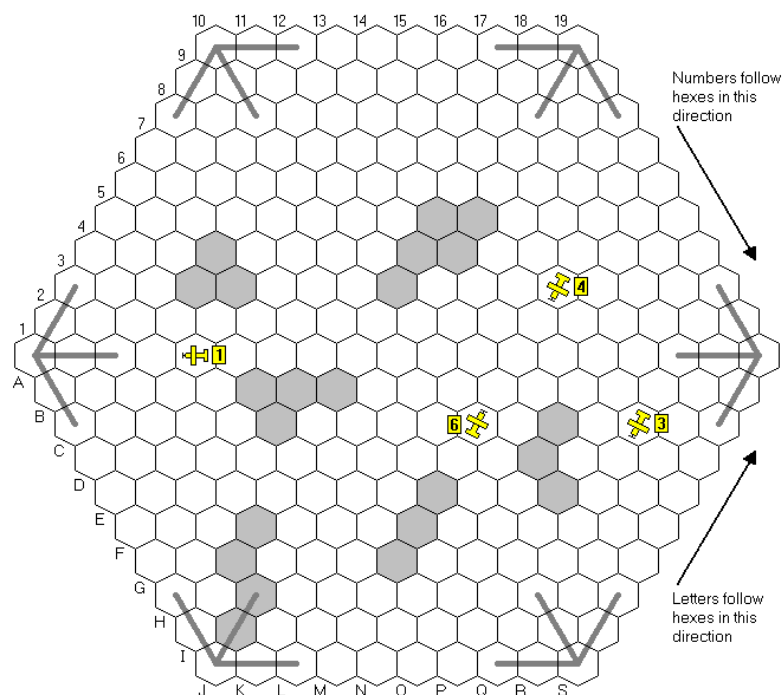


SOPWITH T353FW

And another one
bites the wind.

ROUND 4

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	E8-W	LS, LS, LS (1 kill) {Airfield: A1}	E5-W	10:08:17
3 <i>Wizard Prang</i> Jim Reader	Q18-SE	RT-fR, A, A {Airfield: J19}	Q15-SW	14:08:00
4 <i>Mark</i> Mark Stretch	M16-SW	A-fA, O-fLR, O (½ kill) {Airfield: S19}	M15-SW	10:06:13
5 <i>Not Only But Also</i> Don Shailer	M13-NE	LS-fA, A-fR {Airfield: S10}	Shot down	14:00:00
6 <i>Glider</i> ♠ Hugo Griffin	M9-NE	LS-fA, A-fA, RS-fA (½ kill) {Airfield: J1}	M11-NE	08:12:15



The clouds moved south west. *Glider* got a shot on *Not Only But Also* in the first turn, after which *Glider* and *Mark* joined forces to bring him down. *Glider* then finished his round with a couple of points on *Mark*.

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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



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

▲ Mike Eddleston	4.000
▲ Lew Stansby	3.669
- Ken Boucher	3.478
▲ David Hilbert	3.000
▲ Pete Campbell	2.804
- Peter Hawkins	2.585
▲ Jon Tassoff	2.500
▲ Rob Thomasson	2.489
▼ Victor Cronshaw	2.475
▼ Michael Graystone	2.110
▲ Mick Haytack	2.096
▼ Michael Bakken	2.000

The rating system is:

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

Completed games and winners:

1856 e843 {1856-Z26}	Kolsakd Yem
1830 e849 {1830-B27}	Jon Tassoff
1856 e879 {1856-D28}	Pete Campbell
1800 e901 {1800-C29}	Joshua Gottesman
Acquire e902	John Colledge
Puerto Rico e905	Lew Stansby
Acquire e907 {Powers}	Mick Haytack
Sopwith e908 {T354FR}	Mike Eddleston
Railroad Dice e911 {60 dice}	David Hilbert
1800 e913 {1800-H29}	John Boockock

New games and start dates:

1800 e917 {1800-S29}	Aug 10th
1856 e918 {1856-U29}	Aug 18th
Puerto Rico e919	Aug 22nd
Acquire e920	Aug 26th
Carcassonne e921 {Inns & Cathedrals}	Aug 28th
Acquire e922 {Powers}	Aug 30th
1850 e923 {1850-W29}	Aug 31st
Carcassonne e924 {River}	Sep 2nd
1830 e925 {1830-Y29}	Sep 8th

PREVIEW

The addition of Homesteaders to the waiting lists and last month's front cover was a last-minute thing, so I had no time to provide any extra details. Homesteaders is a worker placement game in which you are developing your town on the wild west frontier, except that it isn't particularly wild.



If you find yourself short of a resource you need, you can trade for it, presuming you have managed to collect some trade tokens. There are ten rounds with three auctions each round. If you win an auction you earn the right to build something, gain a new worker, and so on.

New buildings give you new income opportunities, with some offering special features.

To find out more, take a look at the entry on Board Game Geek. You can download the rules from there as well.

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

#178: 1829 {South}, Acquire {Powers}, Outpost
#179: 1861, Bus Boss {France}, Agricola, Puerto Rico



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 18th	...mais n'est-ce pas la gare? 109
Sep 5th	Minstrel 339
Sep 7th	Save Your XXs For Me #76

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.

-	David Smith	3.591
▼	Pete Campbell	3.500
▲	Lyndon Gurr	3.418
▼	Tony Bromley	3.400
▼	Lionel Robbins	2.950
-	Mark Frueh	2.923
-	Marcus Pratt	2.745
▲	Geoff Hardingham	2.615
-	Steve Thomas	2.588
▲	Tony Robbins	2.318
▼	Michael Graystone	2.279
▼	Stephen Webb	2.265
-	Alan Harvey	2.188
▲	Rob Thomasson	2.149
-	Colin Sharpe	2.065
▲	Richard Lunn	2.000

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	1861-R29, Agr4	Willem Moene . . .	1825-H27, 1830-G26, 1830-T29,
Tony Bromley	1837-Y25, RR-2157-KA		1856-Y27, 1861-C27, 1870-Y26,
Pete Campbell	1825-H27, 1826-J28, 1829-U25, 1837-L27,	Greg Payne	1870-N29, Acq55, Acq56, OP28, PR12
	1861-C27, 1870-N29, 1889-O29, Agr3,	Marcus Pratt	BA20, Sop353
	BB-324-ENG, BB-327-CD, IW2,OP28,	Jim Reader	Agr4, Bat4, IW2, OP28
	RR-2157-KA, YoD1		6n15, Agr3, Agr4, BA20, BB-324-ENG,
John Colledge	6n15, Acq56		BB-327-CD, CM2, OP28, PR12,
Bob Coull	6n15, Acq54, Acq55, BB-324-ENG,		RR-2134-IN, RR-2148-LE, RR-2157-KA,
	RR-2148-LE, RR-2160-KT, StP3		Sop353
Dennis Frank	BA20	Lionel Robbins . . .	1825-H27, 1829-U25, 1870-O27
Mark Frueh	1830-T29, 1870-N29	Tony Robbins	1837-Y25
Michael Graystone . .	6n15, Acq54, Acq56, Bat4, BB-324-ENG,	Adam Romoth	1837-L27, 1870-Y26
	RR-2134-IN, RR-2160-KT, Sop353	Tony Sait	1830-G26, 1830-V2-U28, 1856-P26,
Hugo Griffin	Sop353		RR-2148-LE
Lyndon Gurr	1826-J28, 1856-P26, 1856-Y27, 1861-C27,	Don Shailer	6n15, RR-2157-KA
	1861-R29, 1870-Y26, 1870-N29,	Colin Sharpe	6n15, Acq56, RR-2134-IN, RR-2160-KT
	1889-O29, Acq55, OP28, YoD1	John Shelley	1826-J28, 1829-U25, 1830-T29, 1856-Y27,
Steve Ham	Bat4, BA20, RR-2134-IN, RR-2160-KT		1861-R29, 1870-O27
Geoff Hardingham . .	1837-Y25, CM2	David Smith	OP28
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2	Don Smith	1826-J28, 1830-T29, 1830-V2-U28,
Mike Head	1830-G26, 1856-P26, 1889-O29,		1837-L27, 1856-Y27, 1861-R29, 1870-Y26,
	18GA-Z27, IW2		1870-O27, 1870-N29, 18GA-Z27
John Hopkins	1837-Y25	Allan Stagg	Agr3, Bat4
Mike Hutton	1825-H27, 1830-G26, 1856-P26,	Mark Stretch	1830-V2-U28, 18GA-Z27, 6n15, Bat4,
	186-1C27, 1870-Y26, BB-327-CD		OP28, Sop353
Kevin Lee	6n15, Acq54, Agr3, Agr4, BA20,	Brian Tappenden . .	RR-2134-IN
	BB-327-CD, CM2, PR12, RR-2157-KA,	Steve Thomas	1837-L27
	StP3	Rob Thomasson . . .	1829-U25, 1830-T29, 1856-Y27,
Michael Longdin . . .	YoD1		1870-O27, RR-2160-KT, StP3, YoD1
Richard Lunn	1830-G26, 1856-P26, BA20	Roger Trethewey . .	BB-327-CD, RR-2148-LE
John Marsden	Acq55, Bat4, BB-324-ENG, CM2,	Stephen Webb	1826-J28, 1837-Y25, 1837-L27, 1861-C27,
	RR-2134-IN, RR-2148-LE		PR12
		Tony Wilcock	Acq54, Acq55, Acq56, StP3



OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:
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DEADLINES

Wednesday October 6th 2010
18xx games - Friday October 1st

Future deadlines: 18xx games: November 5th Other games: November 10th

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.