

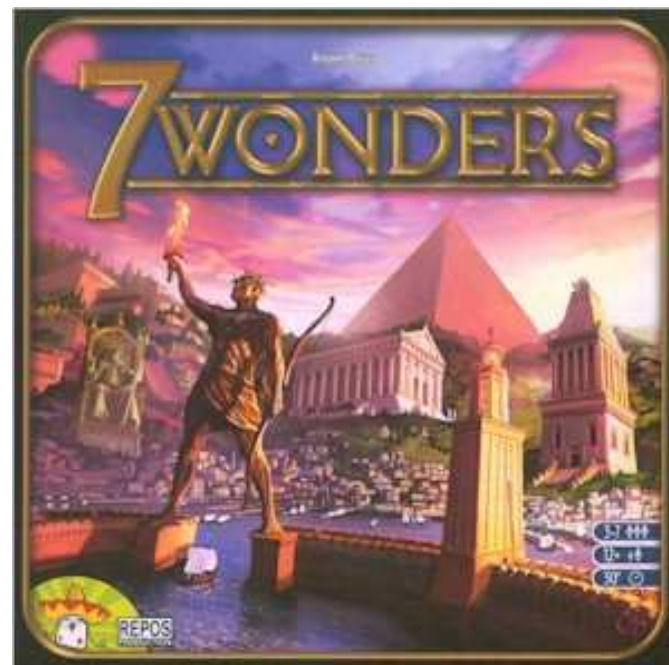
FOR WHOM THE DIE ROLLS

December 2010

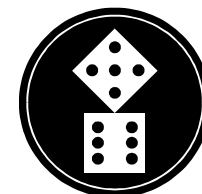
Published by Keith Thomasson

Issue 178

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 #178, 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...

1829 [South] John Boocock, Pete Campbell, Lionel Robbins, John Shelley, Rob Thomasson
Acquire [Powers] John Colledge, Michael Graystone, Kevin Lee, Richard Lunn, Colin Sharpe
Outpost John Boocock, Pete Campbell, Lyndon Gurr, Willem Moene, Marcus Pratt,
Jim Reader, Mark Stretch

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

* 1825 John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
⇨③ 1830 Adam Romoth, Richard Lunn
⇨② 1830 [Variant map 2] . . Richard Lunn, Pete Campbell, Don Smith
* 1856 Mark Frueh, Don Smith, Rob Thomasson, Adam Romoth, Richard Lunn
⇨③ 1856 John Shelley, Mike Hutton
* 1861 Pete Campbell, Willem Moene, Don Smith, Lyndon Gurr, Lionel Robbins
⇨① 1870 Lionel Robbins, Adam Romoth, John Shelley, Willem Moene
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨② 18RhI 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...

③/⑨ Battle! Pete Campbell, Greg Payne, Mark Stretch
* Breaking Away Allan Stagg, Jim Reader, Mike Reeves, Dennis Frank, Rob Thomasson,
Mark Stretch
⑤ Breaking Away Steve Ham
* Bus Boss [France] Bob Coull, Colin Sharpe, Jim Reader, Michael Graystone, John Marsden
⇨① Bus Boss [Scotland] . . . Pete Campbell, Don Shailer, Mark Stretch, Roger Trethewey
⇨② Railway Rivals Pete Campbell, Mark Stretch, Roger Trethewey

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

START

Welcome to issue #178, a somewhat later-than-planned issue of the zine. This one was due out in October, but the relatively large number of late orders at a time when delaying the zine meant pushing it into the time we would be away at the Essen show simply meant that the zine could not be produced in October. Oh yes, I could have issued NMR (no move received) notices for the late orders, and got it done, but who wants a zine with over half of the games with missing orders?

E-mail is supposed to make it easier for us to communicate. What seems to happen is that it is simply easier to forget about deadlines because now you can do instant orders whenever you want to instead of having to plan ahead. The trouble is that you still need time to write those orders, so once you are late you are likely to be too late.

Some people would like a reminder sent out a few days before the deadline, but that just tends to make it worse, as a lot of people then completely ignore the need to do any advance planning until they get the reminder, and then some of them still don't have the time or inclination to get their act together. Besides, the players are supposed to take responsibility for getting their orders in one time, not to lean on messages from me to remind them of their duties.

So, in a nutshell, October was wiped out. I had already indicated that November would be a difficult month to produce an issue due to post-Essen work commitments, which duly arrived and blocked the chance to catch up. That workload continued into December, and I hit the classic problem of getting back into it after the enforced absence, but all of the games have now been adjudicated and it is time to finish off this issue. I now have a sore throat and a cough, neither of which are making me particularly enthused about the task.

I seriously considered giving up on the zine, transferring those games that could be moved to the web site and stopping the others. As time has passed I have mellowed on that, but have decided there will be no new games for the immediate future until I can see how responsible you can be for getting your orders in on time. Those of you who have been good in this regard need do nothing except continue doing what you do so well. Those of you who are often late or right on the cusp, consider that your timing may determine the future of this publication.

Early is great. Late is, basically, inexcusable.

A delayed issue usually means having to catch up on the Board2Pieces cartoon strips, but when I went to grab three months of them I could not find the Board Game News web site. I found the reason for this on Board Game Geek - the site had major problems during November and will be unavailable until January, at best.

I was not impressed with the changes Board Game News went through earlier this year when they introduced a new web site. It was a pig to load, the slowest web site of any that I visit by a large margin, and attempts to solve this had not been going well. It was apparently worse with Internet Explorer than with FireFox, but that to me speaks volumes. A web site should be delivered to the browser by the web server, not become dependent on the client for smooth operation. The introduction of grey rather than black as a standard text colour was not welcome either. This was more apparent in FireFox, and I found the site hard to read as the contrast was badly affected. The preview information for the Essen show became a joke that was almost impossible to navigate to find useful information.

Their current problems appear to be one more step in this story of the new site not being suitable, or net being configured properly on the hardware being used to deliver it. Eric Martin admits he is not a technical man. Unfortunately it appears that he has been given

some poor technical advice, and the end result is the temporary loos of the whole site and lot of people saying they have given up on it. It can be difficult for a web site to recover from this sort of situation.

The problems the site has in delivering content equally well to different browsers reminds me of a similar issue in my old organisation, and suggests that the system they have been persuaded to adopt is much better suited for an organisation's internal web site, where you can also control what is used to view it, rather than a public-facing web site, where you do not, and can not, have that degree of control.

My major concern is that when they do recover, they will have the new system on hardware that will deliver it reliably - but as the new system held extremely little appeal for me, that isn't likely to tempt me back to the site. People hate going backwards, but the previous web site was more than fine, it was brilliant. The new one was cumbersome and unfriendly. I don't want that even if it going to get quick.

Some games players passed away recently. Peter Hawkins used to play in these pages. Tony Wheatley never did play here, but will be known to some of you. Last but not least, I got a message advising me that David Charlton passed away at the age of 81 on October 2nd. This one threw me for a bit, until I realised that he had subscribed to Griffin, the zine I ran between 1978 and 1980.

I rarely have to announce the loss of one player, but three... I guess it just goes to show that none of us are getting any younger.

While it has been some time since the Essen show, at least that time has allowed the dust to settle over the various lists that get produced telling you what the best game of the show is, and so on. Some of the lists are, frankly, so confusing that it is best to ignore them altogether. The Geek Buzz list from BoardGameGeek is split into three groups, high numbers of votes, medium voting and low voting. The result is just messy, not helped by a fancy display page which does not allow you see the full list but forces you to scroll through each category ten games at a time. Plenty of people have commented they don't understand the geek listings, and reviewing it now the list seems to be quite different to what was published at the end of October, throwing even more doubt on its validity.

The H@ll9000 and Fairplay lists are more straightforward and therefore easier to make sense of. Mind you, how a 2005 release like Shadow Hunters can appear on any of these lists is beyond me, as is why 1830 should be included when the new release never even made it to the show in demo form.

I feel that the Fairplay list is the best guide to what was considered best in the show by the people who attended the event, giving us the following top 10:

- | | | |
|--------------|-----------------------------|------------------------|
| 1. 7 Wonders | 4. Age of Industry | 7. Key West |
| 2. Troyes | 5. Olympus | 8. Vinhos |
| 3. Navegador | 6. First Train to Nuremberg | 9. Florenza |
| | | 10. Habemus Papam 1655 |

There's plenty to argue over, with Age of Industry making a strong showing but the Treefrog release of the show, London, getting no mention. The key test is to check on the popularity of these by the time next year's show comes around.



1829-U25

A close finish for the two leaders.

GAME OVER

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%

Rob Thomasson (1st): It came good for me just in time - to be just ahead of Pete at the end. The key for me was (eventually) getting the routes to generate a good dividend from my 9 GER shares, and that happened just in time to give me the revenue boost needed. Lionel was disadvantaged early on by me and I suffered somewhat in return. John was solid but then caught out by the simultaneous move to the 7 trains by the rest of us, but that did give us some mutual interest. I thought Pete would win - and told him so at ManorCon - so it is a very pleasant surprise that I actually did. Thanks to all for a engrossing game. I see that we're about to do it all again along with John Boocock - I will be amazed if I win again...

Pete Campbell (2nd): Modern day 1829 is not the sedate game I remember playing with my family 25 years ago! In particular the ability to upgrade any tile and the use of survey parties can lead to some viscous tactics, such as the throttling of the LSWR! Not that there is anything wrong with that, but there was a bit of a learning curve. As to the outcome, it largely depended on Rob establishing a decent route for the GER. Once he did that, then his extra overall share was enough for him to edge ahead. So well done Rob and thanks to Keith for running it.

Lionel Robbins (3rd): Better than I deserved after that horrible error with the South Western. There were times when I thought I might get away with it, but Rob and Pete kept on top of things. Well done to them both. I think Pete could have won had he sabotaged the GER, given the closeness of the margin and Rob's 90% holding in that company. Thanks all for the game.



1830-G26

Analysis and hind-sight.

GAME OVER

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%

Richard Lunn (1st): Well, I enjoyed this game. The results of the private company auctions helped me to a very strong position, and even though I failed to maximise my early advantage, there was enough there to see me through to the end. Being close between Tony, Willem and Mike Head helped. Thank you to all.

Tony Sait (2nd): Not getting a second company is asking for trouble in 1830, and forgetting to send in orders for share round 8 when I was just 20 behind the leader did not exactly do my cause a lot of good ! So I ran three operating rounds on 9 shares compared to everyone else on 13 to 15, and more or less took myself out of contention. Therefore second place

is a bit of a bonus and I hope, a fair reflection of my fortunes. Congratulations to Richard and thanks to Keith for GMing.

Mike Head (4th): Having only picked up the lowly SVR Private I decided on a single-company strategy and picked the C&O. With hindsight the early rounds were progressing reasonably well, but I got overly concerned with being just a little behind everyone else on revenue per turn and bought two '3' trains - I knew it would cause me grief later and so it proved, with me having to take a serious hit on cash just as I was thinking about trying to pinch the NYC Presidency from Willem following some very interesting and skilful money juggling on his part to launch the CPR and Erie simultaneously. At this point I was staring fifth place in the face, but Mike Hutton hit trouble with the B&M, which was trapped in a corner, and I managed to pick up some cheap high-earning shares which meant that I finished strongly and was not too far behind second and third place. Thanks to everyone for playing and to Keith for expert GMing.

Mike Hutton (5th): Frustrating. No private company = no chance. Not a mistake I'll be making again. Well done to everyone for stopping me from going bankrupt. I couldn't even do that properly...



1837-Y25

A minor adjustment,
but no change to the result.

GAME OVER

1st	Tony Robbins	8,132	23.2%
2nd	Geoff Hardingham	7,882	22.5%
3rd	Tony Bromley	7,418	21.1%
4th	Stephen Webb	6,706	19.1%
5th	John Hopkins	4,949	14.1%

Tony Robbins (1st): For the last few rounds, it looked like the finish would be close between me and Geoff, so I was very pleased to maintain my slender lead. I think I ended up with a better balance of companies after SR1 than in other games, which enabled me to delay starting a major until I could afford a share price of 104. My CI/Kk combination worked well (with some tactical train-swapping), as did not starting the Bh when I could have done, and not buying a 4G train. Thanks to the other players and to Keith for an interesting and enjoyable game.

Stephen Webb (4th): This game was shaped in the auction rounds where the original but now rarely seen rules were played - particularly the high cost of the K2 minor. Well done to Tony Robbins for making the best of it.

The final figures have changed slightly, as I managed to record the CI run as 300 + 50 rather than 400 + 50, but it made no difference to the finishing order.



1856-P26

Lyndon remains modest in victory.

GAME OVER

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%

Mike Head (2nd): Probably my least error-strewn 18xx game in FWTDR, but unfortunately I chose to do it in a game where Lyndon was at his imperious best, so couldn't translate it into a win. The game started very well, the CPR plus Port token and a quick route to Toronto gaining me excellent cash flow so that I got first chance for second company, at which I agonised long and hard. A company in the east was out of the question as there were already two companies there who could restrict my expansion, so that realistically left the THB, with instant payout through to Toronto but only 2 tokens, and the BBG, with 3 tokens that needed some development and crucially stood to be blocked out of Toronto by Richard's CV, and whoever (probably Lyndon) took the THB instead, on L13. The latter point swayed me to take the THB, but then Richard surprisingly didn't block L13 and Lyndon's BBG became the biggest show in town - I was a bit miffed.

I didn't see the re-adjudication of SR8 which saw Lyndon get the Welland, but it was clear that it would only hurt him enough to save the win for me if we got only one further set of operating rounds, but that was never going to happen, and as I expected he caught me up. Thanks to all the other players, and to Keith for the usual efficient GMing.

Mike Hutton (3rd): Oh well, I suppose this is what you get if you try to play the game 'properly'. Unfortunately everyone else played the game the exploitative way, and I suppose I should be pretty proud of my third place. Well done to Lyndon for reading my mind with the Welland - I did wonder what you were up to at that point - and sorry to Mike if I made it too easy for Lyndon. Many thanks to Keith as ever for a well-run game.

Richard Lunn (4th): A sad target, not wanting to come last, but in this game I was outplayed. Too many 'almost' situations when other people were decisive and in control. Well done everyone, especially Lyndon, and thank you for running the game.

Tony Sait (5th): As mentioned in my comments for 1830-G26, not getting a second company is asking for trouble in 18xx; buying the President's cert and then no more is total madness! Didn't count my pennies correctly and misjudged badly, so a deserved ignominy of last place. Well done to Lyndon and thanks to Keith.





1829-A30

The first game in batch 30
for postal 18xx games.

NEW GAME

Welcome to a new 1829 game, on the southern board. This one is five players.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ
John Boocock	johnlner at yahoo dot com

You have 504 in your kitties. As usual, I have taken the liberty of assuming that extension kit MSK1 and the PC rule be adopted. The former adds type '60' and '166' tiles for phase four, while the PC rule allows players to sell private companies back to the bank for 30 below the listed price. When owned by the bank, laying a tile on a private company's home hex closes the company. Private companies also close when the first '7' train is bought.

Maps and tile sheets are enclosed for those getting this on paper. If you're getting this via PDF download, you can get these resources from the web site - www.fwtwr.com/18xx/. Please be sure to use the tile sheet for this game.

As there are no bids for private companies, we should be able to cover the first share dealing round in one go. After the private companies have gone, the LNWR will be on offer at its fixed price of 100 a share, followed by the GWR at 90 and the Midland at 82 a share. All ten shares of one company need to be sold by the bank before the next company is available.

Private companies		Cost	Revenue
Swansea & Mumbles	S&M	30	5
Cromford & High Peak	C&HP	75	10
Canterbury & Whitstable	C&W	130	15
Liverpool & Manchester	L&M	210	20

Trains	'2'	'3'	'4'	'5'	'7'
Quantity	7	6	5	5	4
Cost	180	300	430	550	720

In 1829, the '2' trains rust when the first '5' train is bought, and the '3' trains go with the purchase of the first '7' train, which is also the start of phase four.

1829 uses survey parties for track building, which requires a little more forward planning. If anyone needs a reminder on the rules for survey parties, let me know.

One common error in 1829 relates to the yellow hexes on the board that upgrade to the double-green station tiles (#10). This is a tile lay, not an upgrade, and your survey party has to be on the hex before you can lay those tiles. No such restriction applies to upgrades of the green station hexes for London, Birmingham, Liverpool and Manchester.

Orders required for the following round	<i>By the early deadline</i>
SR1, starting with Pete	



1825-H27

The Cambrian floats at 420 a share!

SR8

Stock Round 8

Willem	Lionel	Mike	Pete	Alan
- 5 LNWR {Rcvr} + Cam/Dir {420} {floated}	+ NS/Dir {112} {floated}	+ M&GN/Dir {49}	+ LBSC new	+ GER new
+ TV/Dir {100}	+ GER new	+ S&DR/Dir {55}	+ LBSC new	+ GER new
+ TV new {floated}	+ GCR new	+ M&GN new	+ GCR new	+ GCR new
+ GCR new	+ NER new	+ M&GN new	+ NER new	+ GER pool
✗	+ NER new	+ M&GN new {floated}	+ NER new	+ GER pool
✗	+ NBR new	+ S&DR new	+ NBR new	+ LT&S/Dir {61}
✗	+ NBR new	+ S&DR new	+ NBR new	+ LT&S new
✗	- 1 NBR + NS new	+ S&DR new {floated}	+ LT&S new	+ LT&S new {floated}
✗	✗	+ Cal pool {gains Dir}	+ TV new	+ NBR pool
✗	✗	✗	+ TV new	✗
✗	✗	✗	✗	Priority for SR9

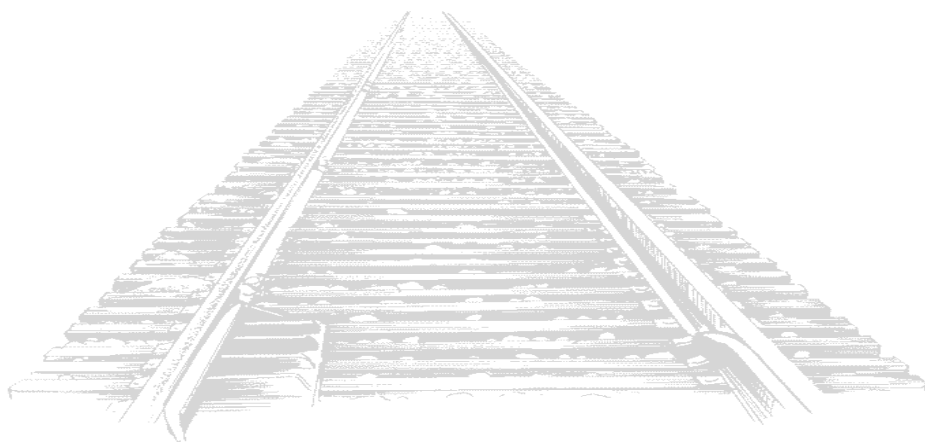
Cash Flow	b/f	SR8	c/f	Value	%	Certs
Willem Moene	862	-851	11	3,811	19.0▼	15
Lionel Robbins	1,120	-1,045	75	3,909	19.5▲	23
Mike Hutton	1,263	-1,101	162	4,140	20.6▼	25
Pete Campbell	1,102	-1,043	59	4,027	20.0▲	27
Alan Harvey	1,129	-1,025	104	4,188	20.9▲	31

Tiles	Tile number/Availability	Three Operating Rounds between Stock Rounds
1	1/1	1
2	2/1	2
3	3/1	3
4	4/1	4
5	5/1	5
6	6/1	6
7	7/1	7
8	8/1	8
9	9/1	9
10	10/1	10
11	11/1	11
12	12/1	12
13	13/1	13
14	14/1	14
15	15/1	15
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95	95/1	95
96	96/1	96
97	97/1	97
98	98/1	98
99	99/1	99
100	100/1	100

1/2	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								

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	1	-	-	-	-	5D	-	-	-	-	-	7
Lionel Robbins	-	-	-	6D	2	2	1	1	-	6D	-	4	1
Mike Hutton	-	-	2	-	-	6D	-	-	2D	1	-	5D	-
Pete Campbell	-	-	5D	2	2	2	-	2	-	-	7D	-	1
✱ Alan Harvey	-	-	3	2	6D	-	4	7D	-	3	3	1	1
Bank (new)	-	-	-	-	-	-	-	-	4	-	-	-	-
Price (new)	-	100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	TWW	9D	-	-	-	-	-	-	4	-	-	-	-
	C&HP												
	S&D												
	C&W												
Price (pool)	-	300	230	180	112	205	112	90	61	126	76	100	100
Company credit	-	90	51	400	0	10	50	30	390	0	79	0	120
Tokens	-	5	5	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	GWR	Cam	NS	TV	LT&S	SDR	MGN	FR	GNoS	High	M&C
Willem Moene	-	-	4D	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	6D	-	-	-	-	-	-	-	-
Mike Hutton	5D	-	-	-	-	-	10D	10D	-	-	-	-
Pete Campbell	3	-	-	-	4	2	-	-	-	-	-	-
Alan Harvey	-	-	-	-	-	8D	-	-	-	-	-	-
Bank (new)	2	10	6	4	-	-	-	-	10	10	10	10
Price (new)	67	67	420	112	100	61	55	49				
Bank (pool)	-	-	-	-	-	-	-	-				
Price (pool)	100	-	420	112	100	61	55	49				
Company credit	0	-	1270	302	520	10	0	10				
Tokens	1	3	1	1	1	1	1	1	1	1	1	1
Trains	3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
	3											
Bank cash: 14,589	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

Minor Companies			
Company	Home	Base	Train
Canbrian	R8	CM	U3 410
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	2+2 600
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

OR13



1826-J28

Just one round, leaving the first
'10H' train poised but not sold.

OR6

OR6 Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A PC	9:K13:1	-	100	Yes	① 90E	787	-	4H
M JS	9:L4:2	4:K5:2	-	-	② 100A	90	-	6H
PO DS	14:H6:1	-	130	Yes	③ 110D	89	-	4H
P SW	203:E7:2	-	140	Half	④ ⑤ ⑥ 75F	678	-	6H
B LG	24:F10:2	-	150	Yes	⑤ 100D	30	-	6H 4H
GC JS	9:M11:3	-	100	Yes	⑦ 100D	12	-	6H 4H
E LG	7:G11:6	-	-	-	⑤ 70E	150	-	6H
O SW	9:G7:3	7:G5:3	-	-	⑧ 70E	0	-	4H
N SW	87:B10:3	-	170	Yes	-	75E	201	1 6H

- Notes: ① 540 from the bank for the sale of 4 shares (▼90E)
 ② 600 to the bank for two '6H' trains
 ③ 20 to the bank for a token in H6
 ④ Converts to a ten-share company
 ⑤ 300 to the bank for a '6H' train
 ⑥ 300 from the bank for the sale of 3 shares (▼75F)
 ⑦ 30 to the M for a '6H' train
 ⑧ 375 to the P for a '4H' train

Cash Flow	b/f	OR6	c/f	Value	%	Certs
John Shelley	15	127	140	1,000	19.9▲	7
Don Smith	110	108	218	1,048	20.9▲	7
Pete Campbell	36	45	106	816	16.3▼	6
Stephen Webb	95	116	211	936	18.6▼	7
Lyndon Gurr	0	124	124	1,219	24.3▲	11

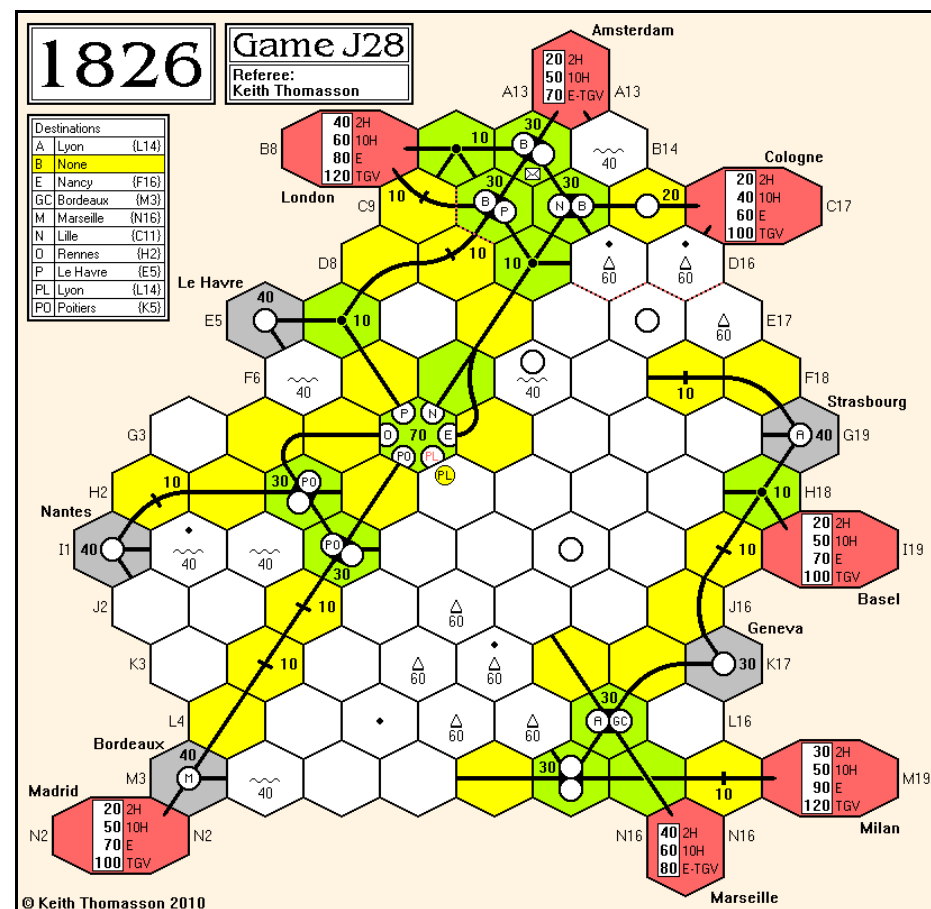
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	-	-	-	-	3P	3P	1	-	1	-	1
Don Smith	-	-	2	-	-	3	-	-	-	-	3P
Pete Campbell	Bridge	4P	-	-	-	-	-	-	-	3P	-
Stephen Webb	-	-	-	-	-	-	3P	5P	2P	-	-
Lyndon Gurr	-	-	6P	6P	-	-	1	-	-	-	-

Company type	10	10	10	5	10	5	10	10	10	5
Bank (new)	-	-	-	5	-	5	-	-	7	5
Bank (pool)	4	1	-	2	-	-	-	5	-	-
Treasury shares	2	1	4	-	4	-	5	2	-	1
Price	90E	100D	70E	100D	100A	75E	70E	75F	110A	110D
Loans	-	-	-	-	-	1	-	-	-	-
Company credit	787	30	150	12	90	201	0	678	-	89
Tokens	1	1	3	2	3	2	3	1	-	-
Trains	4H	6H	4H	6H	6H	4H	6H	4H	6H	4H
Bank cash: 9,164	Certificate limit: 13				Trains: 2-5 x '10H', 4 x 'E'...					

Also 2 x '4H'

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

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
3/2	4/1	5/2	6/2	7/2	8/13	9/12	57/4	58/3	14/2	15/2	16/1	19/1	
20/-	25/5	24/4	25/3	26/1	27/1	28/1	29/1	87/1	88/2	141/1	142/1	143/1	
203/-	204/-	514/1	619/-										



Orders required for the following rounds

By the early deadline

OR7, SR5

Adjudication can pause between rounds if requested



1830-T29

We don't need to go
round the table twice.

PRIVATES

Privates

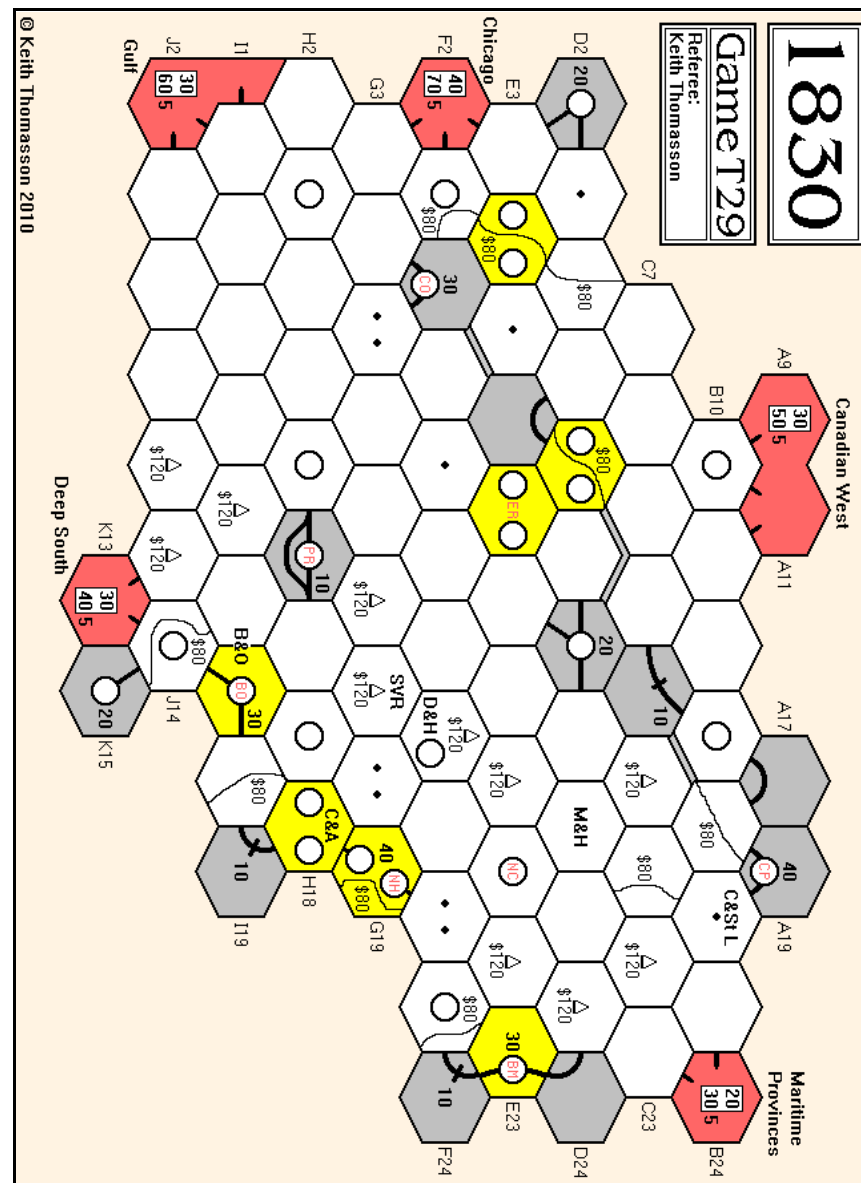
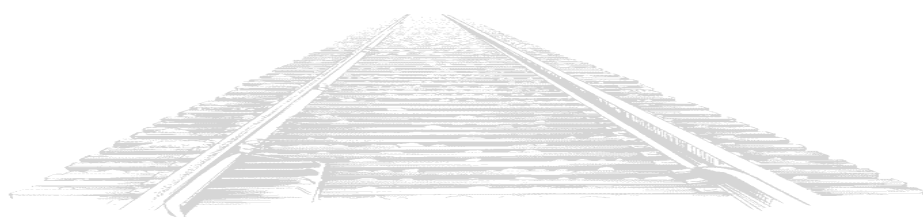
Don	Buys the SVR for 20
Mark	Bids 165 on the C&A
Willem	Bids 170 on the C&A
Rob	Bids 75 on the D&H
John	Buys the C&StL for 40
	☛ Rob gets the D&H for 75
Don	Buys the M&H for 110
	☛ Willem gets the C&A for 200
Mark	Buys the B&S for 220, sets par at 100
	Priority for the rest of the round lies with Willem

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Don Smith	480	-130	350	480	18.8▼	2
Mark Frueh	480	-220	260	680	26.6▲	2
Willem Moene	480	-200	280	440	17.2▼	1-2
Rob Thomasson	480	-75	405	475	18.6▼	1
John Shelley	480	-40	440	480	18.8▼	1

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR, M&H	-	-	-	-	-	-	-	-
Mark Frueh	B&O	-	2P	-	-	-	-	-	-
☛ Willem Moene	C&A	-	-	-	-	-	-	-	1
Rob Thomasson	D&H	-	-	-	-	-	-	-	-
John Shelley	C&StL	-	-	-	-	-	-	-	-

Bank (new)	10	8	10	10	10	10	10	10	9
Price (par)		100							
Bank (pool)	-	-	-	-	-	-	-	-	-
Price (pool)		100A							
Company credit									
Trains									
Redeemed shares									
Bank cash: 10,265	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...					

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



Orders required for the following round

By the early deadline

SR1, Public Companies



1830-V2-U28

The first '3' trains arrive.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	8:D12:2	50	Yes	-	112A	720	2
PRR	TS	2:E5:3	100	Yes	① ②	100B	130	3 2 2 2
B&O	DS	55:J20:2	90	Yes	③ ④	100A	540	3 2 2

- Notes: ① 260 to the bank for a '2' train and a '3' train
 ② 80 to Tony for the C&StL private
 ③ 40 to the bank for a token in K21
 ④ 180 to the bank for a '3' train

Stock Round 4

Mark	Don	Tony	Alan
✗	+ B&O new	- 5 PRR (69G) {Alan gains Pres} + Erie/Pres (90)	+ PRR pool
✗	+ PRR pool	+ Erie new	✗
✗	✗	+ Erie new	✗
✗	✗	+ Erie new	✗
✗	✗	+ Erie new (floated)	✗
✗	✗	+ NYC new	✗
✗	✗	✗	Priority for SR5

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs.
Don Smith	120	76	-169	27	796	24.3	8
Tony Sait	55	158	-140	73	925	28.3	8
Alan Harvey	11	89	-69	31	817	25.0	8
Mark Stretch	30	30	0	60	732	22.4	5

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

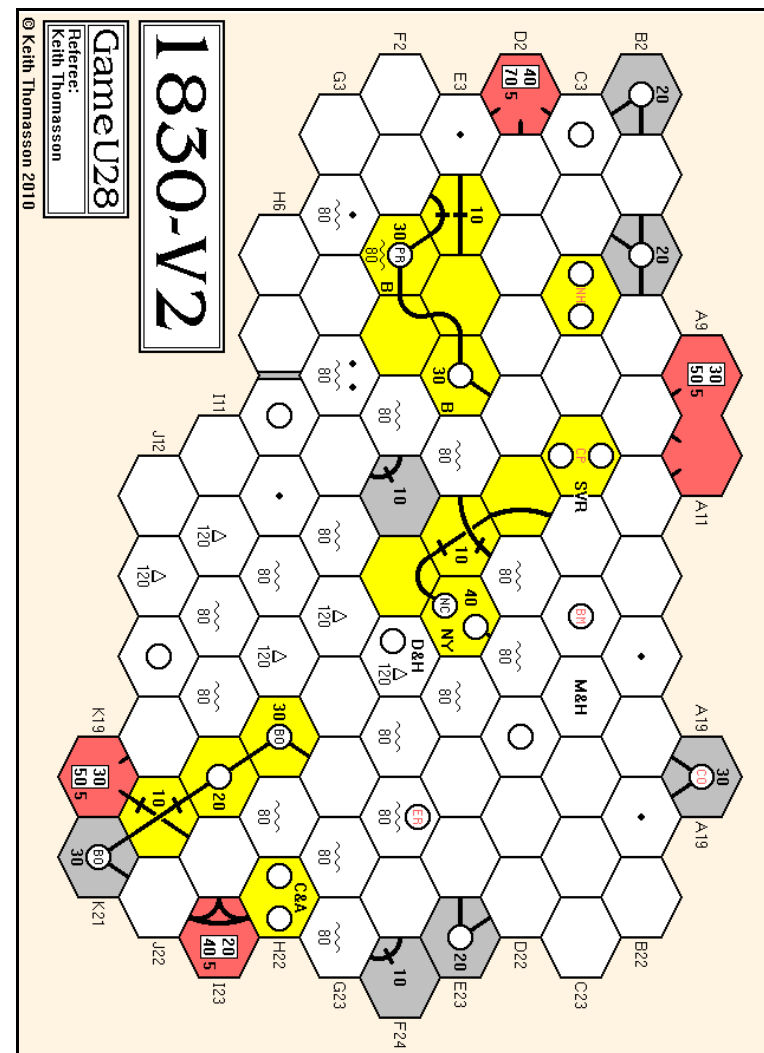
Bank (new)	10	2	10	10	4	2	10	-
Price (par)			100		90	100		71
Bank (pool)			-		-	-		3
Price (pool)			100A		90B	112A		69G
Company credit			540		900	720		130
Tokens	3	1	3	4	3	3	2	3
Trains			322		-	2		3222

Bank cash: 9,519 Certificate limit: 16 Trains: 3 x '3', 4 x '4'...

Current operating order: NYC, B&O, Erie, PRR

Tiles Tile number/Availability Two Operating Round between Stock Rounds

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



Orders required for the following rounds

By the early deadline

OR3, OR5

Adjudication can pause between rounds if requested



1837-L27

Run and pay for everyone.

OR11 - OR12

OR11 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	SW 58:L18:3	460	50	Yes	-	300B*	115	4+2 3G
Sd	AR 432:H20:3	470	-	Yes	-	260B*	78	4 4
Kk	ST 432:G13:3	390	-	Yes	-	195B*	157	4
Th	ST 216:H10:2	240	-	Yes	①	132A*	0	4E 4
Gt	PC 26:D32:2	350	-	Yes	-	114A*	174	5 4+1
Bh	DS 63:K21:1	290	-	Yes	②	102B*	168	5
Sb	DS -	230	50	Yes	-	98D*	142	4G
Bk	DS -	280	-	Yes	-	96E*	149	5+2
Cl	PC 9:E31:2	160	-	Yes	③	83E*	121	4
Ms	AR 24:D16:1	480	60	Yes	-	72F*	99	5E 3G

Notes: ① 157 to the Kk for a '4' train
 ② 120 to the bank for a token in H22
 ③ 70 to the bank for terrain costs

OR12 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	SW 27:L16:6	470	60	Yes	-	340B*	175	4+2 3G
Sd	AR 430:J16:1	480	-	Yes	-	300B*	78	4 4
Kk	ST 8:E19:6	220	-	Yes	①	225B*	117	4
Th	ST 40:C29:1	480	-	Yes	-	145A*	0	4E 4
Gt	PC 412:F30:5	350	-	Yes	-	121A*	174	5 4+1
Bh	DS 63:K17:1	290	-	Yes	-	111B*	168	5
Sb	DS 41:H28:2	230	50	Yes	-	105D*	192	4G
Bk	DS -	280	-	Yes	-	102E*	149	5+2
Cl	PC 8:B28:4	220	-	Yes	-	87E*	121	4
Ms	AR 28:K15:4	480	60	Yes	②	75F*	159	5E 3G

Notes: ① 40 to the bank for a token in E17
 ② 120 to the bank for a token in J16

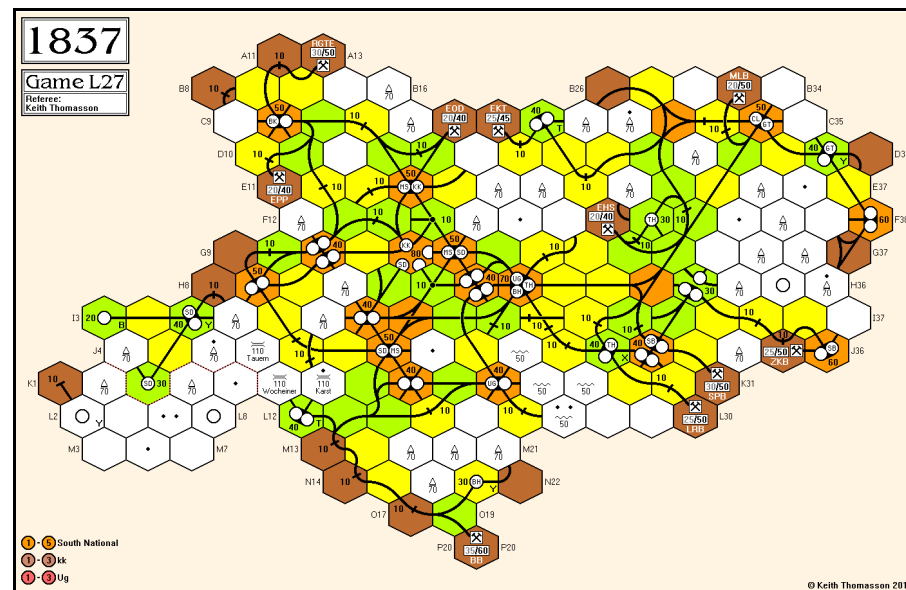
Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Pete Campbell	431	616	684	1,731	4,262	16.9*	19
Don Smith	102	506	506	1,114	3,005	11.9*	15
Steve Thomas	776	627	680	2,083	5,970	23.7*	17
Adam Romoth	473	870	898	2,241	6,353	25.2*	21
Stephen Webb	815	673	679	2,162	5,629	22.3*	19

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds																			
1/2	2/3	3/3	4/9	5/1	7/8	8/18	9/12	55/1	56/1	57/3	58/5	69/1	201/4	202/3	401/4	402/3	404/4	12/1	16/3	17/1	18/1	19/2	20/3	23/11	24/9
25/1	26/2	27/2	28/2	29/2	30/-	31/1	87/1	88/2	204/1	205/1	206/2	207/3	208/-	405/2	406/2	408/3	410/1	411/1	412/1	413/1	414/1	415/1	416/1	417/1	418/-
419/2	420/2	421/2	422/2	423/1	424/2	425/2	426/1	427/1	429/2	39/2	40/2	41/3	42/4	43/2	44/3	45/3	46/3	47/2	63/2	70/2	216/1	430/1	431/2	432/1	434/2
435/-	436/-																								

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	2	1	2	2	-	-	6D

Bank (new)	2	-	-	-	-	-	-	-	-	-
Price (new)	97	80	75	104	120	70	85	142	104	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	111B	102E	87E	121A	225B	75F	105D	300B	145A	340B
Company credit	168	149	121	174	117	159	142	78	0	175
Tokens	1	2	2	1	1	-	1	-	-	1
Trains	5	5+2	4	5	4	5E	4G	4	4E	4+2
				4+1		3G		4	4	3G

Bank cash: 3,654 Certificate limit: 17 Trains: 2 x '4G' 1 x '5+3' 1 x '5+4'
 Current operating order: Ug, Sd, Kk, Th, Gt, Bh, Sb, Bk, Cl, Ms



We may only get to run the operating round, as a repeat of the OR12 dividends will see the bank break at the end of the round. However, anything that interferes with the revenue flow may see us trickle into another stock round.

Three people were ordering tile lays with illegal orientations - please make sure you are using the tile sheets I issued with the game and not some other resource.

Orders required for the following rounds	By the early deadline
OR13, SR9	Adjudication can pause between rounds if requested



1856-Y27

The CGR gets its Diesel.

OR10 - OR11

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	2:M10:1	530	No	-	110A	577	4 4 4
CV	LG	124:N11:1	150	Yes	-	100A	278	5
LPS	DS	-	180	Yes	①	90F	91	5
CA	JS	47:E16:3	360	Yes	-	90B	80	5 4
BBG	DS	8:I16:6	-	-	-	75B	0	6
TGB	WM	125:P9:6	270	Yes	-	90B	29	6

Notes: ① 40 to the bank for a token in F15

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	127:M4:1	550	No	①	110A	377	D
CV	LG	15:M10:1	180	Yes	-	110A	278	5
LPS	DS	8:G14:3	200	Yes	-	100E	151	5
CA	JS	125:F17:6	220	Yes	-	100B	80	5
TGB	WM	-	300	Yes	-	100B	57	6
BBG	DS	14:H15:3	110	Yes	-	80B	11	6

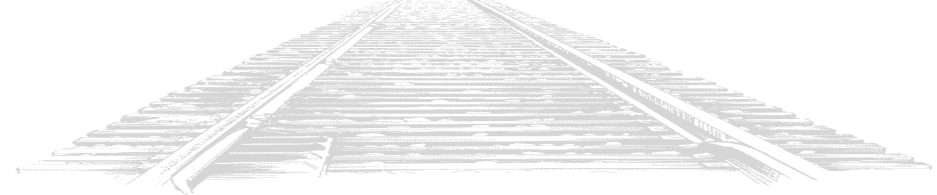
Notes: ① 750 and a '4' train to the bank for a Diesel

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Willem Moene	216	216	222	654	1,784	25.1	8½
Rob Thomasson	994	0	0	994	1,654	23.3	3
Lyndon Gurr	58	111	130	299	1,379	19.4	7½
Don Smith	61	72	146	279	1,159	16.3	8
John Shelley	67	216	132	415	1,125	15.8	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	100B	110A	100E	100B	-	-	110A
Company credit	11	80	278	151	57	-	-	377
Tokens	2	1	2	-	-	2	2	4
Trains	6	5	5	5	6	-	-	D

Bank cash: 8,405 Certificate limit: 13 Trains: Diesels
Current operating order: CGR, CV, LPS, CA, TGB, BBG



1/1	2/1	3/2	4/3	5/1	6/-	7/6	8/7	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	24/2	25/1	26/-	27/-
28/1	29/1	59/1	120/1	121/2	59/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2
47/1	63/4	64/-	65/1	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/-	123/1
124/-												



Orders required for the following round

By the early deadline

SR7



1861-C27

The MVR arrives, just leaving the SW on the drawing board.

SR6

Stock Round 6

Mike	Pete	Willem	Stephen	Lyndon
+ SE new	+ MVR/Pres(180)	+ MKV new	+ NW new	- 1 GRR + SE new
+ SE new	+ MVR new	+ SE new	+ NW new	+ SE new
✗	+ MVR new	✗	+ NW new	+ MKN new
✗	+ MVR new	✗	- 1 SE + NW new	+ MKN new
- 1 SE (→120D) + NW pool	✗	+ SE new	✗	+ MKN new
✗	✗	✗	✗	✗
Priority for SR7				

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Mike Hutton	339	-300	39	1,344	16.7▼	7
Pete Campbell	940	-900	40	1,940	24.1▲	8
Willem Moene	429	-420	9	1,484	18.4▲	8
Stephen Webb	532	-525	7	1,812	22.5▲	8
Lyndon Gurr	577	-520	57	1,487	18.4▼	8

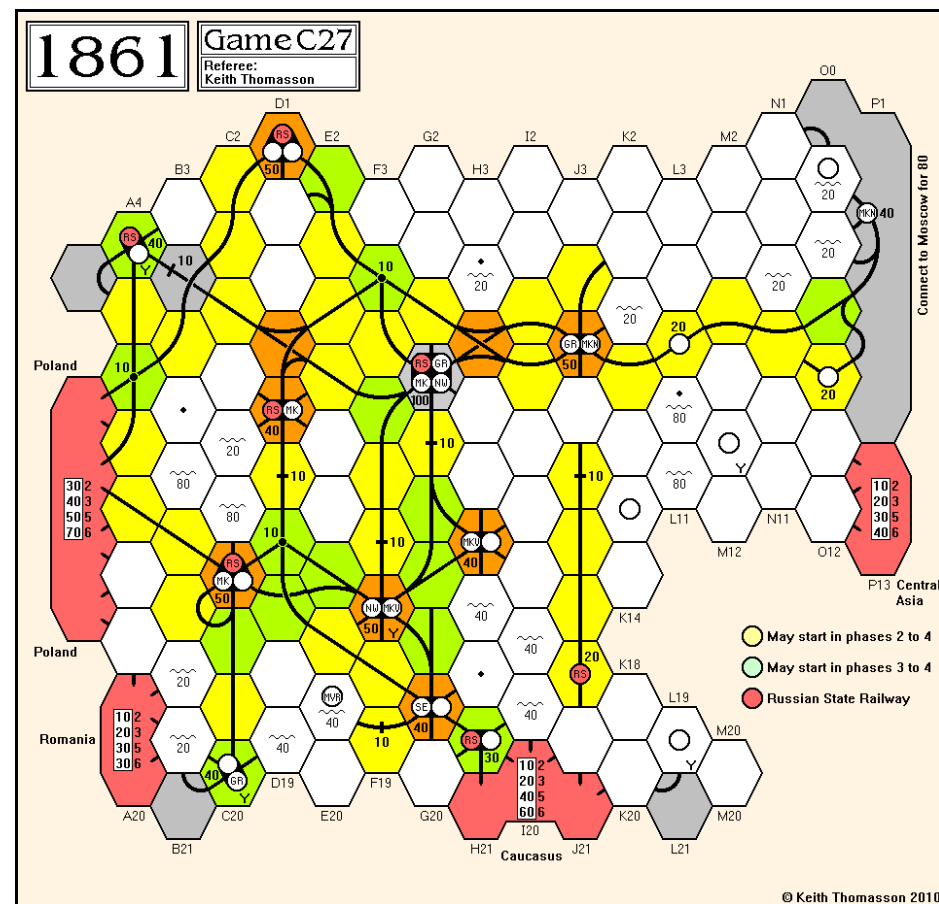
Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Mike Hutton	-	-	-	-	-	5P	4P	-	-
Pete Campbell	-	5P	-	-	5P	-	-	-	-
Willem Moene	1	-	-	6P	-	-	2	-	-
Stephen Webb	4P	-	-	1	-	4	-	-	-
Lyndon Gurr	-	1	6P	-	-	-	2	-	-

Bank (new)	4	4	4	3	5	-	-	10	
Bank (pool)	1	-	-	-	-	1	2		
Price	245B	200C	165C	165C	180B	165D	120D		
Loans	-	-	-	-	-	-	2		-
Company credit	1,057	534	706	447	900	788	797		301
Tokens	-	-	1	1	3	1	2		1
Trains	4.4	5.4	4	5	-	5	6		6.5

Bank cash: 9,318. Certificate limit: 13. Trains: 2 x 7, 1 '8's...
Current operating order: GRR, MK, MVR, NW, MKV, MKN, SE, RSR

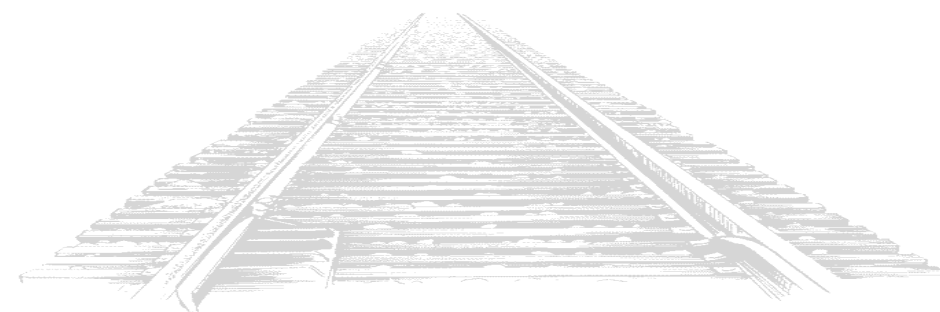
Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds			
	3/2	4/-	5/2	6/1	7/☉	8/☉	9/☉	57/-	58/4	201/3	202/3	621/2	14/2	
	15/2	16/1	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/1	25/3	26/1	27/1	
	28/2	29/1	30/2	31/2	87/1	88/1	204/1	207/3	208/2	619/1	622/2	624/1	625/1	
	626/1	635/1	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 rounds *By the early deadline*

OR11, MR7, OR12, MR8 *Adjudication can pause between rounds if requested*





1861-R29

Two new minors join the game.

SR2

Stock Round 2			
Don	John Shelley	John Boocock	Lyndon
Gets KK for 140	✗	105 on MV	110 on MV
✗	✗	✗	Gets MV for 110
✗	✗	✗	✗
Priority for SR3			

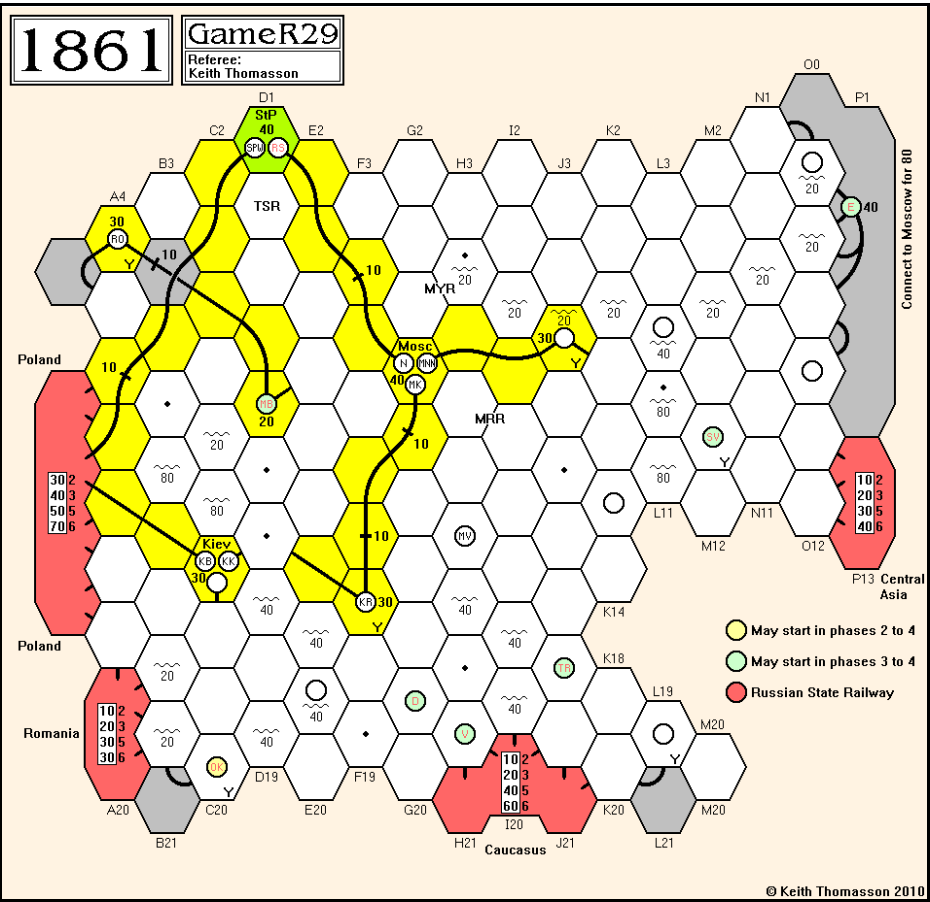
Cash Flow	b/f	SR2	c/f	Value	%	Certs
Don Smith	140	-140	0	420	25.3	4
John Shelley	125	0	125	425	25.6	3
John Boocock	105	0	105	395	23.8	3
Lyndon Gurr	110	-110	0	420	25.3	4

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

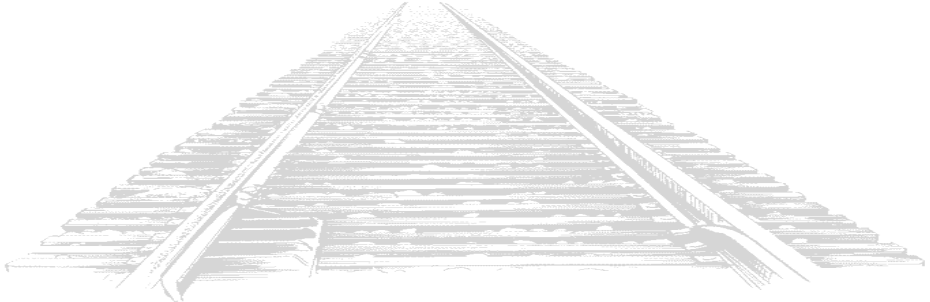
Bank (new)	-	-	-	-	-	-	-	-	2	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price	80F	55H	70F	50H	80F	65G	55H	50H	65G		
Loans	-	-	-	-	-	-	-	1	-		
Company credit	100	40	140	0	10	65	110	25	520		
Tokens	-	-	-	-	-	-	-	-	-	-	-
Trains	2	2	-	2	2	2	2	-	2	2	
Bank cash: 14,225 Certificate limit: 16 Trains: 2 x '2', 7 x '3'...											
Current operating order: N, MK, KK, MNN, SPW, KB, MV, RO, KR											

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

Please bear in mind that should a '3' train be bought in operating round 3, the first merger round will take place afterwards. If there is any action in the merger round, I will pause at that point, otherwise we shall be able to continue to operating 4 as well.



Orders required for the following rounds		By the early deadline
OR3, {MR?}, OR4, {MR?}	Adjudication can pause between rounds if requested	





1870-Y26

Most companies are sold out.

SR9

Stock Round 9

Willem	Mike	Adam	Don	Lyndon
+ SP new	+ FW new	+ FW new	+ SP new	+ IC new
+ MP new	+ MP new	+ MP new	✗	+ IC new
+ MP new	+ SLSF pool	+ MKT pool	✗	+ IC new
+ SSW new	✗	+ SSW new	✗	+ SSW new
✗	✗	✗	✗	✗
Priority for SR10				

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Don Smith	414	-72	342	1,712	14.3	10
Lyndon Gurr	786	-272	514	3,848	32.0	11-22
Willem Moene	429	-340	89	2,135	17.8	12-17
Mike Hutton	427	-310	117	1,707	14.2	9-15
Adam Romoth	703	-543	160	2,610	21.7	15-19

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	-	-	-	-	-	6P	5P	1	-	-
Lyndon Gurr	1	1	1	9P	7P	-	1	1	2	1
Willem Moene	5P	6P	-	-	-	2	-	1	1	4
Mike Hutton	-	1	6P	1	-	1	1	1	6P	-
Adam Romoth	3	2	1	-	1	1	1	6P	1	5P

Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (par)	68	100	68	68	68	100	100	72	68	68
Bank (pool)	-	-	2	-	-	-	2	-	-	-
Price (pool)	30G	200B	100E	50F	300A	110B	110D	160C	60E	64E
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
<div>Bank cash: 7,780<div>Certificate limit: 13</div>Trains: 2 x '8', 2 x '10'</div>										
Current operating order: MKT, FW, SP, SLSF, MP, GMO, TP, SSW, IC, ATSF										

Tiles	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					

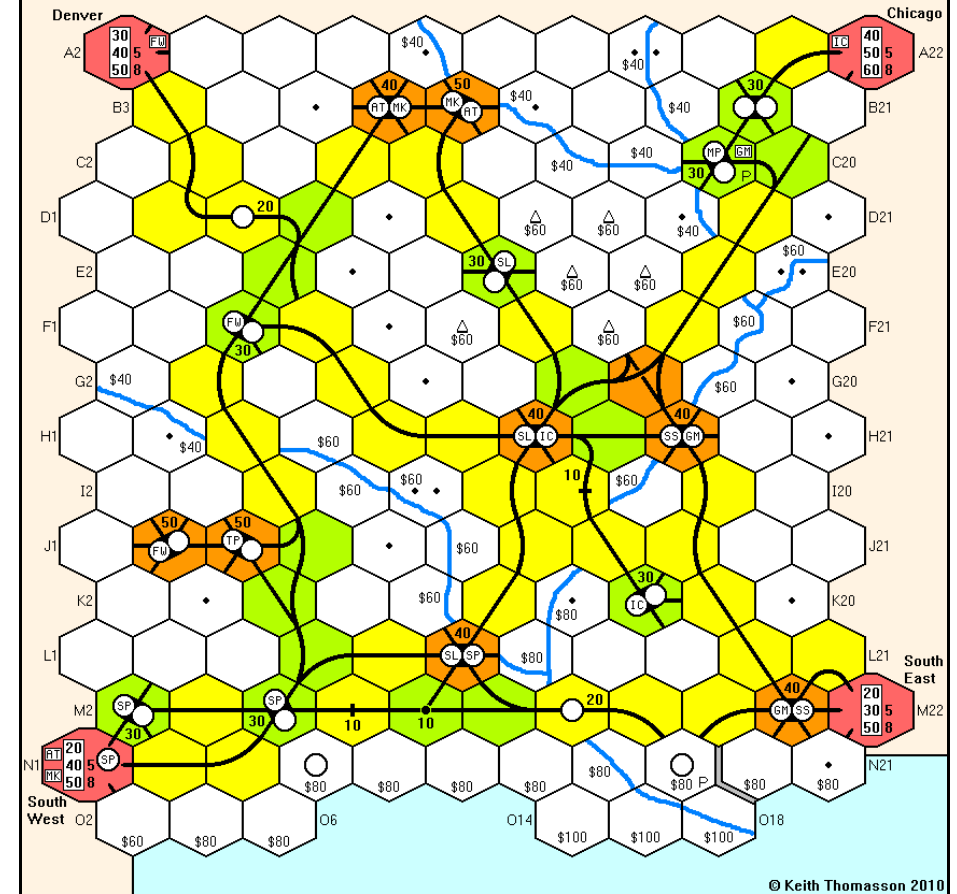
1870

Game Y26

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)	Southeast (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

OR14, OR15

Adjudication can pause between rounds if requested

1870-O27

Could this be the
final stock round?

SR7

Stock Round 7

John	Don	Lionel	Rob
+ MKT new	+ SLSF pool	+ SP pool	+ SP pool
+ IC pool	+ FW new	✗	+ TP new
+ GMO new	✗	✗	+ TP new
- 1 MP {↔}	✗	✗	- 1 SSW {↔110D}
+ GMO new			+ TP pool
- 1 MP {↔}	✗	✗	✗
+ GMO new			
- 1 SSW {↔100E}	✗	✗	✗
+ FW new			
- 1 SSW {↔}	✗	✗	✗
+ FW new			
✗	Priority for SR8		

Cash Flow	b/f	SR7	c/f	Value	%	Certs
John Shelley	1,353	-232	1,121	4,001	23.4	16-24
Don Smith	1,139	-300	839	3,139	18.3	15
Lionel Robbins	1,349	-55	1,294	4,504	26.3	16-19
Rob Thomasson	1,841	-215	1,626	5,486	32.0	16-23

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	1	2	3	3	3	-	2	6P	-	6P
Don Smith	1	1	-	1	-	5P	2	-	6P	1
Lionel Robbins	1	-	6P	6P	1	-	6P	2	-	-
Rob Thomasson	7P	6P	1	-	6P	1	-	2	-	3

Bank (new)	-	1	-	-	-	-	-	-	1	-
Price (par)	100	100	100	76	72	76	100	68	82	90
Bank (pool)	-	-	-	-	-	4	-	-	3	-
Price (pool)	300A	120A	110B	120C	60F	120D	225B	60G	100E	110B
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: 4,966		Certificate limit: 16							Trains: 12s	
Current operating order: ATSF, SLSF, MP, IC, FW, GMO, TP, SSW, SP, MKT										

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				

1870

GameO27

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)

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Orders required for the following rounds

By the early deadline

OR13, OR14, OR15



1870-N29

The FW redeems a share and gets a price jump.

OR1 - SR2

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	57:E12:1	9:F13:1	-	① ②	90A	800	2
MKT	PC	5:B11:5	6:B9:3	-	③ ②	68E	600	2
FW	LG	6:J3:1	5:J5:5	-	④	64F	520	2.2

- Notes: ① 120 to the bank for terrain costs
 ② 80 to the bank for a '2' train
 ③ 40 to the bank for terrain costs
 ④ 160 to the bank for two '2' trains

Stock Round 2

Willem	Don	Mark	Pete	Lyndon
+ FW new	+ FW new	✗	✗	Redeem FW
+ FW new	✗	✗	✗	+ FW new
+ MKT new	✗	✗	✗	✗
+ MKT new	✗	✗	✗	✗
✗	Priority for SR3			

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Pete Campbell	10	10	0	20	410	18.8	5
Lyndon Gurr	12	0	-4	8	416	19.1	5
Willem Moene	320	20	-280	60	432	19.9	6
Don Smith	80	10	-68	22	400	18.4	5
Mark Frueh	0	20	0	20	518	23.8	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	SCC	-	-	-	-	5P	-	-	-	-	-
Lyndon Gurr	-	-	6P	-	-	-	-	-	-	-	-
Willem Moene	GRSC, GSC	-	2	-	-	2	-	-	-	-	-
Don Smith	MRBC	-	1	-	-	-	-	3	-	-	-
Mark Frueh	MKT	-	-	-	-	1	-	3P	-	-	-

Bank (new)	10	-	10	10	2	10	4	10	10	10
Price (par)		68			72		100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)		68E			68E		90A			
Company credit		456			600		800			
Redeemed shares		1			-		-			
Tokens	3+D	1+D	2+D	2+D	2+D	3+D	2+D	3+D	2+D	2+D
Trains		2.2			2		2			
Bank cash: 10,014	Certificate limit: 13				Trains: 3 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/-	6/-	7/9	8/22	9/22	55/1	56/1	57/4	58/4
69/1												

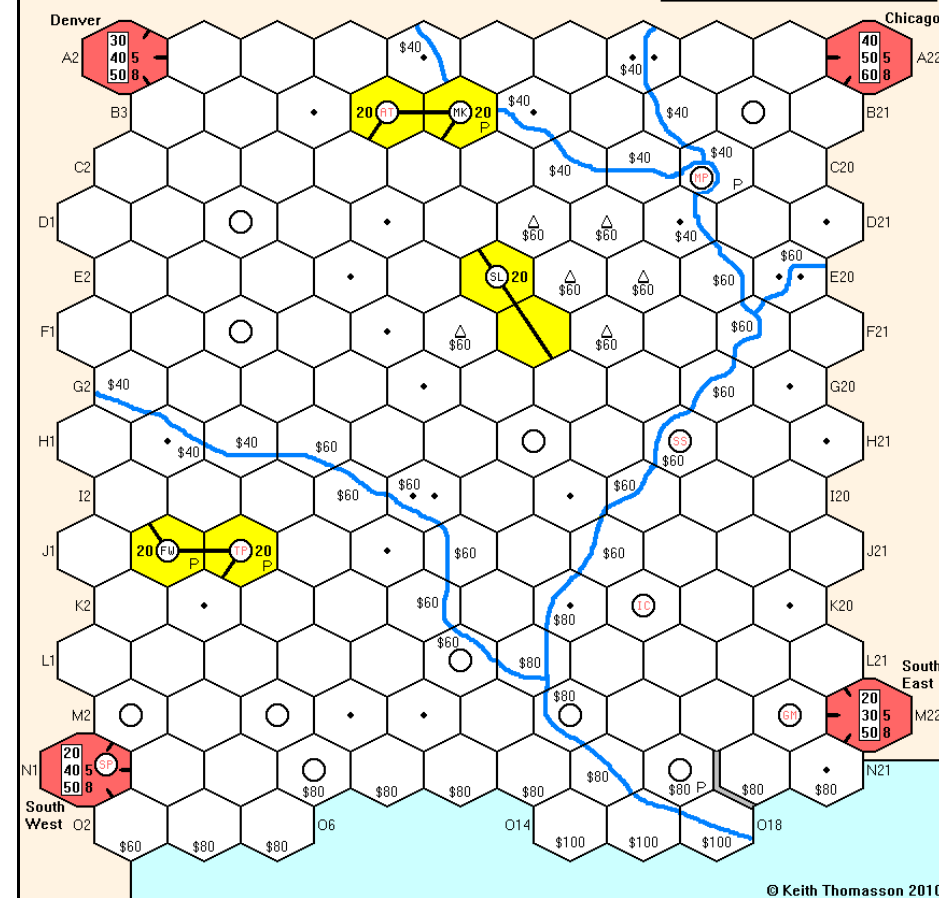
1870

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

OR2, SR3

Adjudication can pause between rounds if requested



1889-O29

'3' trains, anyone?
Not yet.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
KO	MH	8:J3:3	-	-	①	65E	620	2
UR	AH	9:B5:1	-	-	②	65E	540	2 2
IR	PC	5:E2:2	-	-	②	60F	490	2.2

Notes: ① 80 to the bank for a '2' train
② 160 to the bank for two '2' trains

Stock Round 2

Lyndon	Mike	Pete	Alan
+ IR new	✗	✗	✗
+ KO new	✗	✗	✗
+ UR new	✗	✗	✗
✗	Priority for SR3		

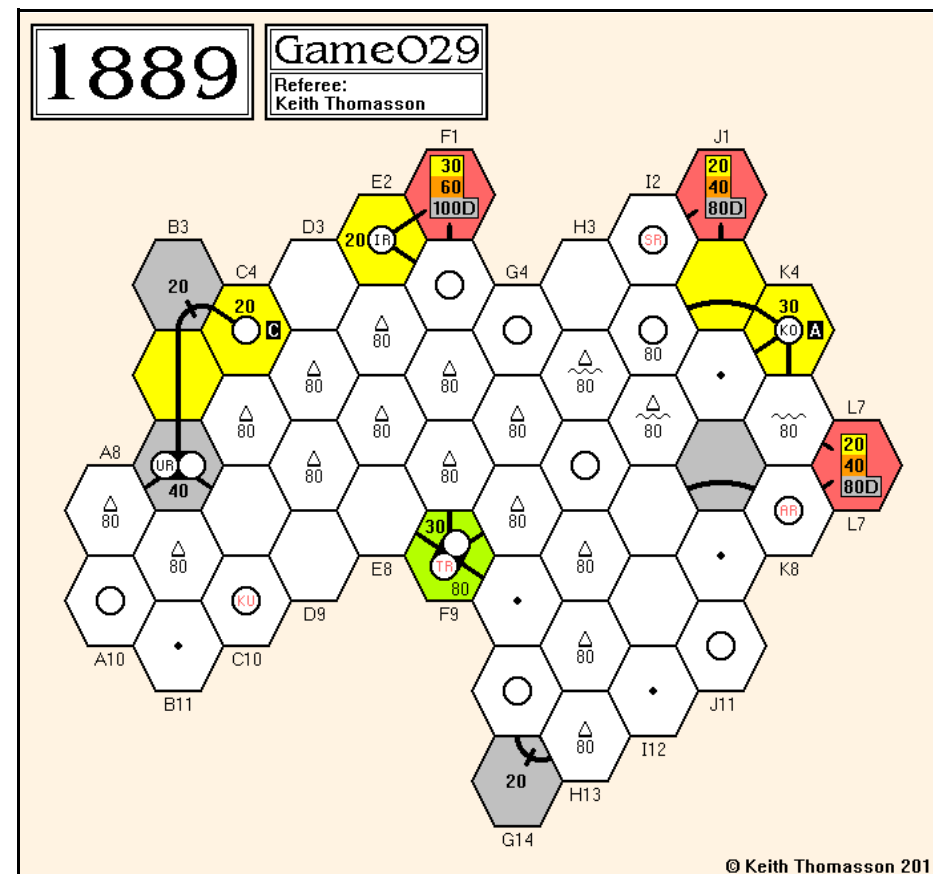
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Alan Harvey	0	15	0	15	390	23.4	5
Lyndon Gurr	165	55	-205	15	455	27.4	6
Mike Head	20	10	0	30	405	24.3	6
Pete Campbell	15	20	0	35	415	24.9	5

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	SMR	-	-	-	-	-	-	5P
Lyndon Gurr	ER DR UTF	-	1	1	-	-	-	1
Mike Head	TE-R MF	-	-	5P	-	-	-	-
Pete Campbell	SIR	-	5P	-	-	-	-	-

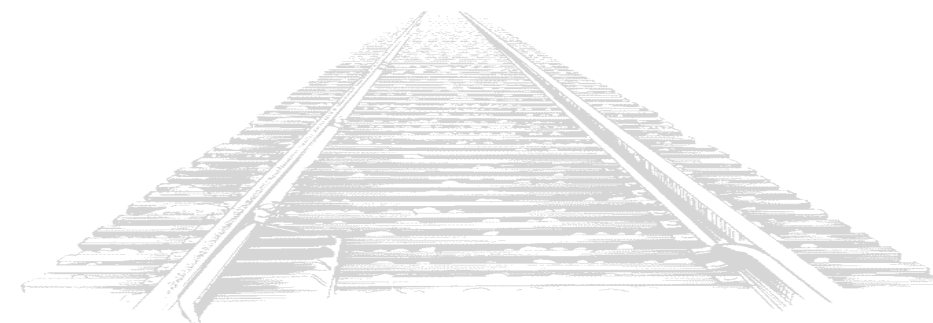
Bank (new)	10	4	4	10	10	10	4
Price (par)		65	70				70
Bank (pool)	-	-	-	-	-	-	-
Price (pool)		60F	65E				65E
Company credit		490	620				540
Tokens	2	1	1	1	2	3	2
Trains		2.2	2				2.2
Bank cash: 5.255	Certificate limit: 13			Trains: 1 x '2', 5 x '3'			
Current operating order:	KO, UR, IR						

Tiles	Tile number/Availability		One Operating Round between Stock Rounds	
	3/2	5/1	6/2	7/2
	8/4	9/4	57/2	58/3
	437/1	438/1		

Pete, your tile lay for the IR was illegal, because it pointed track into the sea. I used what I thought was the logical substitute.



Orders required for the following rounds	By the early deadline
OR2, SR3	Adjudication can pause between rounds if requested





18GA-Z27

Just one round, which brings out the '6' trains.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	457:11:5	140	Yes	-	150C	114	-
CoG	DS	458:F6:5	200	No	①	110D	180	5
W&A	MH	7:C5:5	370	No	② ③	100C	166	6
GA	MS	456:D10:4	370	Yes	-	120A	350	5 4
SAL	MH	459:G13:5	-	-	③ ④	80A	101	6 4
G&F	DS	63:H4:1	220	Yes	-	80C	360	4

- Notes: ① 450 to the bank for a '5' train
 ② 20 to the bank for terrain costs
 ③ 630 to the bank for a '6' train
 ④ 129 to the W&A for a '4' train

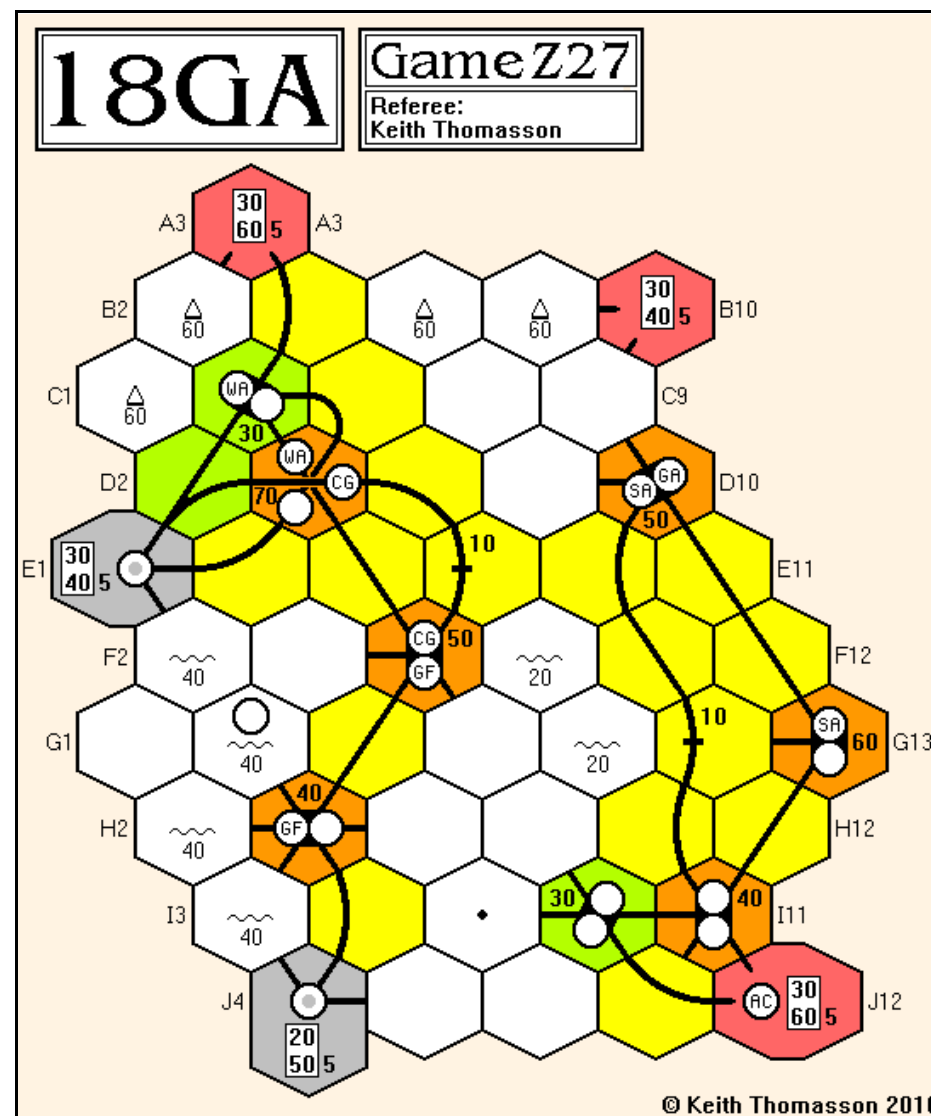
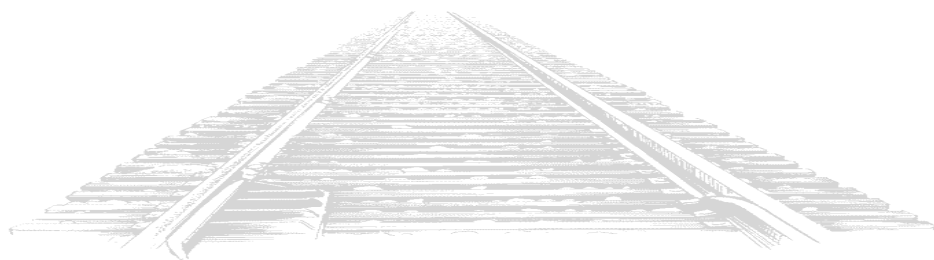
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Mark Stretch	233	306	539	2,679	44.6	15
Mike head	176	73	249	1,789	29.7	14
Don Smith	45	169	214	1,544	25.7	12

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	150C	110D	80C	120A	80A	100C
Company credit	114	180	360	350	101	166
Tokens	3	2	-	3	1	-
Trains	-	5	4	5 4	6 4	6

Bank cash: 5,727 Certificate limit: 15 Trains: 8's
 Current operating order: ACL, CoG, W&A, GA, SAL, G&F

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
	3/3	4/3	5/2	6/2	7/4	8/4	9/4	57/4	58/1	451/-	14/3	15/3	16/1			
	17/1	19/1	20/1	25/3	24/4	25/1	26/1	27/1	28/2	29/2	141/2	142/2	143/2			
	452/1	453/1	454/1	39/2	40/1	41/3	42/3	44/1	45/2	46/2	47/2	63/3	70/1			
	455/-	456/-	457/-	458/-	459/-											



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



6 NIMMT! 15

Colin drops out of contention.

ROUND 7

I got myself confused in hand 2, listing Kevin twice and omitting Colin. Colin actually played 17, Kevin played 92, but not the 36 as reported. Not sure how I managed that confusion. Fortunately, it makes no difference to the points on each row or who got penalised.

Hand 1 (1-104)

	104	82	
	99	58	
	94	57	
	86	46	
88	51	15	101
1/5	2/9	3/5	4/11

John (15) takes row 3 for 3 pts, Michael (46), Kevin (57), Don (58), Bob (82), Mark (100), Colin (101) takes row 4 for 15 pts.

Hand 2 (1-104)

	92	56	
	90	34	
	89	20	
	42	17	
51	39	11	80
1/1	2/7	3/11	4/3

Colin (18) takes row 1 for 7 pts, Kevin (29), Michael (40), Bob (47), Don (50), Mark (51) takes row 1 for 9 pts, Jim (70), John (80) takes row 4 for 11 pts.

Hand 3 (1-84)

	59		
	57		
	56	51	
29	43	48	58
15	33	47	55
1/3	2/9	3/3	4/8

Don (15) takes row 1 for 2 pts, Bob (29), John (31), Kevin (46), Mark (47) takes row 3 for 7 pts, Colin (48), Michael (51), Jim (58).

Hand 4 (1-84)

81		39	66
80	19	36	60
79	17	26	58
73	13	25	55
1/6	2/3	3/5	4/16

Mark (13) takes row 2 for 1 pt, Kevin (17), John (19), Don (58), Jim (60), Michael (66), Colin (80), Bob (81).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	6	5	0	12
Kevin Lee	5	1	11	0	17
Don Shailer	1	0	3	17	21
Bob Coull	12	1	6	8	27
Colin Sharpe	15	14	7	0	36
Jim Reader	20	10	13	13	56
Mark Stretch	8	18	19	17	62
John Colledge	15	30	15	13	73

Orders required

Round eight - cards for each hand



BREAKING AWAY 20

We're one third of the way through the race.

ROUND 5

Pos	Riders	New
47	Fast Tom (3)	3
46	-	
45	Dennis Frank (6)	3
44	Motomachi Chukagai (8)	4
43	Top Tom Nihon Odori (7) Ijyb (2) Shin Takashima	5
42	Red Admiral (4) Bashamichi (5) Tyred Tom (1) Hestophes	9
41	Sigmund Jessica Richard Lunn	14
40	Greg Payne Brimstone	15
39	-	
38	Kalvan Rylla Big Tom Jim Reader	3
37	Ptosphes	7
36	-	
35	-	
34	-	
33	-	
32	Swallowtail	3
31	Painted Lady	4

Dennis Frank	Otherwhen:
A Kalvan	3 3 5 12
B Rylla	3 5 7
C Ptosphes	4 7 15
D Hestophes	4 4 9
Steve Ham (6)	Same Again Boys:
A Dennis Frank (6)	3 3 7 8
B Richard Lunn	6 7 14
C Greg Payne	15 15 15
D Jim Reader	3 3 15
Kevin Lee (4)	Butterfly Beauties:
A Red Admiral (4)	4 4 6 9
B Swallowtail	3 10 12
C Brimstone	1 3 15
D Painted Lady	3 4 15
Richard Lunn (3)	Team Tom:
A Fast Tom (3)	3 5 15
B Top Tom	4 5 15
C Big Tom	3 3 4
D Tyred Tom	7 9 11
Greg Payne (3)	Early Dungeon Threats:
A Sigmund	6 14 15 15
B Jessica	10 14 14
C Ijyb (2)	5 6 15
D Terence (1)	7 9 14
Jim Reader (20)	Minatomirai Sen:
A Motomachi Chukagai (8)	3 4 10
B Nihon Odori (7)	5 7 7
C Bashamichi (5)	3 3 9
D Shin Takashima	4 5 7



Team Tom put the hammer down but only managed to get one points paying place.

Minatomirai Sen took three of the top four places and lead by the large margin as we leave the first sprint line and starting jostling for position before we reach the second sprint line.

Orders required

Cards for round six

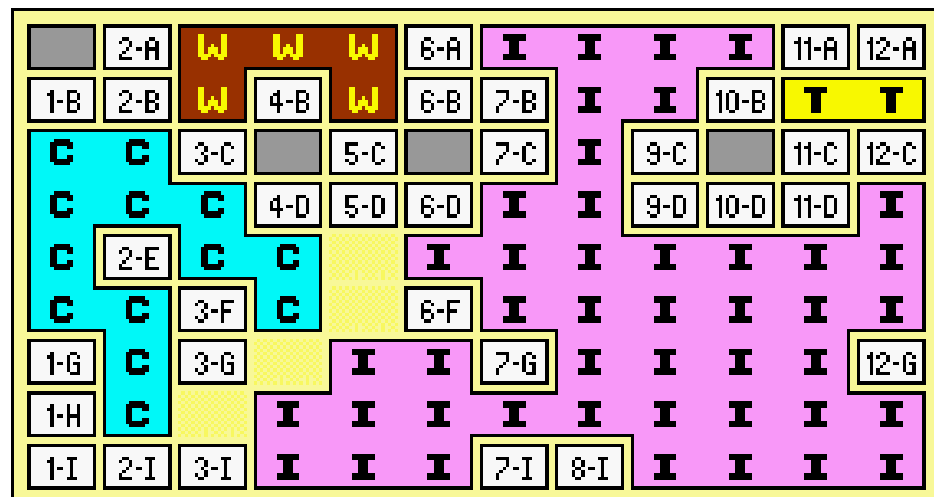


ACQUIRE 54

All the tiles laid grow
Imperial one way or another.

ROUND 13

Michael 7-F Buys 2 Festival @ 600.
Kevin 11-G Buys 3 Tower @ 200.
Tony 12-E Buys 2 Tower @ 200.
Bob 12-H Buys 2 Tower @ 200.
Michael 8-B Imperial takes over Festival, bonuses for Michael {4,500} and Bob {4,500}, Michael sells 8 for 4,800, Tony sells 3 for 1,800, Bob sells 8 for 4,800. No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	-	-	13	3	3	9,600	29,700
Kevin Lee	-	13	-	-	11	-	8	400	30,200
Tony Wilcock	-	2	-	-	-	11	10	2,200	43,300
Bob Coull	-	4	-	-	-	11	4	9,400	32,700
Bank Stock	21	6	25	25	1	-	-		
Chain Size	-	2	-	-	5	13	45		
Chain Value	-	200	-	-	600	900	1200		

Playing sequence

Kevin, Tony, Bob, Michael, Kevin again

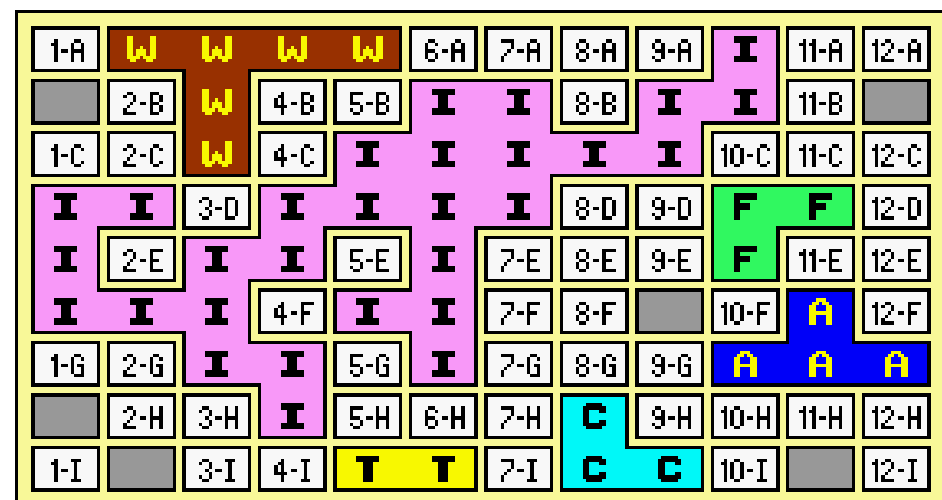


ACQUIRE 55

Imperial gets takeover-happy.

ROUND 8

Bob 11-G Forms American, one free share. Buys 3 American @ 500.
Lyndon 2-A Buys 2 American @ 500.
Tony 1-E Buys 3 Festival @ 400.
Willem 3-F Imperial takes over Tower, bonuses for Willem {3,000} and Lyndon {1,500}, Willem swaps 10 for 5, sells 1 for 300, John sells 1 for 300, retains 3, Lyndon retains 10. Buys 3 Imperial @ 1,000.
John 5-I Forms Tower, one free share. Buys 2 Tower @ 200, 1 Imperial @ 1,000.
Bob 2-F Imperial takes over Luxor, bonuses for Bob {4,000} and Tony {2,000}, Bob swaps 4 for 2, sells 6 for 2,400, Tony sells 9 for 3,600, Willem sells 5 for 2,000, retains 1. Buys 3 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	1	-	-	5	3	1	8	3,000	22,600
John Marsden	-	6	-	-	7	3	4	4,400	24,300
Bob Coull	-	-	4	6	-	-	10	8,700	42,100
Lyndon Gurr	-	10	2	-	12	3	-	1,700	29,900
Tony Wilcock	-	-	-	4	-	-	3	8,100	12,700
Bank Stock	24	9	19	10	3	18	-		
Chain Size	-	2	4	3	6	3	29		
Chain Value	-	200	500	400	700	500	1000		

Playing sequence

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





ACQUIRE 56

Four new chains
get us off the ground.

ROUND 1

Colin	7-B	Forms Tower, one free share. Buys 3 Tower @ 200.
Willem	1-F	Forms Continental, one free share. Buys 3 Tower @ 200.
John	5-D	Forms Luxor, one free share. No purchases.
Michael	12-C	Buys 3 Luxor @ 200.
Tony	5-A	Forms American, one free share. Buys 3 American @ 300.
Colin	9-A	Buys 3 Tower @ 200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	7	-	-	-	-	-	4,800	8,200
Willem Moene	-	3	-	-	-	1	-	5,400	13,400
John Colledge	1	-	-	-	-	-	-	6,000	7,200
Michael Graystone	3	-	-	-	-	-	-	5,400	8,000
Tony Wilcock	-	-	4	-	-	-	-	5,100	10,800
Bank Stock	21	15	21	25	25	24	25		
Chain Size	2	2	2	-	-	2	-		
Chain Value	200	200	300			400	-		

Playing sequence

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



ACQUIRE 57

A new Special Powers game.

NEW GAME

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

John Colledge	Dunoroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP

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

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

Remember - if you use the 'Take 5 Tiles' power, this happens at the start of your turn, so you can include conditional orders to play one of your new tiles.

Playing sequence

John, Kevin, Michael, Colin, Richard, John again





AGRICOLA 3

Two new actions next time
due to an earlier omission.

ROUND 12

Kevin gains 1 food from the Well, 1 grain from the Granary and 1 wild boar from the Pig Whisperer. Jim gains 1 food from his Maid. Allan gains 1 food from the Duck Pond and 1 clay from the Clay Deliveryman. Kevin should have gained 2 sheep from the Shepherds Crook when he built his fences, then gained one more through breeding. Pete thought he should only have four sheep, but although he cooked one, he got another through breeding.

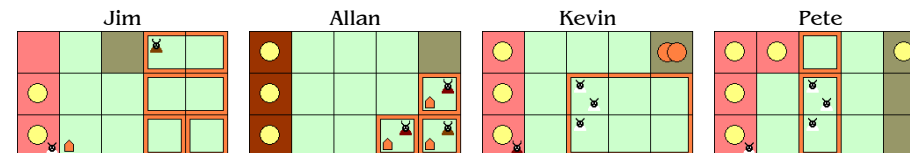
Actions

Kevin Sow and/or Bake Bread - sows a vegetable, cooks 2 grain into 8 food
Pete Plough 1 field
Jim Family Growth
Allan Major Improvement - Cabinet Maker (costs 2 wood, 2 stone)
Kevin +3 wood (gains 6 wood)
Pete Cooks 1 sheep and pays 2 food to take reeds and vegetable from the Grocer
Renovate (costs 1 reed and 4 clay) - Cooking Hearth (costs Fireplace)
Jim Occupation (costs 1 food) - Clay Mixer
Whenever one of Jim's actions gives him only clay, he receives 2 more clay
Allan Day Labourer (gains 2 food, 1 vegetable (Seasonal Worker), 3 stone (Quarry))
Kevin Start Player - Beanfield
When Kevin sows he can plant vegetables in the bean field
Pete Take 1 reeds, 1 stone, 1 food (gains 1 reeds, 1 stone, 1 food)
Allan Travelling Players (gains 3 food)
Pete +2 wood (gains 6 wood)

+1 wood {3 wood}	+2 wood {2 wood}	+3 wood {3 wood}	Private wood {4 wood} {2 food ⇒ Pete}	+1 clay {3 clay}	+2 clay {4 clay}
+1 reeds {2 reeds}	+1 food Catch Fish {2 food}	+1 food Travelling Players {1 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {3 sheep}	1 Major or Minor imp	+1 stone {2 stone}	Renovate then 1 improvement	Family Growth then 1 Minor Imp
+1 wild boar {2 wild boar}	Take 1 vegetable	+1 stone {3 stone}	+1 cattle {2 cattle}	Plough 1 field and/or Sow	Family Growth even without space

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Fireplace {2 clay}



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	1	4	-/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	2	-	4	Clay/3		3	11	
	Occupations		Clay Mixer, Maid, Wood Carver						
	Improvements		Clay Roof {1}, Cooking Hearth {1}, Fireplace {1}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	6	1	3	1/-	1/-	-	1	3	
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs	
	2	2	4	3	Wood/3		3	13	
	Occupations		Clay Deliveryman, Farmer, Fence Overseer, Seasonal Worker, Sycophant						
	Improvements		Cabinet Maker {2}, Duck Pond {1}. Greenhouse {1}, Quarry {2}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	13	1	1	1/-	-/2	3	2	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	1	-	6	Clay/3		3	20
	Occupations		Head of the Family, Magician, Patron, Pig Whisperer, Stone Breaker					
Improvements		Beanfield {1}. 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
	2	3	2	2/1	3/-	4	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	4	7	Clay/4		4	22
	Occupations		Grocer, Master Forester					
	Improvements		Clay Oven {2}, Cooking Hearth {1}, Corn Scoop, Liquid Manure, Millstone					

Orders required

Actions for the family, starting with Kevin

Harvest - after round 13



AGRICOLA 4

It's getting cold
for the farmers.

ROUND 3

Marcus gains 1 reed from the Reed Collector, plus one missed from the last round.

Actions

Jim Occupation - Clay Digger
An extra Clay Pit card is added to the game - this starts with 3 clay and will gain 1 clay each round - anyone else who uses this action must pay Jim 3 food

Marcus Travelling players {gains 3 food}

John Start Player - Greenhouse {costs 2 wood}

John can pay 1 food to take 1 vegetable at the start of rounds 7 and 10

Kevin +1 reeds {gains 2 reeds}

Jim Occupation - Pig Catcher {cost 1 food}

Whenever Jim uses a wood action, he can leave 2 of the wood behind and take a wild boar instead

Marcus +3 wood {gains 4 wood}

John +2 clay {gains 4 clay}

Kevin Plough 1 field

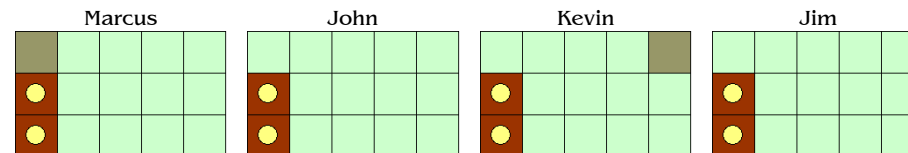
+1 wood {4 wood}	+2 wood {3 wood}	+3 wood {3 wood}	+1 clay {4 clay}	+2 clay {2 clay}	Private clay pit {4 clay} {3 food⇒Jim}
+1 reeds {1 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play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

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, thanks for pointing out the discrepancy between the card in the game and the note on my information sheet. The card is correct - it is AND rather than OR.

Another reminder on orders is due. As noted on your card sheets, name the action space you want to use. Asking for max wood is not guaranteed to identify the space to be used.



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	1	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	2	2	-	4	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
	4	-	-	5	Wood/2		2	-13
	Occupations		Village Elder					
	Improvements		Greenhouse {1}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	3	Wood/2		2	-11
	Occupations		Mushroom Collector					
	Improvements		-					

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

Orders required

Actions for the family starting with John

Next Harvest - after round 4





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 7

Research: *Anon, Blob and Chaos* researched Elite.

New units: 6A {D}, 6D {B}, 2F{B}.

Moves: First to move is 5E, with a movement value of 4. The unit moves east (C) and stops, pinned by being adjacent to 5D. 4A moved west {F} and stopped in contact with 3F. 2D moves north west {A} and stopped next to 1E. All other movement was internal to the various teams.

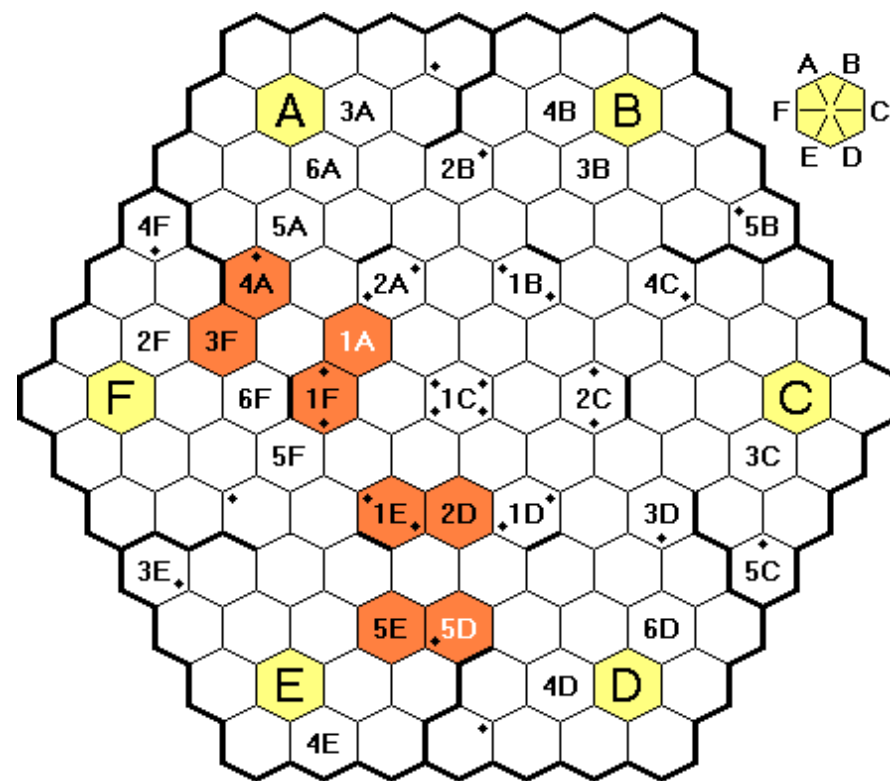
Combat: 1F attacks 1A {2 hits}. 1A is destroyed.
4A attacks 3F {no hits - successful defence}. 3F fights back {4 hits}.
2D attacks 1E {4 hits}. 1E fights back {4 hits}.
5D attacks 5E {8 hits}. 5E fights back {8 hits}. 5D is destroyed.

Conversion: None.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	+Elite Level 7	13	♦♦2A 3A ♦4A 5A 6A	1 2 1 1 0									
					0	2	1						
					0	0	0	2/0					
					1								
<i>Blob</i> Steve Ham	+Elite Level 7	17	♦♦♦1B ♦♦2B 3B 4B ♦♦5B	3 2 3 2 2	3 1 2 1 0	1 0 1 1 0	2 2 1 1 2	1/0	1				
<i>Chaos</i> Marcus Pratt	+Elite Level 7	22	♦♦♦♦♦1C ♦♦♦2C 3C ♦♦4C ♦♦5C	2 3 1 2 2	2 2 1 2 0	1 1 0 0 0	2 2 2 2 2	1/1	1				
<i>Dynamo</i> Mark Stretch	No research Level 3	13	♦♦1D 2D ♦3D 4D 6D	1 1 1 1 1									
					2	1							
					1	1	3						
<i>Elp</i> Michael Graystone	No research Level 6	13	♦♦1E ♦3E 4E 5E	1 2 1 1									
						0	1						
<i>Free Friends</i> John Marsden	No research Level 6	13	♦♦1F 2F 3F ♦4F 5F 6F	2 1 1 1 1 2	1 1 2 1 1 2								
						0	0	0/0	1				
					1	1							
					2	2	1	0	2/4	1			

The next attribute is Range, which will cost 8 points to research. Units with this attribute have the potential to attack units at a distance. Each level of Range that a unit has allows it to attack an enemy unit or base over that number of intervening hexes. For example, a unit with Range 1 can shoot over one blank hex to make an attack. Range attacks are never automatic and must be ordered. Bear in mind that if you are adjacent to an enemy unit, you cannot ignore that unit to fire at a more distant unit - unless you use Elite levels to ignore the adjacent unit.

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



Ah, here we go again. More changes in the layout. Conflicts during this round are shown in orange. Units that were destroyed are shown in white - I thought the grey might not show up as well. Pairs of units still adjacent to one another (4A and 3F, 2D and 1E) cannot move away and will have to continue their combat next time, if they have the attributes to do so.

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



Bus Boss 324-ENG

And the first shall be last...

ROUND 9

England

Round 9 Runs		BARE	TOOL	GRUB	MARS	BLY	
17	7♣ Bournemouth 10♠ Scarborough	No entrants					
18	J♥ Ipswich 2♣ Newport	① BLIGHTY 30					30
19	10♥ Margate 4♣ Bristol	① BLIGHTY 20	+1/-7				14
		② BARE 10				+7/-1	16
20	4♦ Liverpool 5♠ Bath	① BLIGHTY 20		-3			17
		② BARE 10		-2			8
		✕ TOOL	+2			+3	5
21	Q♥ Yarmouth 9♠ Portsmouth	No entrants					
22	Q♠ Lincoln 6♦ Manchester	① MARS 16		+4/-4			16
		② TOOL 7			+6	+4/-4	13
		② GRUBBY 7		-6			1
23	2♠ Carlisle K♦ Leicester	① BARE 20			+8		28
		② MARS 10	-8				2
24	3♦ Liverpool A♠ Scotland	① BARE 20			-2		18
		② GRUBBY 10			-4	-4	2
		✕ MARS	+2		+4		6
		✕ BLIGHTY			+4		4
26	8♠ Leeds 10♠ Luton	① GRUBBY 11					11
		① MARS 10		-4		-2	4
		③ TOOL 5			+4		9
		④ BLIGHTY 4			+2		6

MARS offered joint runs to BLIGHTY in runs 17 and 21, but BLIGHTY’s orders were to accept only one joint run from MARS. He was happy to accept whichever John preferred, but as John did not expect to have to declare a preference, I had no way to choose between them - so neither took place. TOOL was excluded from run 24 because his route was too long.

Round 9 routes

Buses Across Rural England (BARE) (Pete Campbell, Blue)
Bath - Bristol - Exeter (11)

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Bournemouth - Exeter (11)

Transport Out Of London (TOOL) (Bob Coull, Black)
Lincoln - Hull, Nottingham - Leicester (12)

Marsden’s Amazing Road Services (MARS) (John Marsden, Green)
Leicester - Oxford (11)

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Heathrow - Southampton (9)

Scores

	Runs:	17	18	19	20	21	22	23	24	26	Routes	Score
BLIGHTY	87	-	30	14	17	-	-	-	4	6	-11	147
BARE	80	-	-	16	8	-	-	28	18	-	-11	139
MARS	120	-	-	-	-	-	16	2	6	4	-11	137
TOOL	115	-	-	-	5	-	13	-	-	9	-12	130
GRUBBY	121	-	-	-	-	-	1	-	2	11	-9	126

Round 10 Runs

17. 7♣ - 10♠ Bournemouth to Scarborough
21. Q♥ - 9♣ Yarmouth to Portsmouth
25. A♣ - 5♠ Exeter to Kendal (not yet available)
27. K♥ - 8♠ Norwich to Southampton
28. 6♥ - 2♠ Gatwick to Newport
29. A♠ - 6♣ Scotland to Oxford
30. A♦ - 7♣ Wales to Bournemouth
31. J♦ - 5♠ Birmingham to Bath
32. K♦ - 10♥ Leicester to Margate
33. 9♦ - 4♥ Derby to London
34. 9♣ - K♠ Portsmouth to Skegness
35. 10♦ - 9♠ Nottingham to York

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



Bus Boss 327-CD

Steady but sure,
the networks expand.

ROUND 4

Cornwall and Devon

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)

Okehampton - Newton Abbot, Torrington - Bideford 65 - 12 ... 53

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)

Exeter - Barnstaple 70 - 11 ... 59

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)

Okehampton - Exeter, Camborne - St.Ives 64 - 12 ... 52

Bus Passes Accepted (BPA) (Roger Trethewey, Black)

Tiverton - South Molton - Barnstaple 64 - 12 ... 52

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)

Launceston - Saltash, Lostwithiel - St.Austell 64 - 11 ... 53

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





CANAL MANIA 2

No build cards were drawn
by anyone in this round.

ROUND 9

Actions

- Kevin Lee
- 1 Exchanged engineers to gain the Lock-Stretch ability
 - 2 Built from Leeds to Goole (contract complete - 13 VPs)
 - 3 Shipped goods from Manchester to Goole (3 VPs)
- Jim Reader
- 1 Exchanged engineers to gain the Lock-Stretch ability
 - 2 Built to Gloucester (contract complete - 7 VPs)
 - 3 Shipped goods from London to Arundel (3 VPs, 2 VPs for Geoff)
- John Marsden
- 1 Took a contract - Nottingham and Goole via Newark (5)
 - 2 Built to Coventry (contract complete - 9 VPs)
- Also built from Nottingham to Newark
- 3 Shipped goods from Reading to Burton (3 VPs, 2 VPs for Geoff)
- Geoff Hardingham
- 1 Took a contract - Leeds and Liverpool via Skipton (8)
 - 2 Built from Tonbridge to Maidstone (contract complete - 4 VPs)
 - 3 Shipped goods from Chester to Gloucester (4 VPs, 2 VPs for John)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 5 goods cubes
Geoff Hardingham (L-S)		9	4	3	3	53	Leeds and Liverpool via Skipton (8)	

Mauve

Kevin Lee	(T)	11	5	2	3	36	Northampton and London via L Buzzard (7)	
-----------	-----	----	---	---	---	----	--	--

Blue

John Marsden	(S)	8	5	-	3	47	Nottingham and Goole via Newark (5)	
--------------	-----	---	---	---	---	----	-------------------------------------	--

Green

Jim Reader	(B)	12	7	4	1	43	Reading and Bristol via Bath (6)	
------------	-----	----	---	---	---	----	----------------------------------	--

Yellow

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)

-

-

-

-

The Future Contracts

Stratford and Gloucester (5)

Bridgwater and Taunton (3)

Ripon and York (3)

Huddersfield and Manchester (3)

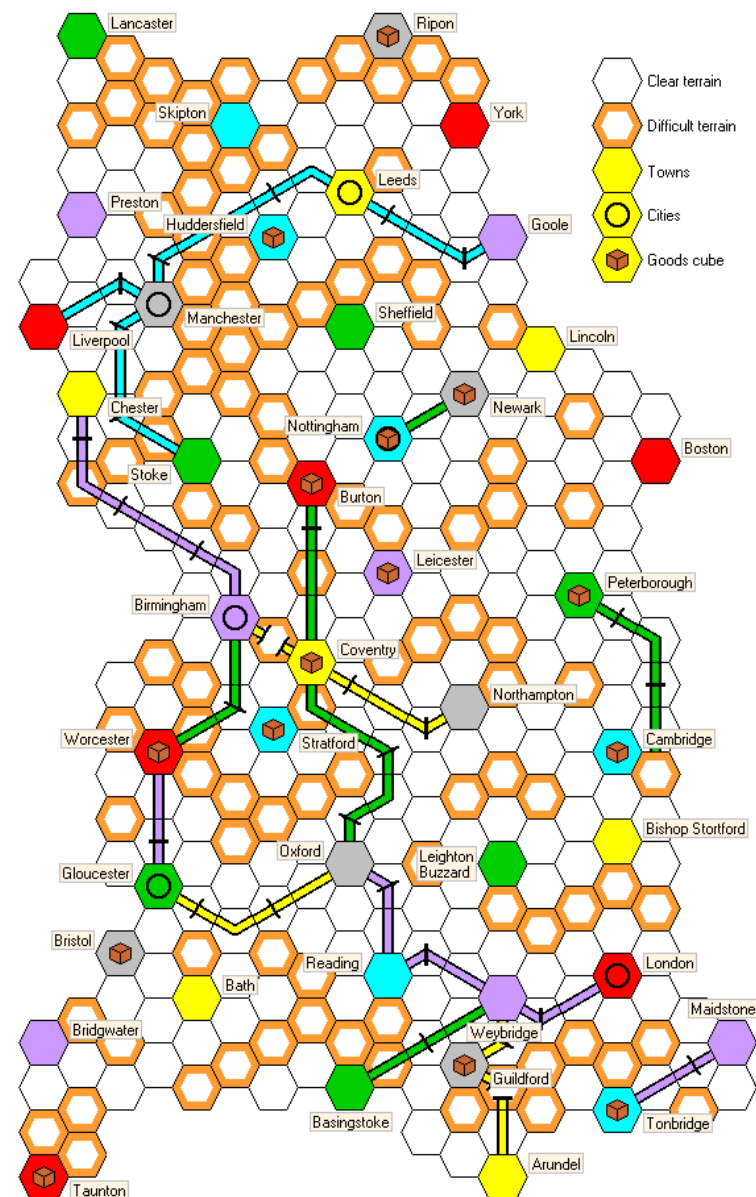
Bishop Stortford and London (3)

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 are never blocked from taking an engineer you want, so there is no need for conditional orders in this area.



Playing sequence

Kevin, Jim, John, Geoff



INDUSTRIAL WASTE 2

Some growth and some unemployment.

ROUND 1

Actions for round 1

Mike Innovation Workers required down to 4

Pete Growth [Advisor] Growth up to 16

Marcus Growth Growth up to 15

Alan Growth [Advisor] Growth up to 16

Mike Hiring/Firing Workers employed down to 4

Marcus Waste Removal All others waste +1

Card Combinations for round 2

Pete chose group 4 Order - Raw Materials - Waste Disposal - Waste Removal

Marcus chose group 5 Advisor - Bribery - Innovation - Order

Alan chose group 1 Bribery - Innovation - Raw Materials - Waste Disposal

Mike chose group 2 Growth - Hiring/Firing - Order - Raw Materials

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	14	4	4	5	5
Pete Campbell	16	5	5	5	5
Marcus Pratt	15	5	5	5	5
Alan Harvey	16	5	5	5	5

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	6	0	5	1	22
Pete Campbell	10	0	5	1	24
Marcus Pratt	10	0	5	0	23
Alan Harvey	10	0	5	1	24

The following card combinations were drawn for round 3.

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

Waste Disposal was discarded during the deal, and the Accident card turned up near the end of the deal, so the cards got shuffled.

Orders required
Round two - actions starting with Pete, then card selection starting with Marcus



OUTPOST 28

The Orbital Lab attracted a lot of interest as the first auction.

ROUND 9

Commander Actions

Pete Auctioned an Orbital Lab for 57. Marcus joined at 58, David at 79, Lyndon at 80. Pete, Marcus and David dropped out at 80. Lyndon got it for 80 (o:4 w:8,10,30,30)

- Bought one Titanium Factory (w:30)
- Bought two Robots (t:9,13)

Marcus Auctioned a Heavy Equipment for 30 and got it (w:30)

- Bought one Titanium Factory (w:4,9 m:17)
- Bought one Population Unit (o:3 w:9)

WillemBought one Titanium Factory (w:7 t:10,13)

- Bought two Population Units (o:3 w:5 t:12)

Mark Auctioned a Laboratory for 80 and got it reduced to 30 after Data Library discounts (o:2,3 w:7,9,9) plus a free Research Factory

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

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

- Bought one Population Unit (w:5,7)

Lyndon Passed

PO	Name	Factories	Population	Robots	Production
1	Mark	2o,3w,1r	5 (5)	0 (0)	1o,5w,1r (51,10)
2	Pete	2o,4w,2t	5 (5)	3 (5)	3o,1W,2t (59,15)
3	Marcus	2o,6w,1t	8 (8)	0 (0)	2o,2w,1W,1t,1m (77,10)
4	Willem	2o,3w,4t	8 (8)	0 (0)	1o,4w,1T (75,10)
5	Lyndon	3o,5w	7 (8)	0 (0)	3o,1w,1W,1m (63,15)
6	Jim	2o,4w,2t	6 (8)	0 (0)	1o,5w,2t (58,10)
7	David	2o,8w	8 (8)	0 (0)	6w,2W (102,15)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Mark	DL, DL, DL, DL, DL, Lab		16 (155)
2	Pete	WH, HE, Rob		15 (105)
3	Marcus	HE, Nod, OL		15 (105)
4	Willem	HE, Nod		15 (55)
5	Lyndon	WH, Nod, OL		13 (100)
6	Jim	HE, Nod		11 (55)
7	David	WH, Nod		11 (50)

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

Orders required
Round ten auctions, bids and purchases



OUTPOST 29

Stand by for lift-off.

NEW GAME

Six players are ready to fly for the next Outpost game.

John Boocock johnlner at yahoo dot com
 Pete Campbell 39 Water Street, Cambridge, CB4 1NZ
 Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG
 Willem Moene Dijkhuizen 4, 1112 SB Diemen, The Netherlands
 Marcus Pratt 14 Clifton Road, Brighton, BN1 3HN
 Jim Reader 5350 Woodcock Circle, Coopersburg, PA18036, USA

The initial Purchase Order and colony card deal came out like this:

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
2	Willem	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
3	Marcus	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
4	John	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
5	Lyndon	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
6	Pete	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
Data Library 1 (3 more)		Heavy Equipment . . 2 (2 more)				
Warehouse 3 (1 more)		Nodule 0 (4 more)				

If you are not intending to go for one of the colony cards in the first round, please submit orders for two complete rounds. You may make your second round orders dependent on the production you get from round one, or indeed anything that happened in round one.

If anyone should go for a colony card in the first round, we'll stop before the second round to give everyone a good look at the situation. If we move into round two and it hasn't been covered in someone's orders, I'll spend their money on a Water Factory if they can afford it, a population unit if they can't, or both if they're lucky. A six player expert game hits the final phase when someone gets 35 VPs.

If anyone needs copies of the postal rules or the reference cards for Outpost, they are available at www.fwtwr.com/postal_games/.

Orders required

Round one and round two auctions, bids and purchases



PUERTO RICO 12

Some area of the quay strain under the weight of goods.

ROUND 10

Stephen is the Mayor (+1).

Willem is the Builder (+1) and builds a Coffee Roaster.

Jim builds a Hospice.

Jim is the Craftsman (+1) and produces extra Sugar.

Kevin is the Trader and trades Coffee. Stephen trades indigo, Willem trades Sugar, Jim trades Tobacco. The Trading House is emptied.

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Ind	Ind	Sug	Tob	Cof	-	-	-	-	7	31

Buildings

1 VP	SIP	1	SSM	2	SMA	×	HAC	×	CON	2	SWA	×
2 VPs	LIP	2	LSM	2	HOS	1	OFF	2	LMA	2	LWA	2
3 VPs	TOB	1	COF	1	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	<div><div></div> Small indigo plant</div>	<div><div></div> Tobacco storage</div>	<div><div></div> Coffee roaster</div>	<div><div></div> Hacienda</div>
DbIns: 8	<div><div></div> Factory</div>			
Chips: 5	Fields: Qry✓✓ Crn✗ Ind✓✗ Sug✓ Tob✗ Cof✓✗✗			Goods: Ind✓ Cof✓
Stephen Webb	<div><div></div> Small indigo plant</div>	<div><div></div> Small sugar mill</div>	<div><div></div> Indigo plant</div>	<div><div></div> Hacienda</div>
DbIns: 3	<div><div></div> Small warehouse</div>			
Chips: 9	Fields: Qry✓✓ Crn✓ Ind✓✓✓ Sug✗✗✗			Goods: Crn✓ Ind✓✓✓✓✓
Willem Moene	<div><div></div> Sugar mill</div>	<div><div></div> Coffee roaster</div>	<div><div></div> Small market</div>	<div><div></div> Harbour</div>
DbIns: 4				
Chips: 10	Fields: Qry✓ Crn✓✓✓ Sug✓✗✗ Cof✓			Goods: Crn✓✓ Sug✓
Jim Reader	<div><div></div> Small indigo plant</div>	<div><div></div> Small sugar mill</div>	<div><div></div> Tobacco storage</div>	<div><div></div> Small market</div>
DbIns: 5	<div><div></div> Small warehouse</div>	<div><div></div> Hospice</div>		
Chips: 7	Fields: Qry✓ Crn✓✓✓ Sug✓ Tob✗✗			Goods: Crn✓✓✓✓✓ Sug✓

Orders required

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



RAILWAY RIVALS 2134-IN

SLUMDOG creeps
up on ODE.

ROUND 10

India

Round 10 Runs

			GRT	SLUM	ODE	CUR	RICE	TAM	
22	25 Indore 64 Calicut	① TAMIL 20 ② RICE 10 ✗ SLUMDOG		-3 -3			+2 +3	-2 +3	19 5 6
23	54 Vijayawada 26 Jodhpur	① GREAT 20 ② TAMIL 10 ✗ CURRY ✗ ODE	-1 +1 +3		-3 -6	-1		+1 +6	17 3 7 3
24	34 Kanpur 43 Calcutta	① SLUMDOG 11 ① ODE 10 ③ CURRY 5 ④ TAMIL 4		+3 +1	-3 -3			-1 +3	7 10 11 2
25	55 Madras 03 Nepal	① CURRY 13 ② SLUMDOG 8 ③ GREAT 5 ④ RICE 4 ✗ ODE ✗ TAMIL	+5 -1 +1 +5/-1 +1		-3 -5	+1/-5	-1		15 2 1 8 3 1
26	65 Madurai 36 Varanasi	① CURRY 20 ② SLUMDOG 10							20 10
27	12 Delhi 46 Cuttack	① ODE 16 ② GREAT 9 ③ CURRY 5 ✗ SLUMDOG		-5 -5 -5 +5	+5 -3 +5				16 4 -3 15
28	16 Jaipur 06 Any Seaport	① ODE 13 ② RICE 7 ② TAMIL 6 ④ GREAT 4 ✗ CURRY	+2		+3	-1	-3 -2	+1	10 12 5 2 1

Round 10 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
K11 - Mangalore. -6 (builds) +1 (ODE) +1 (RICE) = -4

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)
None.

Over Deccan Express (ODE) (John Marsden, Green)
Y21 - X20 - X17. -6 (builds) -1 (GREAT) -1 (CURRY) +2 (RICE) = -6

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)
None. +1 (ODE) +1 (RICE) = +2

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)
Agra - O60. -5 (builds) -1 (GREAT) -2 (ODE) -1 (CURRY) -1 (TAMIL) = -10

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

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
ODE	180	-	3	10	3	-	16	10	-6	216
SLUMDOG	171	6	-	7	2	10	15	-	-	211
CURRY	113	-	7	11	15	20	-3	1	+2	166
TAMIL	115	19	3	2	1	-	-	5	+1	146
RICE	115	5	-	-	8	-	-	12	-10	130
GREAT	76	-	17	-	1	-	4	2	-4	96

Round 11 Runs

29. 32 - 56 Jabalpur to Madras
30. 61 - 42 Bangalore to Bhagalpur
31. 33 - 23 Agra to Bombay
32. 41 - 01 Patna to Pakistan
33. 52 - 15 Vishakhapatnam to Bareilly
34. 62 - 13 Hubli to Amritsar
35. 24 - 04 Pune to Assam

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



RAILWAY RIVALS 2148-LE

All runs are available.

ROUND 6

London and South East [12 points for these builds]
London & South East Railways (LOSER) (Bob Coull, Black)
London (south) - London (north west), G65 - F65 - F67, Haywards Heath - H5 - G6, C48 - C46, H52 - I53.

$$48 + 1 \text{ (ODE)} - 2 \text{ (BUM)} - 1 \text{ (FWTDR)} = 46$$

Opening Due East (ODE) (John Marsden, Green)
B46 - B43 - C43, H50 - I51 - L49, J57 - K57 - Gravesend, H21 - H20.
15 - 1 (LOSER) +2/-1 (BUM) +1/-1 (GITCO) -1 (FWTDR) = 14

Bloody Useless Management (BUM) (Jim Reader, Yellow)
K22 - L22 - L27 - M28, N12 - Tunbridge Wells.
54 +2 (LOSER) +1/-2 (ODE) +1 (GITCO) = 56

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
D55 - D56 - E57 - F56, D6 - Brighton - D4, C56 - C60 - B60 - B61 - A62.
72 +1/-1 (ODE) -1 (BUM) -1 (FWTDR) = 70

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
I73 - Margate, J43 - London (north west), Horsham - I1 - G2, C52 - B51.
61 +1 (LOSER) +1 (ODE) +1 (GITCO) = 64

Round 7 Runs

1.	54 - 42	Horsham to Lewes
2.	61 - 14	London (south) to Eastbourne
3.	32 - 44	Sevenoaks to Brighton
4.	22 - 05	Canterbury to Cross Channel
5.	62 - 56	London (south) to Reigate
6.	24 - 16	Ramsgate to Bexhill
7.	31 - 03	Gravesend to the West

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



RAILWAY RIVALS 2157-KA

And still they head west.

ROUND 2

Kansas [16 points for these builds]
Mid-Western Express (MWE) (Tony Bromley, Purple)
T29 - S29 - Abilene - S24 - T23 - T17, U38 - Atchison.
32 +6 (towns) = 38

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
Herington - Q27 - P26 - P18 - O18 - O15.
23

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
F29 - F27 - Wellington - Harper - C22 - Kiowa, F27 - J25, F30 - Winfield, F36 - Independence.
26 +15 (towns) -1 (HICK) = 40

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
H29 - Wichita - Pratt - H13.
26 +9 (towns) +1 (WEAR) = 36

Central American Railways (CAR) (Don Shailer, Orange)
I30 - K29 - Newton - Hutchinson - Lyons - Great Bend - N18 - M18 - M17.
26 +12 (towns) = 38

Nearly everyone got at least one hex reference wrong in their orders. Please, double check the references when you write your orders. Do not assume the numbers increase in the direction you are building, or anything, come to that. If I end up having to second-guess your builds and give you something other than what you intended, you will probably have to live with it.

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2160-KT

Only one clash of towns.

SET UP

Kentucky and Tennessee

Player/Colour	Start	Railroad
Bob Coull Green	Rockwood	Connections Uniting Eastern States (CUES)
Michael Graystone Brown	Nashville	Graystone Railways Entertains Another Territory (GRUBBY)
Steve Ham	Owensboro	Bluegrass Ancient Railways Gain An Increasing Notoriety Because Untidiness Causes Kentuckians Extreme Terror (BARGAIN BUCKET)
Purple Colin Sharpe	Louisville	Cairo, Owensboro, Louisville Intercounty Network (COLIN)
Blue Rob Thomasson	Bowling Green	REBs 'r' US
Red		(REBUS)

Colin and Rob both chose Louisville as their first choice, and both chose Bowling Green as their second, so the dice came out to resolve the dispute.

I have to thank Steve for his company name. At least, I think I do. I suspect it will be abbreviated on the reports to Bluegrass Ancient Railways.

Builds
Up to 15 points excluding payments to rivals





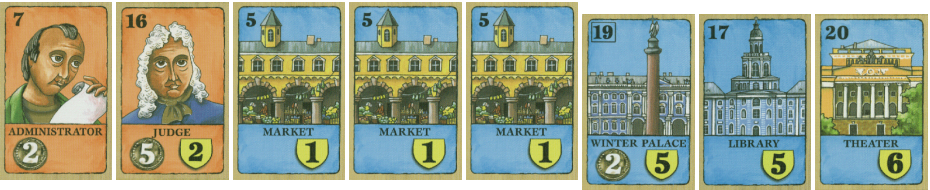
SAINT PETERSBURG 3

Just once round the table this time.

PHASE 3-B

Round 3 - Building Phase

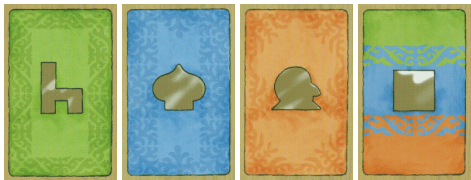
Kevin	Bob	Tony	Rob
+ Customs House	+ Pub	✕	Observes Aristocrats + Author



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	11	12	9r + 0v	1r + 6v	2r + 0v	Worker	15
Rob	12	0	15r + 0v	0r + 1v	5r + 0v	Aristocrat	16
Kevin	9	10	9r + 0v	5r + 6v	4r + 1v	Building	12
Bob	18	6	12r + 2v	0r + 0v	6r + 2v	Trading	21

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

Orders required
Round three Aristocrat phase led by Rob

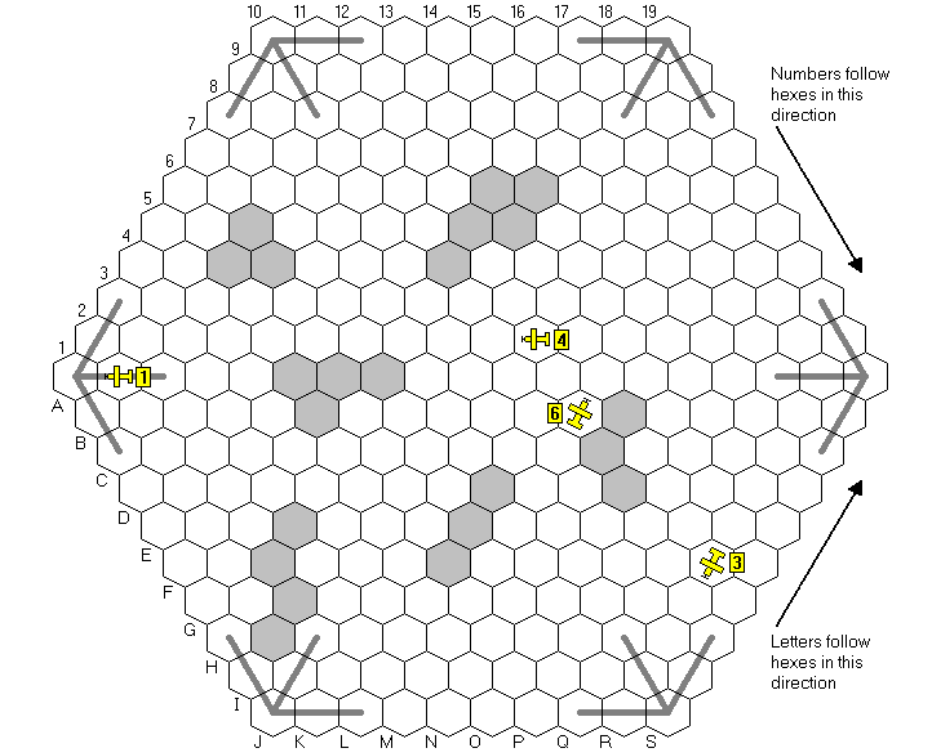


SOPWITH T353FW

Full on!

ROUND 5

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	E5-W	A, A, A {1 kill} {Airfield: A1}	B2-W	10:08:17
3 <i>Wizard Prang</i> Jim Reader	Q15-SW	A-fR, LT, RT {Airfield: J19}	R13-SW	13:08:00
4 <i>Mark</i> Mark Stretch	M15-SW	A-fA, RS-fLA, RT {½ kill} {Airfield: S19}	K12-W	07:02:16
6 <i>Glider</i> Hugo Griffin	M11-NE	A-fA, O-fA, O-fR {½ kill} {Airfield: J1}	M12-NE	05:09:19



Mark and Glider go head-to-head for the first turn and score points as they close. Glider then stalls, wanting more of the same, but Mark has turned away. Glider has sight of Mark's tail for next time... The clouds moved north west.



YEAR OF THE DRAGON 1

There's just a few points in it.

ROUND 12



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



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

Actions

Michael Research - gains 3 VPs

Lyndon Get up to 3 Yuan - gains 3 Yuan

Pete Taxes - gains 5 Yuan

Rob Get up to 3 Yuan - gains 3 Yuan

Event - Drought

Michael Pays 3 rice - releases Healer 1 from palace 1

Lyndon Pays 3 rice

Pete Pays 3 rice - releases Healer 1 from palace 3

Rob Pays 4 rice

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

Final Scoring

Michael 19 - 16 for People, 3 for Monks

Rob 31 - 18 for People, 12 for Monks, 1 for Money

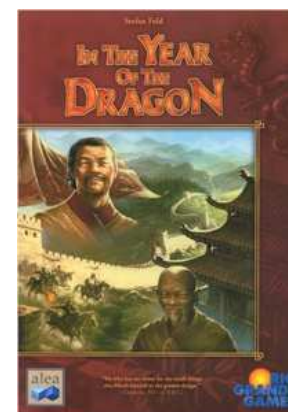
Pete 18 - 14 for People, 2 for Monks, 2 for Money

Lyndon 19 - 12 for People, 6 for Monks, 1 for Money

	Michael	Rob	Pete	Lyndon
Score (final)	86	100	92	104
Person track	49	34	44	49
Yuan (money)	2	3	7	3
Dragons/Fire/Rice	0 / 0 / 0	1 / 0 / 0	2 / 0 / 0	2 / 0 / 0
Palace 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		
		-		

1st	Lyndon Gurr	104
2nd	Rob Thomasson	100
3rd	Pete Campbell	92
4th	Michael Longdin	86

Congratulations to Lyndon, who managed to keep ahead of Rob, despite Rob's high final scoring round. We'll wrap it up next time with words of wisdom from the players, should they feel inclined to share such pearls.



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	3.635
▲ Ken Boucher	3.520
▲ Per Hallberg	3.286
▲ David Hilbert	3.061
▼ Pete Campbell	2.800
▲ John Boocock	2.600
- Victor Cronshaw	2.475
▼ Rob Thomasson	2.438
▼ Jon Tasso	2.250
▲ Michael Graystone	2.118
▼ Mick Haytack	2.089

The rating system is:

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

- ★ Completed games and winners:

1870 e828 {1870-Q26}	Ken Boucher
1856 e832 {1856-S26}	Willem Moene
1870 e840 {1870-V26}	Jon Tasso
1850 e858 {1850-I27}	Peter Hawkins {RIP}
Carcassonne e898 {Inns & Cathedrals}	Willem Moene
Princes of Florence e899	Pete Campbell
Puerto Rico e900	Pete Campbell
Saint Petersburg e903 {Banquet}	David Hilbert
Carcassonne e904 {River}	John Colledge/Kath Collman
Carcassonne e909	Willem Moene
Ingenious e912	Kath Collman
1800 e917 {1800-S29}	Peter Hawkins {RIP}
Acquire e920	John Boocock
Acquire e922 {Powers}	Michael Graystone

- ★ New games and start dates:

Puerto Rico e926	Sep 20th
1800 e927 {1800-Z29}	Sep 21st
Carcassonne e928	Dec 10th
Acquire e929	Dec 10th
1825 e930 {1825-K30 - Unit 2}	Dec 13th
Puerto Rico e931	Dec 13th
Ingenious e932	Dec 13th
1825 e933 {1825-L30 - everything}	Dec 14th
1856 e934 {1856-M30}	Dec 16th



PREVIEW

As has already been said in the editorial, no new games will be starting for the immediate future.



When the time is right, these are next games due to start:

1861, Bus Boss {France}, Agricola, Puerto Rico

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Sep 16	Ode 316
Sep 19	Devolution 82
Sep 21	...mais n'est-ce pas la gare? 110
Oct 4	The Tangerine Terror 51
Oct 7	Minstrel 340
Oct 13	Save Your XXs For Me 77
Oct 20	...mais n'est-ce pas la gare? 111
Oct 30	Ode 317
Nov 2	Variable Pig 126
Nov 7	Minstrel 341
Nov 10	Save Your XXs For Me 78
Nov 18	...mais n'est-ce pas la gare? 112
Dec 3	Minstrel 342
Dec 8	Devolution 83
Dec 10	Save Your XXs For Me 79
Dec 13	Ode 318

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	The rating system is:
▲ Lyndon Gurr	3.441	
- Tony Bromley	3.400	5 points for a win
▼ Pete Campbell	3.333	3 points for second
- Lionel Robbins	2.950	1 point for third
- 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	2.160	
- Colin Sharpe	2.065	
▲ Richard Lunn	2.000	

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. ✱

WHO PLAYS WHAT

John Boocock	1829-A30, 1861-R29, Agr4, OP29	Willem Moene . . .	1825-H27, 1830-T29, 1856-Y27,
Tony Bromley	RR-2157-KA		1861-C27, 1870-Y26, 1870-N29, Acq55,
Pete Campbell	1825-H27, 1826-J28, 1829-A30, 1837-L27,		Acq56, OP28, OP29, PR12
	1861-C27, 1870-N29, 1889-O29, Agr3,	Greg Payne	BA20, Sop353
	BB-324-ENG, BB-327-CD, IW2, OP28,	Marcus Pratt	Agr4, Bat4, IW2, OP28, OP29
	OP29, RR-2157-KA, YoD1	Jim Reader	6n15, Agr3, Agr4, BA20, BB-324-ENG,
John Colledge	6n15, Acq56, Acq57		BB-327-CD, CM2, OP28, OP29, 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-A30, 1870-O27
Mark Frueh	1830-T29, 1870-N29	Adam Romoth . . .	1837-L27, 1870-Y26
Michael Graystone . .	6n15, Acq54, Acq56, Acq57, Bat4,	Tony Sait	1830-V2-U28, RR-2148-LE
	BB-324-ENG, RR-2134-IN, RR-2160-KT,	Don Shailer	6n15, RR-2157-KA
	Sop353	Colin Sharpe	6n15, Acq56, Acq57, RR-2134-IN,
Hugo Griffin	Sop353		RR-2160-KT
Lyndon Gurr	1826-J28, 1856-Y27, 1861-C27, 1861-R29,	John Shelley	1826-J28, 1829-A30, 1830-T29, 1856-Y27,
	1870-Y26, 1870-N29, 1889-O29, Acq55,		1861-R29, 1870-O27
	OP28, OP29, YoD1	David Smith	OP28
Steve Ham	Bat4, BA20, RR-2134-IN, RR-2160-KT	Don Smith	1826-J28, 1830-T29, 1830-V2-U28,
Geoff Hardingham . .	CM2		1837-L27, 1856-Y27, 1861-R29, 1870-Y26,
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2		1870-O27, 1870-N29, 18GA-Z27
Mike Head	1889-O29, 18GA-Z27, IW2	Allan Stagg	Agr3, Bat4
Mike Hutton	1825-H27, 186-1C27,	Mark Stretch	1830-V2-U28, 18GA-Z27, 6n15, Bat4,
	1870-Y26, BB-327-CD		OP28, Sop353
Kevin Lee	6n15, Acq54, Acq57, Agr3, Agr4, BA20,	Brian Tappenden .	RR-2134-IN
	BB-327-CD, CM2, PR12, RR-2157-KA,	Steve Thomas . . .	1837-L27
	StP3	Rob Thomasson . .	1829-A30, 1830-T29, 1856-Y27, 1870-O27,
Michael Longdin . . .	YoD1		RR-2160-KT, StP3, YoD1
Richard Lunn	Acq57, BA20	Roger Trethewey .	BB-327-CD, RR-2148-LE
John Marsden	Acq55, Bat4, BB-324-ENG, CM2,	Stephen Webb . . .	1826-J28, 1837-L27, 1861-C27, PR12
	RR-2134-IN, RR-2148-LE	Tony Wilcock	Acq54, Acq55, Acq56, StP3



OUTSIDE EDGE

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

Wednesday January 19th 2011

18xx games - Friday January 14th

Future deadlines: 18xx games: February 11th Other games: February 16th

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.