

FOR WHOM THE DIE ROLLS

January 2011

Published by Keith Thomasson

Issue 179

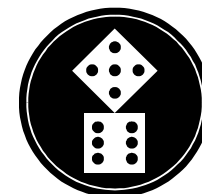
This page has been added to the PDF copy
so that reports that appear on facing pages
in the paper copy are shown side-by-side.

never
never
never
give
up

(winston churchill)



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #179, 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.

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

- ✱ 1825 John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
- ⇨① 1830 Adam Romoth, Richard Lunn, Tony Sait, Don Smith
- ⇨② 1830 (Variant map 2) .. Richard Lunn, Pete Campbell, Don Smith
- ✱ 1856 Mark Frueh, Don Smith, Rob Thomasson, Adam Romoth, Richard Lunn
- ⇨① 1856 John Shelley, Mike Hutton, Tony Sait, Don Smith
- ✱ 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
- ⇨② RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer, Roger Trethewey
- ⇨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
- ✱ Bus Boss (Scotland) ... Pete Campbell, Don Shailer, Mark Stretch, Roger Trethewey, Jim Reader
- ✱ Railway Rivals Pete Campbell, Mark Stretch, Roger Trethewey, Tony Sait, Jim Reader
- ⇨④ Railway Rivals Bob Coull

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

START

Welcome to issue #179. This one has turned around much faster than the last, although some people did seem determined to make it an interesting ride. I'm sure some orders only arrived early because I got the deadline dates mixed up on the paper copies that went out.

In the end, I had virtually all orders in by the morning after what the main deadline should have been. Unfortunately I was still trying to adjudicate the 18xx games following some later deliveries on that front, so the time slots assigned for the zine overflowed again.

One delay was related to email addresses. I forwarded a joint run request and got a response commenting that I insist on using an old, out-dated email address. Actually, I was using the only address I knew about, but it is worth mentioning briefly why I had not updated the address in question.

When I send or receive e-mail, what I see is the person's name. The address itself is not visible. Consequently, if I receive a message from someone using a different address, I will have no way of knowing that it is in fact different. Even if I could see it, I would have to be intimately familiar with everyone's addresses to realise that this is, in fact, a different address, and even then, with no mention of the change in the message, it would not be sensible to assume that this is now the address to use for all future messages.

When your mail address changes, what you need to do is to tell me that the address has changed, and to include the new address in the body of the message you send to tell me this. Comments like 'use this address in future' on their own are unhelpful and frustrating, because the address is not visible! You wouldn't send a letter telling people of a new postal address without including the address in the letter. Well, I would hope not, anyway.

But enough. I must get this issue out before I find reasons to delay...



YEAR OF THE DRAGON 1

Intent stated and reality admitted.

GAME OVER

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

Rob Thomasson (2nd): My intent was to be at the front of the person track and to buy a 2 Dragon Privilege on the first turn. Neither of those objectives was achieved and I found myself adrift on the person track and needing cash to get the actions I needed. Once I took that on board I gradually improved my scoring position but not enough to catch Lyndon, who managed his game well throughout. Thanks to all and to Keith for keeping the detail of the game so well under control.

I think that was a successful first run for In The Year of the Dragon, so we may do another at some point. Thanks to everyone for being willing to risk the first game!



6 NIMMT! 15

Some high penalties
for this round.

ROUND 8

Hand 1 (1-104)

	104	82	
	99	58	
	94	57	
98	86	46	76
88	51	15	74
1/6	2/9	3/5	4/2

Jim (31) takes row 4 for 1 pt, Colin (40), Bob (42), John (53), Kevin (68), Michael (74) takes row 4 for 7 pts, Don (76), Mark (98).

Hand 2 (1-104)

	92		
	90		
	89		
	42	61	
52	39	59	80
1/1	2/7	3/2	4/3

Michael (9) takes row 1 for 1 pt, Bob (16), Mark (30), Jim (43), Colin (49), Kevin (52) takes row 1 for 7 pts, John (59) takes row 3 for 11 pts, Don (61).

Hand 3 (1-84)

38			
37			
32			
24	74	54	58
1/4	2/1	3/1	4/8

Bob (24) takes row 1 for 3 pts, Mark (32), Don (37), Kevin (38), Michael (52), John (53), Jim (54) takes row 3 for 5 pts, Colin (74) takes row 2 for 9 pts.

Hand 4 (1-84)

	38		
81	23		
80	19	61	
79	17	59	
73	13	51	72
1/6	2/5	3/3	4/1

Mark (23), Colin (38), Don (44), John (51) takes row 3 for 10 pts, Bob (59), Kevin (61), Michael (68), Jim (72) takes row 4 for 17 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	7	5	0	20
Don Shailer	1	0	3	17	21
Kevin Lee	5	8	11	0	25
Bob Coull	12	1	9	8	30
Colin Sharpe	15	14	16	0	45
Mark Stretch	8	18	19	17	62
Jim Reader	21	10	18	30	79
John Colledge	15	41	15	23	94

Orders required

Round nine - cards for each hand



1825-H27

The Minors have fun
with their first round.

OR13

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	-	180	No	①	280▼	260	-
GWR	PC	25:U17:3	500	Yes	-	280▲	51	5 3T 3T
Mid	LR	12:P18:5	280	No	②	160▼	430	5 3T
NER	AH	14:M15:2	200	Yes	-	126▲	0	4 3T
LSWR	MH	9:W13:1	3:Y11:2	510	Yes	-	255▲	10 5 4 3T
GER	WM	-	330	Yes	-	142▲	50	4 3T 3
NBR	AH	34:G5:4	190	Yes	-	112▲	30	5
Cal	MH	-	-	-	③	55▼	0	3
L&YR	LR	33:O9:1	280	Yes	-	160▲	0	4 3
SECR	PC	38:W23:5	290	Yes	④	100▲	39	U3 3
GNR	MH	9:S21:2	3:T24:5	330	No	⑤	90▼	70 6 4 U3
GCR	WM	-	210	Yes	-	112▲	120	5
LBSC	MH	23:V12:6	260	Yes	-	126▲	0	3T 3
Cam	WM	5:R8:3	110	Yes	⑥	420▲	20	6 2+2 U3
NS	LR	1:Q13:2	110	Yes	⑦	126▲	2	3 3T
TV	WM	10:V8:3	50	Yes	⑧	100▲	40	4T 4T
LT&S	AH	-	180	Yes	-	71▲	10	2+2
SDR	MH	38:V10:1	170	No	-	49▼	170	5
MGN	MH	9:R22:2	8:Q25:4	140	No	-	42▼	150 4T

- Notes:
- ① 10 to the bank for renting a '5' train
 - ② 550 to the bank for a '5' train
 - ③ 390 to the GNR for a '3' train
 - ④ 40 to the bank for a token in X20
 - ⑤ 650 to the bank for a '6' train
 - ⑥ 1,250 to the bank for a '6' train and a '2+2' train
 - ⑦ 300 to the Midland for a '3' train
 - ⑧ 480 to the bank for a '4T' train

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Willem Moene	11	391	402	4,486	17.5▼	15
Lionel Robbins	75	449	524	4,688	18.3▼	23
Mike Hutton	162	564	726	5,076	19.8▼	17-25
Pete Campbell	59	840	899	5,589	21.8▲	27
Alan Harvey	104	871	975	5,793	22.6▲	31

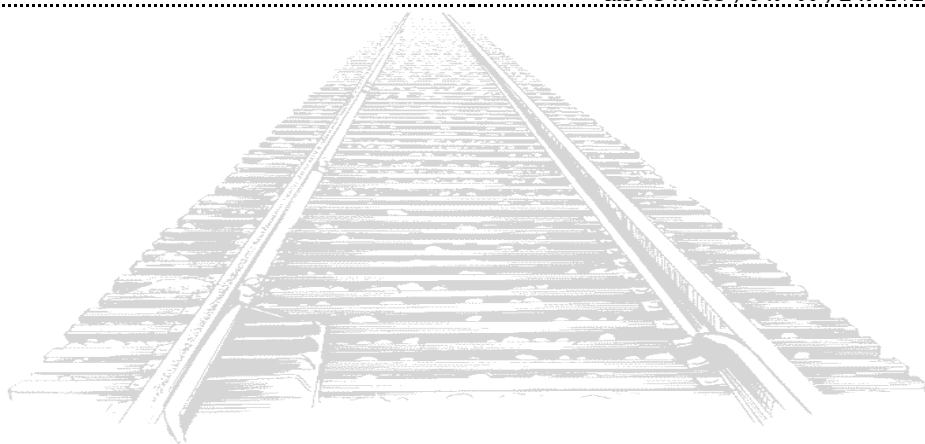
Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/2	2/3	3/3	4/7	5/4	6/7	7/7	8/13	9/10	55/3	56/3	58/4	69/3
114/1	115/2	198/1	199/1	10/1	11/4	12/5	13/3	14/4	15/1	16/3	17/-	18/2
19/3	20/1	21/1	22/-	23/8	24/9	25/-	26/3	27/3	28/4	29/4	30/1	31/1
52/6	81/1	82/1	83/-	87/1	88/1	32/-	33/-	34/-	35/2	37/2	38/3	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								

Willem, your plans for the Cambrian went slower than planned because the Cambrian is the only company that can lay the first tile in its home hex of R8.

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	-	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)	-	280	280	160	126	255	142	112	55	160	100	90	112
Company credit	-	260	51	430	0	10	50	30	0	0	39	70	120
Tokens	-	5	5	2	2	1	2	3	2	1	2	-	1
Trains	-	-	5	5	4	5	4	5	3	4	U3	6	5
			3T	3T	3T	4	3T			3	3	4	
						3T	3					U3	

	LBSC	GSWR	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	5	-	-	-	4	2	-	-	-	-	-	-
Alan Harvey	-	-	-	-	-	8D	-	-	-	-	-	-
Bank (new)	-	10	6	4	-	-	-	-	10	10	10	10
Price (new)	67	67	420	112	100	61	55	49	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	126	-	420	126	100	71	49	42	-	-	-	-
Company credit	0	-	20	2	40	10	170	180	-	-	-	-
Tokens	1	3	-	-	-	-	-	-	1	1	1	1
Trains	3T	-	6	3	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
	3	-	2+2	3T	4T							
			U3									

Bank cash: 11,474 Certificate limit: 31 Trains: 1 x '6', 2 x '7'
also 3 x 'U3', 1 x '4T', 2 x '2+2'



Track may leave the grid if it connects to these areas

1825 Units 1-2-3

Game H27

Referee:
Keith Thomasson

Company	Home	Base	Train
Canbrian	R8	CM	U3 410
Furness	M9	FR	5 550
GNoS	B12	SS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	2+2 600
M&C	K7	MC	3T 370
M&GN	Q23	MG	4T 480
North Staffs	Q13	NS	3T 370
S&DR	W9	SD	5 550
Tall Vale	V9	TV	4T 480

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Orders required for the following round

By the early deadline

OR14



1826-J28

Welcome to the SNCF.

OR7 - SR5

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	DS	24:L4:2	150	Yes	① ②	122D▲	777	-	-
B	LG	15:C15:3	310	Yes	-	110D▲	61	-	-
GC	JS	8:M9:1	210	Yes	-	110D▲	12	-	6H
M	JS	87:K5:2	180	Yes	③	110A▲	82	-	6H
A	PC	9:J12:1	100	Yes	④ ⑤	100D▲	207	-	10H
P	SW	515:G9:1	210	Yes	⑥ ④	82E▲	39	-	6H
N	SW	63:C13:1	220	Yes	⑦	82E▲	260	1	10H 6H
E	LG	63:C11:1	140	No	⑧ ⑨	50G▼	512	-	6H 6H

- Notes: ① Converts to a 10-share company
 ② 610 from the bank for the sale of 5 shares {••}
 ③ 80 to the bank for a token in I7
 ④ 600 to the bank for a '10H' train
 ⑤ The O and PO merge to form the SNCF, Stephen is President
 ⑥ 82 to the bank for 1 share
 ⑦ 1 to the P for a '10H' train
 ⑧ 38 to the B for a '6H' train
 ⑨ 260 from the bank for the sale of 4 shares {▼50G}

Stock Round 5

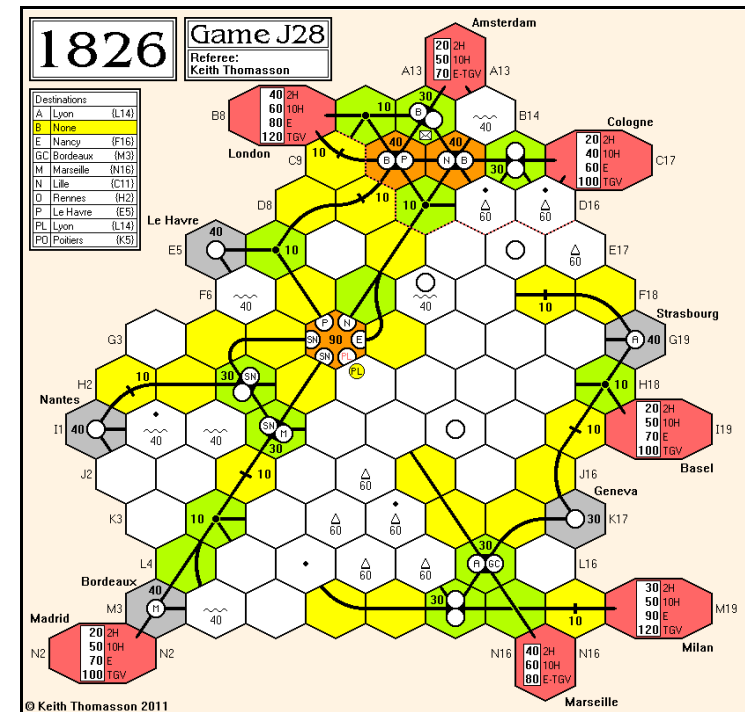
John	Don	Pete	Stephen	Lyndon
+ M treasury	+ SNCF pool	+ A treasury	+ N treasury	- 1 B {••}
+ M treasury	+ SNCF pool (gains Pres)	✗	+ N treasury	+ N treasury
+ GC treasury	+ SNCF pool	✗	+ P treasury	+ N treasury
- 1 N {▼75F}	✗	✗	✗	+ N pool
+ M treasury	✗	✗	✗	+ P pool
✗	✗	✗	✗	✗
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	OR7	SR5	c/f	Value	%	Certs
John Shelley	140	258	-358	18	1,200	22.0▲	9
Don Smith	218	155	-330	43	1,033	19.0▼	9
Pete Campbell	106	45	-100	51	881	16.2▼	6
Stephen Webb	211	174	-246	73	949	17.4▼	8
Lyndon Gurr	124	230	-293	39	1,381	25.4▲	13-15

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds									
3/2	4/2	5/2	6/2	7/2	8/12	9/12	57/5	58/3	14/2	15/1	16/1	19/1		
20/-	23/5	24/3	25/3	26/1	27/1	28/1	29/1	87/-	88/2	141/1	142/1	143/1		
203/-	204/-	514/1	619/2	39/1	40/1	41/2	42/2	43/3	44/1	45/2	46/2	47/3		
63/3	70/1	515/-	611/2											

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

Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	7	-
Bank (pool)	4	2	4	2	-	1	4	-	4
Treasury shares	1	1	-	4	1	-	2	-	-
Price	100D	110D	50G	110D	110A	82E	82E	110A	110A
Loans	-	-	-	-	-	1	-	-	-
Company credit	307	99	512	122	412	670	121		1,107
Tokens	1	1	3	2	2	2	1		4
Trains	10H	-	6H 6H	6H	6H	10H 6H	6H		-
Bank cash: 8,426			Certificate limit: 15				Trains: 2 x '10H', 4 x 'E'...		
Current operating order			B, GC, M, SNCF, A, P, N, E						



Orders required for the following rounds	By the early deadline
OR8, OR9	Adjudication can pause between rounds if requested



1829-A30

Pete buys the LNWR
and GWR Directorships.

SR1

I managed to include John's old UK address last time, which is odd, because it is nowhere on my system any more. Anyway, his true address is:

John Shelley 59 Avenue de la Republique, 33820 St Ciers sur Gironde, France

Stock Round 1

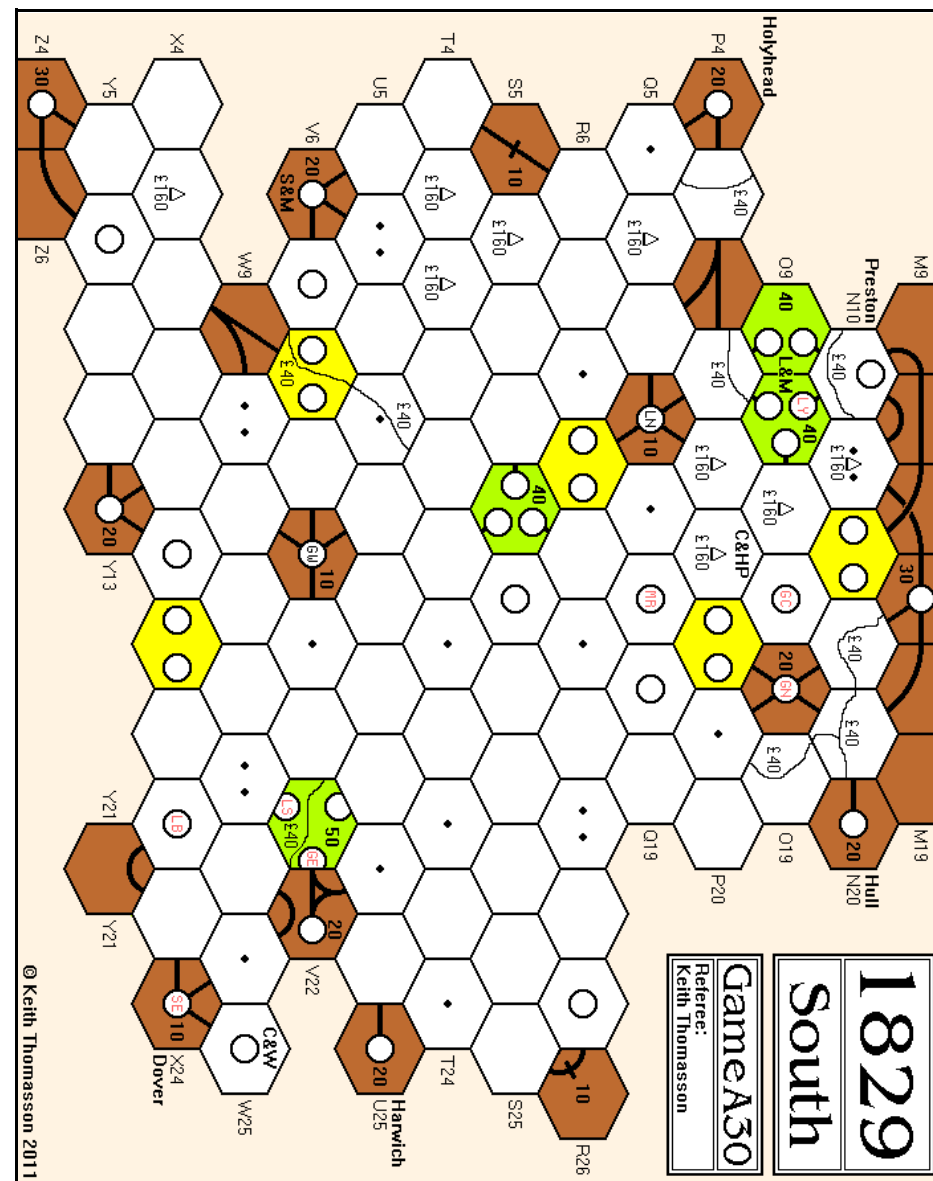
Pete	Rob	John Shelley	Lionel	John Boocock
✗	+ S&M	+ C&HP	+ C&W	+ L&M
+ LNWR/Dir	+ LNWR new	+ LNWR new	+ LNWR new	+ LNWR new (floated)
+ LNWR new	+ LNWR new	+ LNWR new	✗	+ LNWR new
+ GWR/Dir	+ GWR new	✗	+ GWR new	+ GWR new
✗	+ GWR new (floated)	✗	+ GWR new	✗
✗	+ GWR new (gains Dir)	✗	+ GWR new	✗
✗	✗	✗	✗	Priority for SR2

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Pete Campbell	504	-480	24	504	20.0	4
Rob Thomasson	504	-500	4	504	20.0	5
John Shelley	504	-275	229	504	20.0	3
Lionel Robbins	504	-500	4	504	20.0	4
John Boocock	504	-500	4	504	20.0	4

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	3D	2	-	-	-	-	-	-	-	-
Rob Thomasson	S&M	2	3D	-	-	-	-	-	-	-	-
John Shelley	C&HP	2	-	-	-	-	-	-	-	-	-
Lionel Robbins	C&W	1	3	-	-	-	-	-	-	-	-
John Boocock	L&M	2	1	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	1	10	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		100	90								
Company credit		1,000	900								
Tokens		6	6	5	5	5	4	4	4	3	3
Trains		-	-	-	-	-	-	-	-	-	-
Bank cash:	19,735	Certificate limit: 18				Trains: 7 x '2', 6 x '3',					

Tiles	Tile number/Availability								One Operating Round between Stock Rounds	
1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/10		



Orders required for the following rounds

By the early deadline

OR1, SR2



1830-T29

We will start operating
with three companies.

PUBLICS

Stock Round 1 - Public Companies

Willem	Rob	John	Don	Mark
✗	+ PRR/Pres (76)	+ NYNH/Pres(71)	+ B&O new	+ B&O new
✗	+ PRR new	+ NYNH new	+ B&O new	+ B&O new (floated)
✗	+ PRR new	+ NYNH new	+ B&O new	✗
✗	+ PRR new (floated)	+ NYNH new	✗	✗
✗	✗	+ NYNH new (floated)	✗	✗
✗	✗	✗	Priority for SR2	

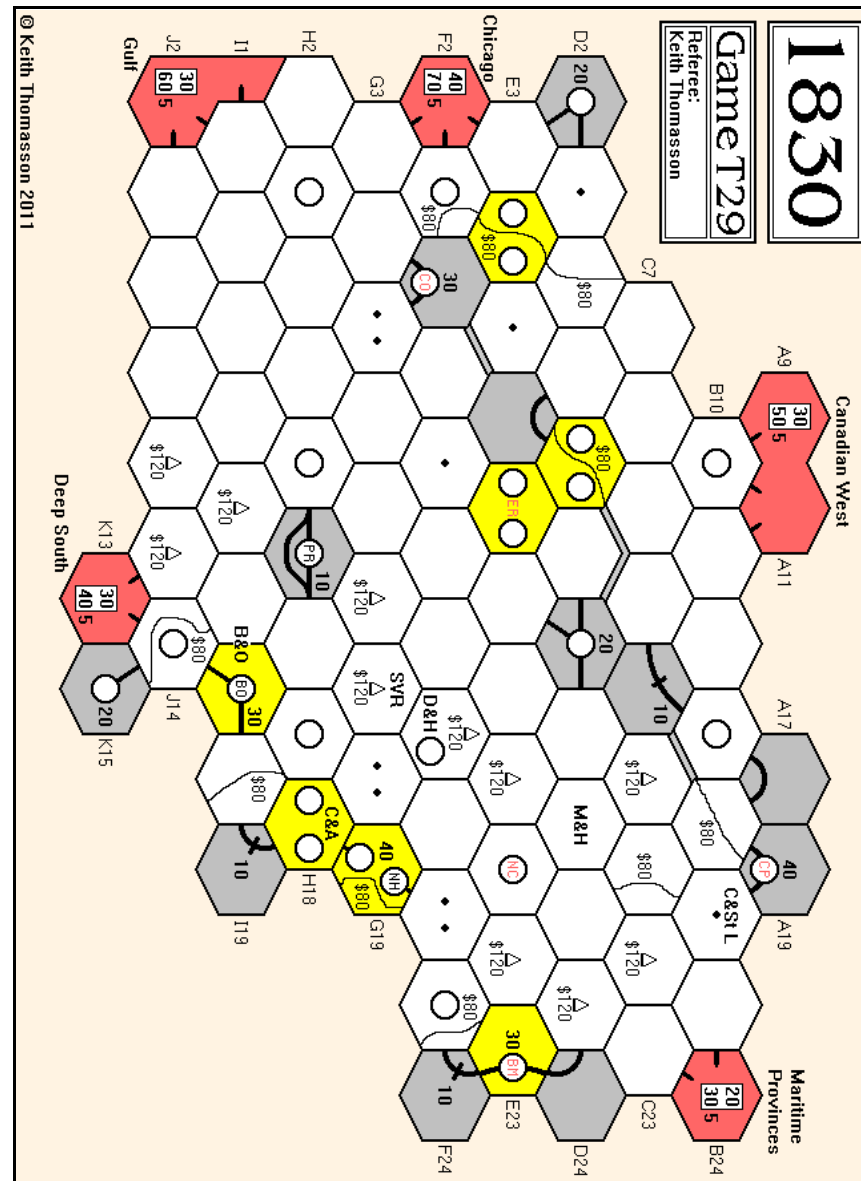
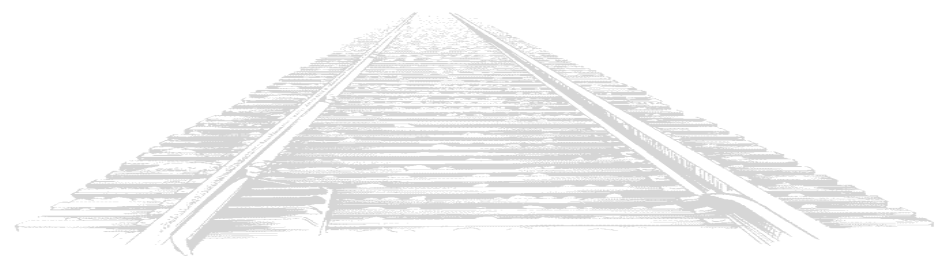
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Don Smith	350	-300	50	480	18.2	5
Mark Frueh	260	-200	60	680	25.9	4
Willem Moene	280	0	280	516	19.6	2
Rob Thomasson	405	-380	25	475	18.1	5
John Shelley	440	-426	14	480	18.2	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR, M&H	-	3	-	-	-	-	-	-
Mark Frueh	B&O	-	4P	-	-	-	-	-	1
Willem Moene	C&A	-	-	-	-	-	-	-	5P
Rob Thomasson	D&H	-	-	-	-	-	-	-	-
John Shelley	C&StL	-	-	-	-	-	6P	-	-

Bank (new)	10	3	10	10	10	10	4	4
Price (par)		100					71	76
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A					71E	76D
Company credit		1,000					710	760

Trains	-	-	-
Bank cash: 9,101	Certificate limit: 13	Trains: 6 x '2', 5 x '3'	
Current operating order:	B&O, PRR, NYNH		

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 rounds

By the early deadline

OR1, SR2



1830-V2-U28

Just one new train
bought this time.

OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	54:E15:4	70	Yes	-	126A	720	2
B&O	DS	9:J22:2	160	Yes	-	112A	540	3 2 2
Erie	TS	57:F20:2	-	-	① ②	82B	640	3
PRR	AH	53:F6:1	140	Yes	①	70G	102	3 2 2 2

Notes: ① 80 to the bank for terrain costs

② 180 to the bank for a '3' train.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	23:D12:4	70	Yes	-	142A	720	2
B&O	DS	14:I19:1	180	Yes	-	126A	540	3 2 2
Erie	TS	9:G19:2	50	Yes	-	90B	640	3
PRR	AH	53:E9:2	160	Yes	①	75F	0	3 2 2 2

Notes: ① 120 to Alan for the C&A private

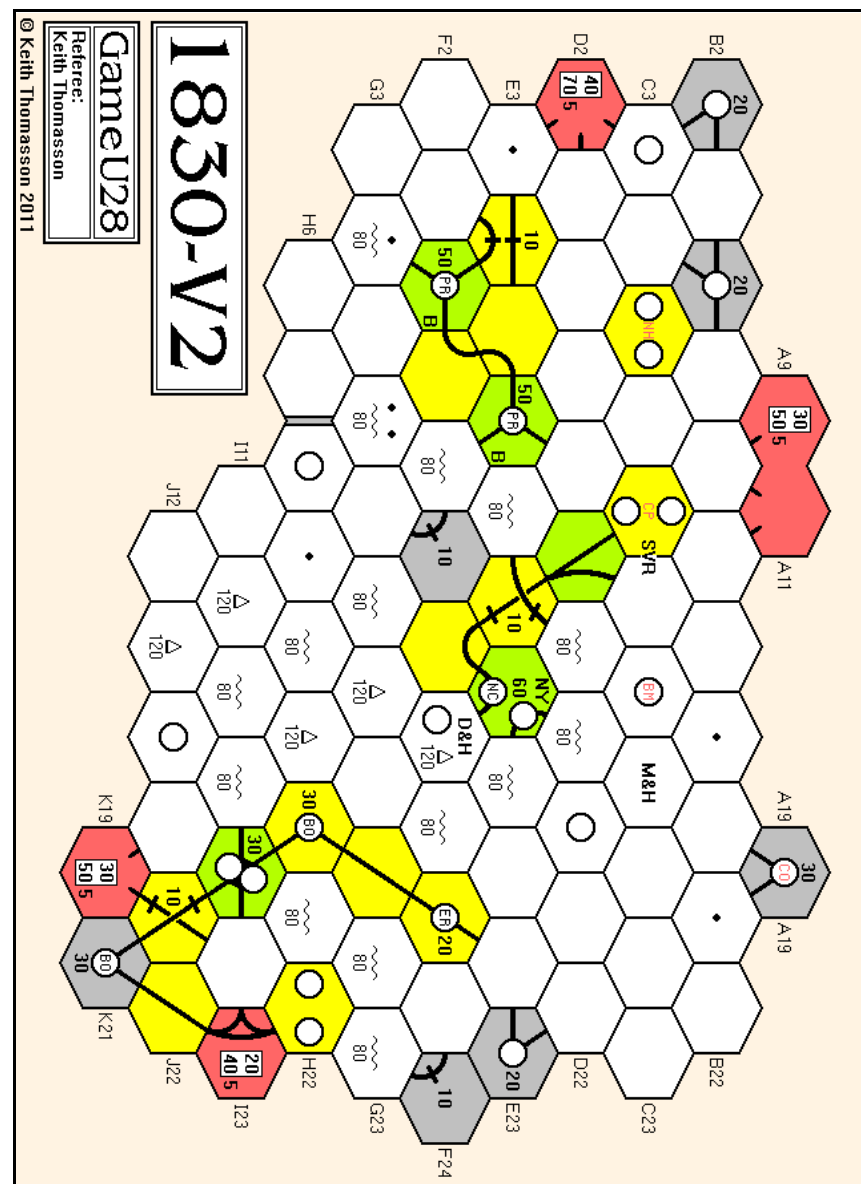
Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Don Smith	27	134	146	307	1,212	27.1▲	8
Tony Sait	73	39	73	185	1,119	25.0▼	8
Alan Harvey	31	132	266	429	1,147	25.6▲	7
Mark Stretch	60	42	42	144	996	22.3▼	5

[illegible]

Bank (new)	10	2	10	10	4	2	10	-
Price (par)		100			90	100		71
Bank (pool)		-			-	-		3
Price (pool)		126A			90B	142A		75F
Company credit		540			640	720		0
Tokens	3	1	3	4	2	3	2	2
Trains		322			3	2		3222
Bank cash: 8,995	Certificate limit: 16				Trains: 2 x 3' 4 x 4'			
Current operating order:	NYC, B&O, Erie, PRR							

[illegible]

Mark pointed out that if you are using the tile sheets from the web site, tile 54 only shows orientation 1, as that is the only legal one for standard 1830. Orientation 4 is also legal for this variant. The same is true of tile 62, while tile 61 is available in all six orientations.



Orders required for the following round

By the early deadline

SR5



1837-L27

It is going to be a close thing with the bank.

OR13

OR13Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	SW	25:J20:4	500	60	Yes	-	380B*	255
Sd	AR	58:J18:4	480	-	Yes	-	340B*	78
Kk	ST	-	220	-	Yes	-	260B*	117
Th	ST	430:J26:1	480	-	Yes	-	162A*	0
Gt	PC	8:C35:4	370	-	Yes	-	132A*	174
Bh	DS	-	280	-	Yes	-	118B*	168
Sb	DS	-	230	50	Yes	-	112D*	192
Bk	DS	-	280	-	Yes	-	109E*	149
Cl	PC	216:D36:4	230	-	Yes	-	91E*	121
Ms	AR	46:K19:3	480	60	Yes	①	78F*	219
								5E 3G

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Pete Campbell	1,731	701	2,432	5,189	17.1*	19
Don Smith	1,114	503	1,617	3,634	12.0*	15
Steve Thomas	2,083	687	2,770	7,173	23.6*	17
Adam Romoth	2,241	907	3,148	7,735	25.4*	21
Stephen Webb	2,162	696	2,858	6,678	22.0*	19

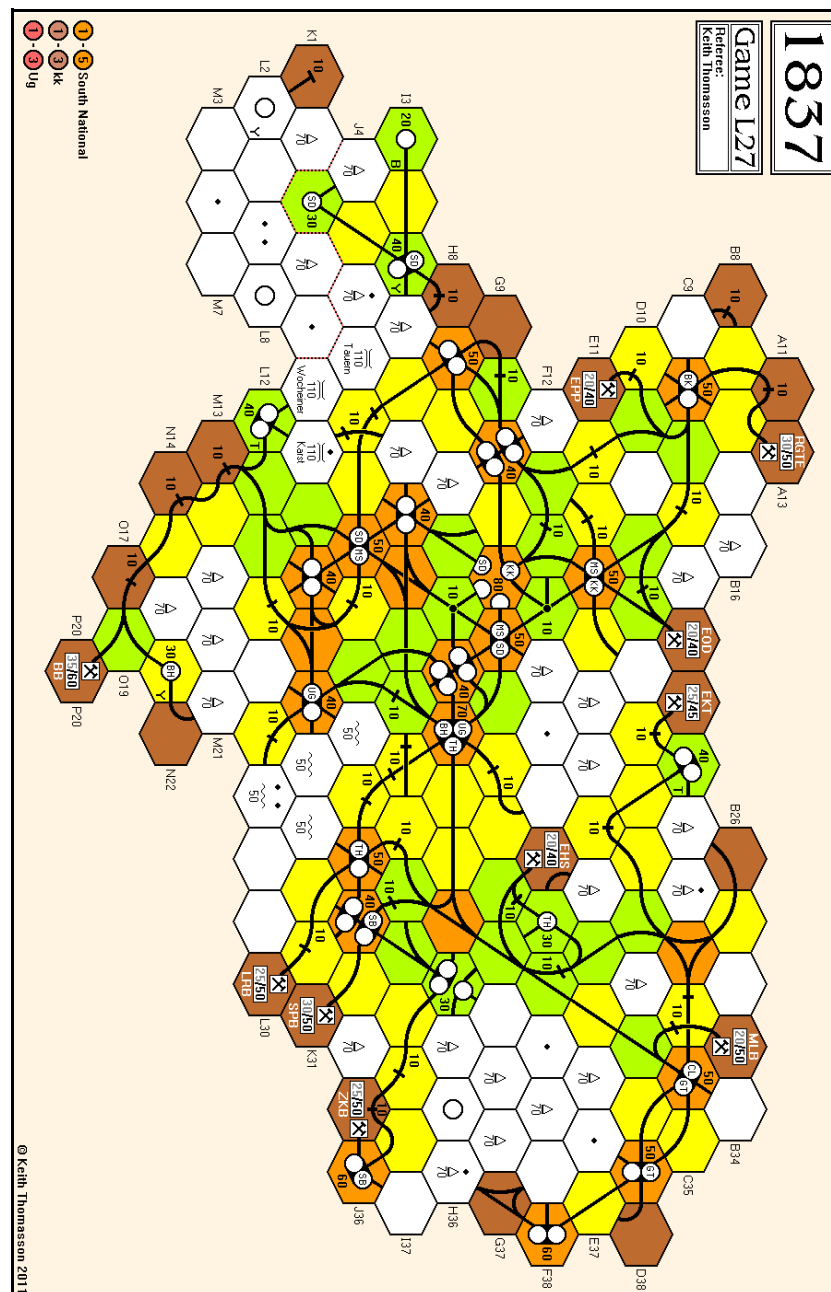
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	1	1	6D	6D	1	2	1	1	2	-
Don Smith	5D	5D	-	1	-	1	6D	-	-	-
Steve Thomas	-	-	1	-	6D	-	-	3	6D	2
Adam Romoth	-	2	1	1	2	5D	1	6D	2	2
Stephen Webb	2	2	2	2	1	2	2	-	-	6D

Bank (new)	2	-	-	-	-	-	-	-	-	-
Price (new)	97	80	75	104	120	70	85	142	104	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	118B	109E	91E	132A	260B	78F	112D	340B	162A	380B
Company credit	168	149	121	174	117	219	192	78	0	235
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: -10	Certificate limit: 17					Trains: 2 x '4G', 1 x '5+3', 1 x '5+4'				

It's a tight thing, but the bank breaks at the very end of the round and brings us to a close. The final positions were:

1st	Adam Romoth	7,735	25.4%
2nd	Steve Thomas	7,173	23.6%
3rd	Stephen Webb	6,678	22.0%
4th	Pete Campbell	5,189	17.1%
5th	Don Smith	3,634	12.0%

Congratulations to Adam. I was told that the Ms run should have been 510 rather than 480, but as I wasn't told how that was achieved I couldn't make any adjustments. Fortunately it made no difference to when the game ended or to the result.





1856-Y27

The last companies are floated.

SR7

Stock Round 7

Don	John	Willem	Rob	Lyndon
+ LPS pool	- 1 CGR {••} + 1 CA {•90C} + THB/Pres{100}	+ WGB/Pres\$100	+ CGR new	- 2 LPS {•90F} + CGR pool
+ CGR pool	+ THB new	- 1 CGR {••} - 1 CA {•80D} - 1 LPS {••} + WGB new	+ CGR pool	+ CGR pool
✕	+ THB new	+ WGB new	+ CGR pool	+ CGR pool
✕	+ THB new	+ WGB new	+ CGR pool	+ CGR pool
✕	+ THB new {floated}	+ WGB new {floated}	+ TGB pool	✕
✕	- 1 THB {•90B} + TGB new	✕	+ CV new	✕
✕	✕	✕	+ CV new	✕
✕	✕	✕	+ CV new	✕
✕	✕	✕	+ CV new	✕
✕	✕	✕	✕	✕

Priority for SR8

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Willem Moene	654	-310	344	1,764	25.5▲	11
Rob Thomasson	994	-940	54	1,694	24.5▲	10
Lyndon Gurr	299	-240	59	1,379	19.9▲	7½
Don Smith	279	-210	69	1,109	16.0▼	9½
John Shelley	415	-390	25	975	14.1▼	9

Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	-	-	-	6P	-	6P	2
Rob Thomasson	-	-	4	-	1	-	-	10P
✕ Lyndon Gurr	-	-	5P	-	-	-	-	7
Don Smith	6P	-	-	5P	-	-	-	1
John Shelley	-	5P	-	-	1	5P	-	1

Bank (new)	3	3	1	-	2	4	4	-
Price (par)	100	90	100	70	100	100	100	110
Bank (pool)	1	2	-	5	-	1	-	-
Price (pool)	80B	80D	110A	90F	100B	90B	100A	110A
Company credit	11	80	678	151	157	1,000	1,000	377
Tokens	2	1	2	-	-	2	2	4
Trains	6	5	5	5	6	-	-	D

Bank cash: 7,995

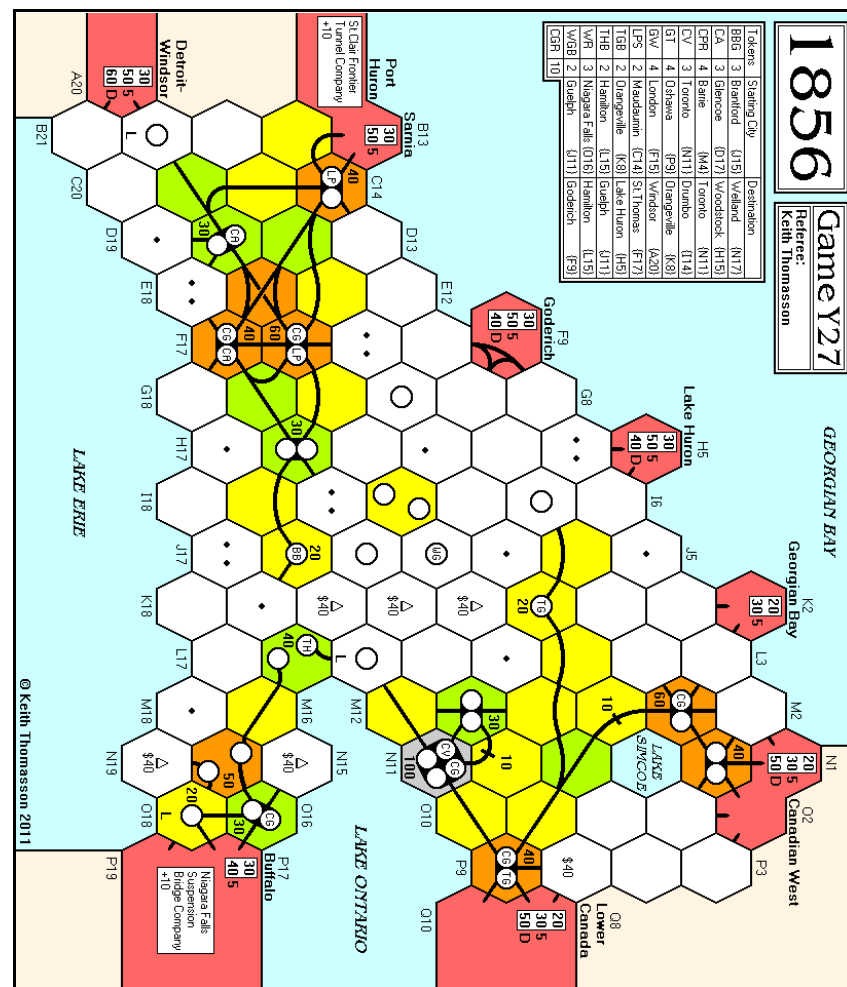
Certificate limit: 13

Trains: Diesels

Current operating order: CGR, CV, TGB, WGB, LPS, THB, CA, BBG

Tiles Tile number/Availability Three Operating Rounds between Stock Rounds

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 rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested



1861-C27

We're in the final phase of the game.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	SW	640:F15:1	-	560	Yes	270B	1,281	-	-
MK	PC	6:E18:3	-	590	Yes	220C	730	-	5
MVR	PC	47:G14:2	-	-	② ③	165B	40	-	7
NW	MH	24:I8:6	8:J9:6	320	Half	180D	48	-	7.5
MKV	WM	-	-	260	Yes	180C	525	-	5
MKN	LG	642:D1:1	-	290	Yes	180C	822	-	-
SE	MH	9:I18:2	15:J17:4	330	Yes	135D	627	-	6
RSR			700	No	⑦				8.6.5

- Notes: ① 40 to the bank for terrain cost
 ② 60 to the bank for a token in C14
 ③ 700 to the bank for a '7' train
 ④ 20 to the bank for a second tile lay
 ⑤ 80 to the bank for a token in G18
 ⑥ 2 loans redeemed
 ⑦ 1,000 to the bank for an '8' train - the RSR stops operating

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Mike Hutton	39	217	256	1,696	16.8	7
Pete Campbell	40	295	335	2,260	22.4	8
Willem Moene	9	278	287	1,907	18.9	8
Stephen Webb	7	318	325	2,305	22.8	8
Lyndon Gurr	57	299	356	1,926	19.1	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	-	-

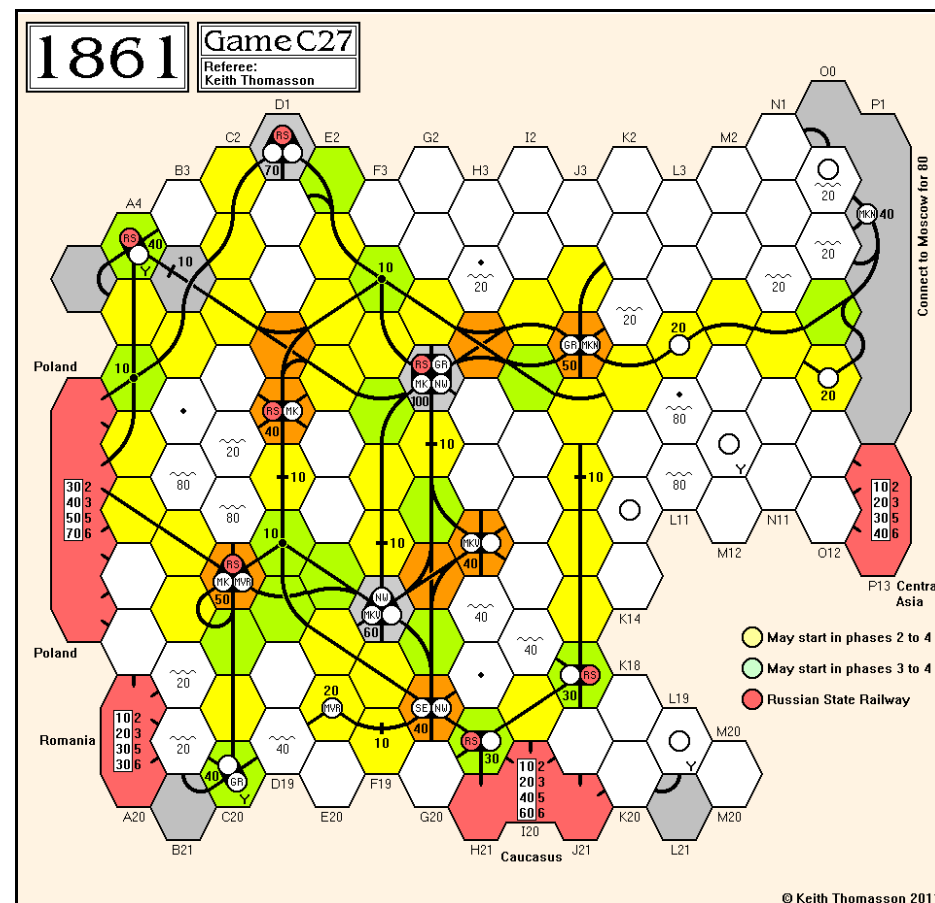
Bank (new)	4	4	4	3	5	-	-	10	
Bank (pool)	1	-	-	-	-	1	2		
Price	270B	220C	180C	180C	165B	180D	135D		
Loans	-	-	-	-	-	-	-	-	-
Company credit	1,281	730	822	525	40	48	62	-	-
Tokens	-	-	1	1	1	-	2	-	-
Trains	-	5	-	5	7	7.5	6		8.6.5

Bank cash: 9,368 Certificate limit: 13 Trains: '8's
 Also 2 x '2+2', 2 x '5+5E'
 Current operating order: GRR, MK, NW, MKV, MKN, MVR, SE

I was asked if the supply of '2+2' train was unlimited. The answer is no. The '2+2' and '5+5E' trains are an optional part of the game. Well, to be more precise the '5+5E' trains are listed as optional, but apparently should always be included. The '2+2' trains are definitely an option. As their presence or absence was never mentioned when we started the game, it could be argued that they are not included, but a number of people have assumed they are, so I am happy to go along with that. However, nowhere have I seen a suggestion that their numbers are unlimited. There are two cards for each train type, and the board says there are two of each available, so that's what we will be offering.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
3/2	4/-	5/2	6/-	7/②	8/②	9/②	57/1	58/4	201/3	202/3	621/2	14/2			
15/1	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/-	63/-			
611/3	623/2	636/-	638/1	641/1	801/2	911/3	639/-	640/-	642/-						

② Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR12, OR13



1861-R29

Just the one round this time.

OR3

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	-	90F▲	140	- 2
MK	JB	-	-	70	Half	-	90F▲	45	- 2
KK	DS	58:D13:3	-	-	①	65F▼	40	-	2
MNN	LQ	7:K8:6	-	70	Half	①	70G▲	10	- 2
SPW	LQ	-	-	70	Half	②	65G▲	190	- 2
KB	JS	-	-	60	Half	-	60H▲	70	- 2
MV	LQ	5:H13:5	-	-	③	50H▼	0	-	2
RO	JS	8:E8:3	-	50	Half	-	55H▲	45	1 2
KR	JB	-	-	130	Half	-	55H▲	65	- 2 2

Notes: ① 100 to the bank for a '2' train
 ② 10 to the MNN for a '2' train
 ③ 110 to the SPW for a '2' train

Cash Flow	b/f	OR3	c/f	Value	%	Certs
Don Smith	0	80	80	510	24.3▼	4
John Shelley	125	85	210	530	25.3▼	3
John Boocock	105	110	215	535	25.5▲	3
Lyndon Gurr	0	90	90	520	24.8▼	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

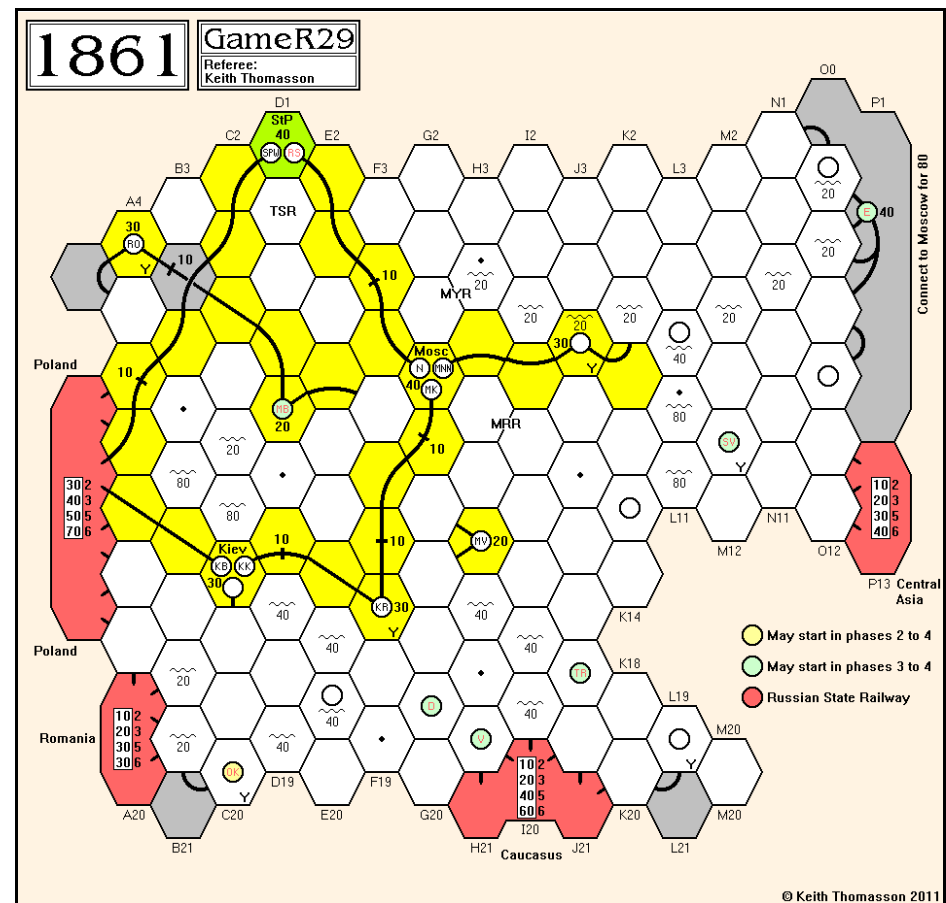
Bank (new)	-	-	-	-	-	-	-	-	2	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price	90F	60H	65F	55H	90F	70G	50H	-	55H	65G	-
Loans	-	-	-	-	-	-	-	-	1	-	-
Company credit	140	70	40	65	45	10	0	-	45	190	-
Tokens	-	-	-	-	-	-	-	-	-	-	-
Trains	2	2	2	2	2	2	2	2	2	2	2

Bank cash: 15,800 Certificate limit: 16 Trains: 7 x '3', 4 x '4'...
 Current operating order: N, MK, MNN, SPW, KK, KB, RO, KR, MV

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

5/2	4/3	5/-	6/2	7/☛	8/☛	9/☛	57/2	58/1	201/2	202/2	621/2
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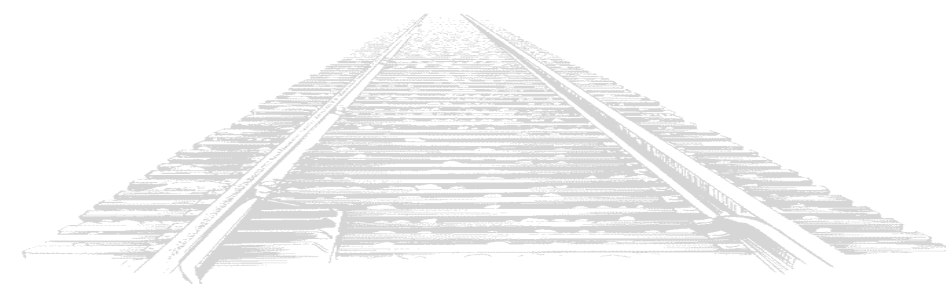
☛ Yellow track tiles are unlimited



If a '3' train is bought then the first Merger Round will take place after OR4.

Orders required for the following rounds *By the early deadline*

OR4, {MR1?}, SR3 *Adjudication can pause before SR3 if requested*





1870-Y26

Four connection runs this time,
leaving the SLSF to be done.

OR14 - OR15

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	40:G14:1	-	260	Yes	① 325A	0	6 5
FW	WM	15:D5:3	-	290	Yes	- 225B	64	6
SP	AR	5:N17:1	8:K2:2	210	Yes	② ③ 180C	2	6 5
SP	AR	Connection run		370	Yes	④ 200C	2	
SLSF	DS	25:C10:4	-	-	-	⑤ 100D	0	8
MP	DS	170:C18:3	-	220	Yes	- 120B	606	5
GMO	MH	23:H11:6	-	-	-	⑥ 90E	1	5
TP	AR	14:N17:2	-	-	-	⑦ 60E	0	8
TP	AR	Connection run		180	Yes	④ 64E	0	
SSW	MH	16:I12:1	-	-	-	⑧ 55E	0	10
SSW	MH	Connection run		280	Yes	⑨ 60E	0	
IC	LG	171:B11:1	-	-	-	⑩ 40F	0	10
ATSF	WM	-	-	390	Yes	- 40G	39	8

- Notes: ① 256 to the IC for a '6' train
 ② 80 to the bank for terrain costs
 ③ 321 to the TP for a '6' train
 ④ Destination marker placed in N17
 ⑤ 800 to the bank for an '8' train, mostly paid for by 596 from Don, requiring the sale of 1 SP {••}
 ⑥ 434 to the SSW for a '5' train
 ⑦ 800 to the bank for an '8' trains, partly funded by 239 from Adam
 ⑧ 950 to the bank for a '10' train, partly funded by 76 from Mike
 ⑨ Destination marker placed in J5
 ⑩ 950 to the bank for a '10' train, partly funded by 292 from Lyndon

OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	9:B21:2	-	530	Yes	- 350A	106	6 5
FW	WM	-	-	290	Yes	- 250B	64	6
SP	AR	160:N17:5	-	430	Yes	- 225C	2	6 5
MP	DS	8:E10:3	4:F9:2	230	Yes	- 140B	606	5
SLSF	DS	23:C8:5	-	330	Yes	- 110D	0	8
MP	DS	Connection run		210	Yes	① 160B	606	
GMO	MH	43:I12:1	-	260	Yes	- 100E	1	5
TP	AR	8:L3:5	-	330	No	- 60E	330	8
SSW	MH	144:I14:2	-	410	Yes	- 64E	0	10
ATSF	WM	-	-	400	Yes	- 50G	79	8
IC	LG	172:C18:1	-	450	Half	- 40F	230	10

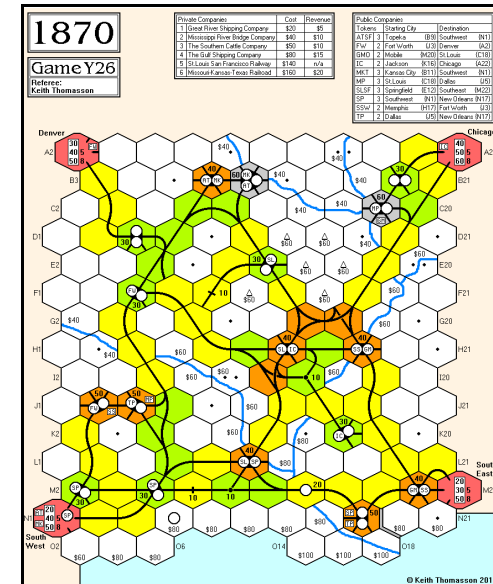
- Notes: ① Destination marked placed in J5

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Don Smith	342	-206	429	565	2,075	11.5	9
Lyndon Gurr	514	90	822	1,426	5,159	28.6	12-22
Willem Moene	89	571	546	1,206	2,805	21.1	9-17
Mike Hutton	117	201	573	891	2,660	14.8	14-15
Adam Romoth	160	450	633	1,243	4,327	24.0	12-19

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	-	-	-	-	-	6P	5P	-	-	-
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	1	-	-
Price (pool)	50G	250B	100E	40F	350A	160B	110D	225C	64E	60E
Company credit	79	64	1	230	106	606	0	2	0	330
Redeemed shares	1	-	-	-	2	-	-	-	-	-
Tokens	1	-	-	-	1	2	D	-	-	-
Trains	8	6	5	10	6.5	5	8	6.5	10	8
<hr/>										
Bank cash: 5,251	Certificate limit: 13				Trains: '12's					
<hr/>										
Current operating order: MKT, FW, SP, MP, SLSF, GMO, SSW, TP, ATSF, IC										

Titles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/4	5/2	6/2	7/7	8/8	9/6	55/1	56/1	57/4	58/4				
69/1	14/1	15/-	16/2	17/2	18/2	19/2	20/2	23/-	24/3	25/1	26/1	27/-				
28/1	29/2	141/2	142/1	143/1	144/-	39/1	40/1	41/3	42/3	43/1	44/1	45/1				
46/2	47/2	63/-	70/2	145/2	146/2	147/2	170/1	171/-	172/-							



Orders required for the following rounds

By the early deadline

OR16, SR10

Adjudication can pause between rounds if requested



1870-O27

Three busy rounds.
Thanks for the orders.

OR13 - OR15

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
ATSF	RT	7:G8:3	-	630	Yes	-	325A	1
SLSF	LR	143:K14:2	-	360	No	①	200B	101
MP	DS	23:C16:3	-	210	Yes	-	140D	0
IC	LR	23:I12:4	-	410	Yes	-	140C	0
FW	RT	46:C10:6	-	310	Yes	②	140A	344
GMO	LR	19:H11:2	-	-	-	③	100B	0
TP	JS	14:L11:3	-	390	Yes	-	120B	72
SSW	DS	25:J13:1	-	-	-	④	90E	0
SP	JS	8:K12:3	9:M12:3	320	Yes	-	64G	190
MKT	RT	9:N9:3	9:N11:3	320	Yes	⑤	64F	422

- Notes: ① 409 to the GMO for a '6' train
 ② 40 to the bank for a token in B11
 ③ 1,100 to the bank for a '12' train, partly funded by 362 from Lionel
 ④ 1,100 to the bank for a '12' train, mostly funded by 623 from Don
 ⑤ 160 to the bank for terrain costs

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
ATSF	RT	24:D7:5	-	400	Yes	-	325B	1
SLSF	LR	9:E10:3	58:E8:1	490	Yes	-	225B	101
MP	DS	9:B15:1	8:A14:4	-	-	①	120D	0
IC	LR	147:K14:2	-	420	Yes	-	160C	0
TP	JS	Connection run	390	Yes	②	140B	72	
SP	JS	Connection run	320	Yes	②	68G	190	
TP	JS	141:M10:2	-	430	Yes	-	160B	72
FW	RT	27:E6:5	-	310	Yes	-	140B	375
GMO	LR	8:G12:3	-	360	Yes	-	110B	0
SSW	DS	25:L9:3	-	310	Yes	-	100E	31
SP	JS	145:M10:3	-	350	Yes	-	72G	190
MKT	RT	9:N13:3	9:N15:3	320	Yes	③	68F	262

- Notes: ① 1,100 to the bank for a '12' train, completely funded by Don, requiring the sale of 1 ATSF {♥325B} and 1 FW {♥120B}
 ② Destination marker placed in N17
 ③ 160 to the bank for terrain costs

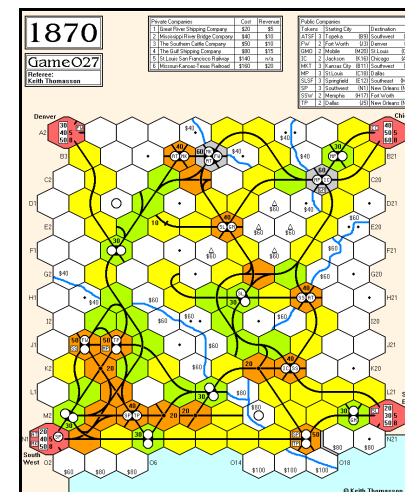
OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
ATSF	RT	27:H5:4	-	400	Yes	-	350B	1
SLSF	LR	43:N3:6	-	490	Yes	-	250B	101
SSW	DS	Connection run	410	Yes	①	110D	72	
IC	LR	172:C18:1	-	540	Yes	-	180C	0
TP	JS	-	430	Yes	②	180B	72	
FW	RT	26:I4:5	-	310	Yes	-	160B	406
MP	DS	8:A12:3	9:K8:1	470	Yes	-	140D	0
MP	DS	Connection run	480	Yes	③	160C	0	
SSW	DS	-	430	Yes	-	120D	115	
GMO	LR	-	490	Yes	-	120B	0	
SP	JS	-	350	Yes	-	76F	190	
MKT	RT	-	320	Yes	-	72F	262	

- Notes: ① Destination marker placed in J3
 ② The bank has run out of cash
 ③ Destination marker placed in J5

Cash Flow	b/f	OR13	OR14	OR15	c/f	Value	%	Certs
John Shelley	1,121	770	1,376	1,073	4,388	8,210	28.4	24
Don Smith	839	-350	-178	1,174	1,507	3,887	13.5	13
Lionel Robbins	1,294	43	1,006	1,054	3,359	7,233	25.1	19
Rob Thomasson	1,626	1,021	1,074	1,001	4,722	9,536	33.0	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	-	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)	1	1	-	-	-	4	-	-	3	-
Price (pool)	350B	160B	120B	180C	72F	160C	250B	76F	120D	180B
Company credit	1	406	0	0	262	0	101	190	115	72
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Tokens	-	-	-	-	1	1	1	1	-	-
Trains	8	6	12	10	6	12	8.6	8	12	10
Bank cash: -3,123	Certificate limit: 16									Trains: 12s



All connection runs were done in the last two rounds. Rob kept his head and his lead, fending off potential track invasion from the east.

1st	Rob Thomasson	9,536	33.0%
2nd	John Shelley	8,210	28.4%
3rd	Lionel Robbins	7,233	25.1%
4th	Don Smith	3,887	13.5%

Congratulations to Rob and many thanks to everyone for the game. We'll round it up next time, so if you have something to say, send it in.



1870-N29

Don grabs the SLSF and
Mark switches to the ATSF.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	8:G14:5	57:H13:2	40	Yes	100A	736	2 2
MKT	PC	8:C10:2	9:D11:1	40	Yes	72E	528	2 2
FW	LG	8:I2:2	4:H3:2	70	Yes	72E	423	2 2

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

Stock Round 3

Don	Mark	Pete	Lyndon	Willem
- 1 FW {+68F}	- 3 SLSF {+76D}	✗	FW redeems from the pool	+ SLSF new
+ SLSF new {gains Pres}	+ 1 MKT {+68F}			
	+ ATSF/Pres {68}			
✗	+ ATSF new	✗	✗	✗
✗	+ ATSF new	✗	✗	✗
✗	+ ATSF new	✗	✗	✗
✗	+ ATSF new {floated}	✗	✗	✗
✗	✗	Priority for SR4		

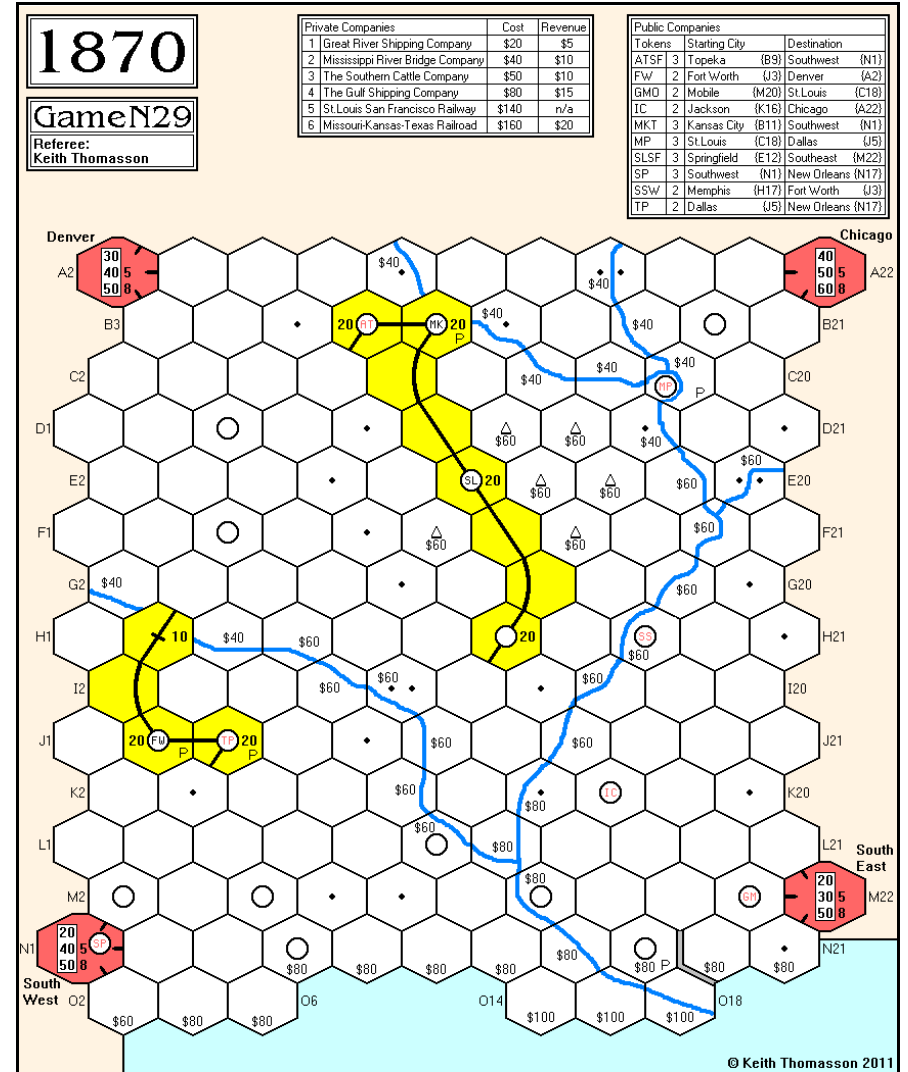
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Pete Campbell	20	30	0	50	440	18.8	5
Lyndon Gurr	8	42	0	50	482	20.6	5
Willem Moene	60	42	-100	2	458	19.6	7
Don Smith	22	29	-28	23	367	15.7	4
Mark Frueh	20	36	-36	20	588	25.2	6

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	-	1	-	-	-
Don Smith	MRBC	-	-	-	-	-	-	4P	-	-	-
Mark Frueh	MKT	6P	-	-	-	-	-	-	-	-	-

Bank (new)	4	-	10	10	2	10	2	10	10	10
Price (par)	68	68			72		100			
Bank (pool)	-	-	-	-	1	-	3	-	-	-
Price (pool)	68F	72E			68F		76D			
Company credit	680	355			528		736			
Redeemed shares	-	2			-		-			
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		2.2			

Bank cash: 9,556 Certificate limit: 13 Trains: 1 x '2', 6 x '3'
Current operating order: SLSF, FW, MKT, ATSF

Tiles	Tile number/Availability					One Operating Round between Stock Rounds							
1/1	2/1	3/3	4/5	5/-	6/-	7/9	8/19	9/21	55/1	56/1	57/3	58/4	
69/1													



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1889-O29

The '3' trains and a new company arrive on the scene.

OR2 - SR3

Lyndon exchanges the DR private for a share in the IR public company.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
KO	MH	438:14:4	70	Yes	① ②	70E▲	240	5 2 2
UR	AH	8:C8:4	100	Yes	③ ④ ⑤	70E▲	220	3 2 2
IR	PC	57:F3:3	90	Yes	④ ⑥	65F▲	150	3 2 2

- Notes: ① 40 to the bank for a token in I4
 ② 260 to the bank for a '2' train and a '3' train
 ③ 40 to the bank for a token in C4
 ④ 180 to the bank for a '3' train
 ⑤ 100 to Alan for the SMR private
 ⑥ 160 to Pete for the SIR private

Stock Round 3

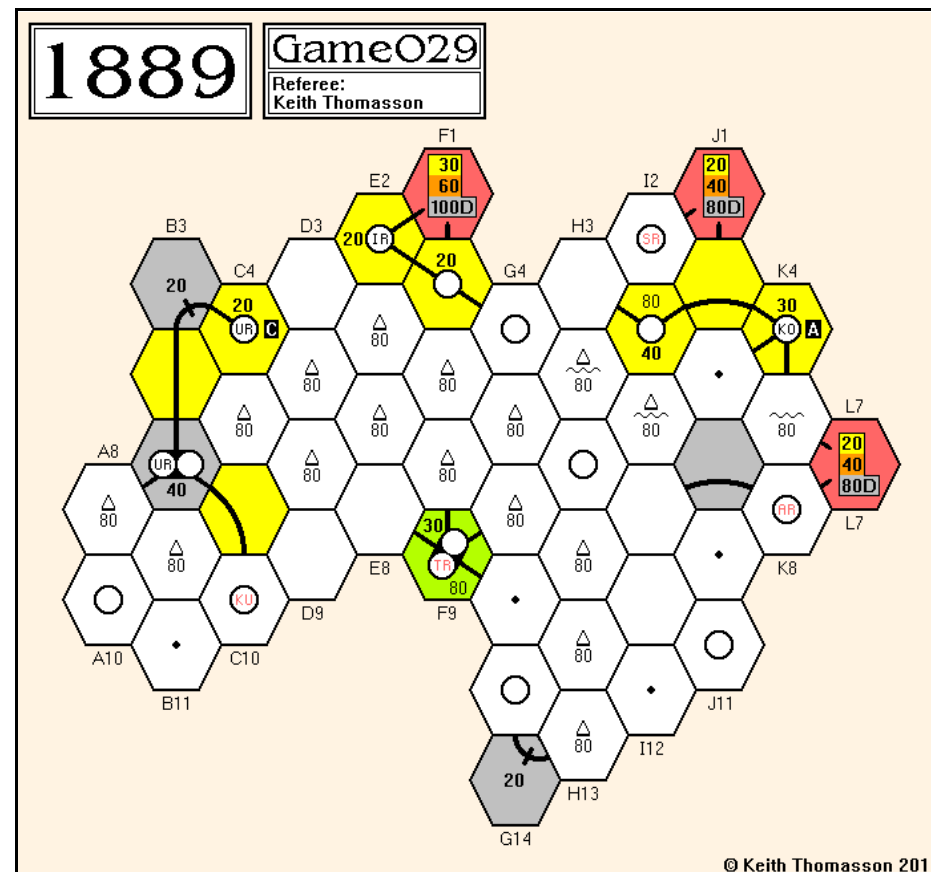
Mike	Pete	Alan	Lyndon
+ IR new	+ IR new	+ KO new	- 2 IR {▼55H} - 1 KO {▼65F} - 1 UR {▼65F} + TR/Pres (65)
✗	+ KO pool	+ IR pool	+ TR new
✗	+ UR pool	✗	+ TR new
✗	✗	✗	+ TR new {floated}
✗	✗	✗	✗
Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Alan Harvey	15	165	-125	55	500	24.7▲	6
Lyndon Gurr	15	81	-55	41	556	27.5▲	6
Mike Head	30	45	-65	10	440	21.8▼	7
Pete Campbell	35	225	-195	65	525	26.0▲	7

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	1	1	-	-	-	5P
Lyndon Gurr	ER UTF	-	-	-	-	-	5P	-
Mike Head	TE-R MF	-	1	5P	-	-	-	-
Pete Campbell	-	-	6P	1	-	-	-	1

Bank (new)	10	1	3	10	10	5	4
Price (par)		65	70			65	70
Bank (pool)	-	1	-	-	-	-	-
Price (pool)		55H	65F			65F	65F
Company credit		150	240			650	220
Tokens	2	1	-	1	2	3	1
Trains		3 2 2	3 2 2			-	3 2 2
Bank cash: 5,581	Certificate limit: 13			Trains: 2 x '3', 4 x '4'			
Current operating order:	KO, UR, TR, IR						

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
3/2	5/1	6/2	7/2	8/3	9/4	57/1	58/3	437/1	438/-	12/1	13/1	14/1
15/3	16/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	205/1	206/1
439/1	440/1											



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



18GA-Z27

A couple of '8' trains are in play.

OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	63:I9:1	-	-	①	135C*	0	5
GA	MS	8:C9:2	210	Yes	-	135A*	464	-
CoG	DS	9:G7:1	280	No	②	100D*	1	5
W&A	MH	63:C3:1	340	Yes	-	110C*	166	6
G&F	DS	9:H8:1	-	-	③	70C*	19	8
SAL	MH	9:D8:3	290	Yes	-	90A*	1	6

Notes: ① 114 to the GA for a '5' train
 ② 459 to the G&F for a '4' train
 ③ 800 to the bank for an '8' train

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	-	250	Yes	-	150C*	25	5
GA	MS	-	-	-	①	120A*	0	8
W&A	MH	9:F2:1	290	Yes	②	120C*	126	6
CoG	DS	9:J6:3	280	Yes	-	110D*	57	5
SAL	MH	23:D6:6	320	Yes	-	100A*	1	6
G&F	DS	-	330	Yes	-	80C*	19	8

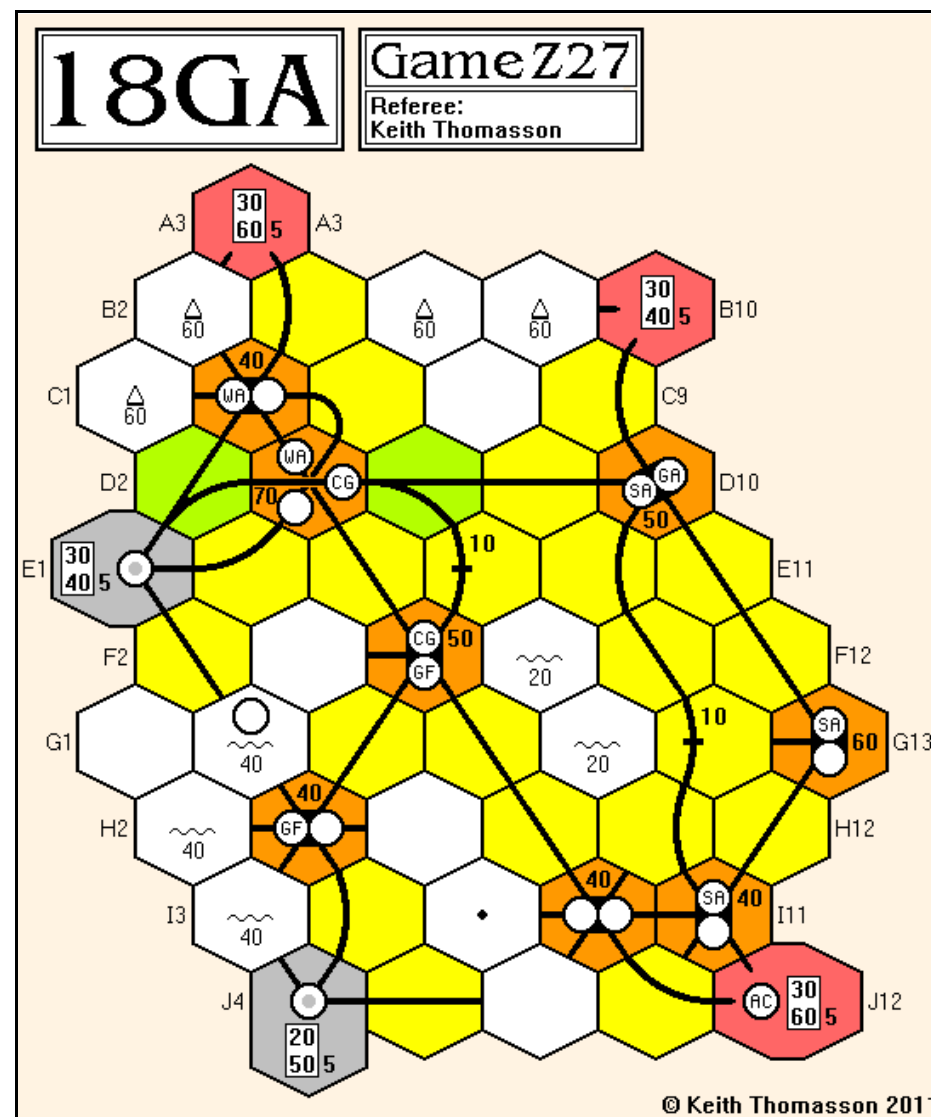
Notes: ① 800 to the bank for an '8' train, partly funded by 336 from Mark
 ② 40 to the bank for terrain costs

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Mark Stretch	539	228	-43	724	2,924	37.1*	15
Mike head	249	399	452	1,100	2,880	36.6*	14
Don Smith	214	84	399	697	2,067	26.3*	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	100A	120C
Company credit	25	57	19	0	1	126
Tokens	3	2	-	3	-	-
Trains	5	5	8	8	6	6
Bank cash: 5,251	Certificate limit: 15			Trains: '8's		
Current operating order:	ACL, GA, W&A, CoG, 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/-	57/4	58/1	451/-	14/4	15/4	16/1			
17/1	19/1	20/1	23/2	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	63/1	70/1			
455/-	456/-	457/-	458/-	459/-											



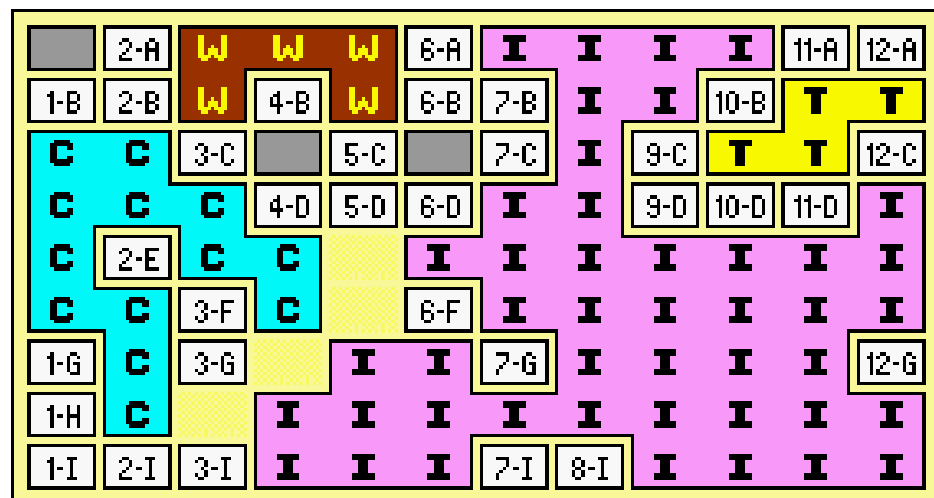


ACQUIRE 54

It's a short round.

ROUND 14

Kevin 11-C Declares the game over as Imperial has over 40 tiles.



	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	34,800
Tony Wilcock	-	2	-	-	-	11	10	2,200	43,700
Bob Coull	-	4	-	-	-	11	4	9,400	34,500
Bank Stock	21	6	25	25	1	-	-		
Chain Size	-	4	-	-	5	13	45		
Chain Value	-	400	-	-	600	900	1200		

Kevin calls the game over before the round really gets going. Tony's lead was too good to catch up, and Kevin wouldn't have wanted to risk his slim lead for second place.

1st	Tony Wilcock	43,700
2nd	Kevin Lee	34,800
3rd	Bob Coull	34,500
4th	Michael Graystone	29,700

Congratulations, Tony. We'll do the round-up messages next time.

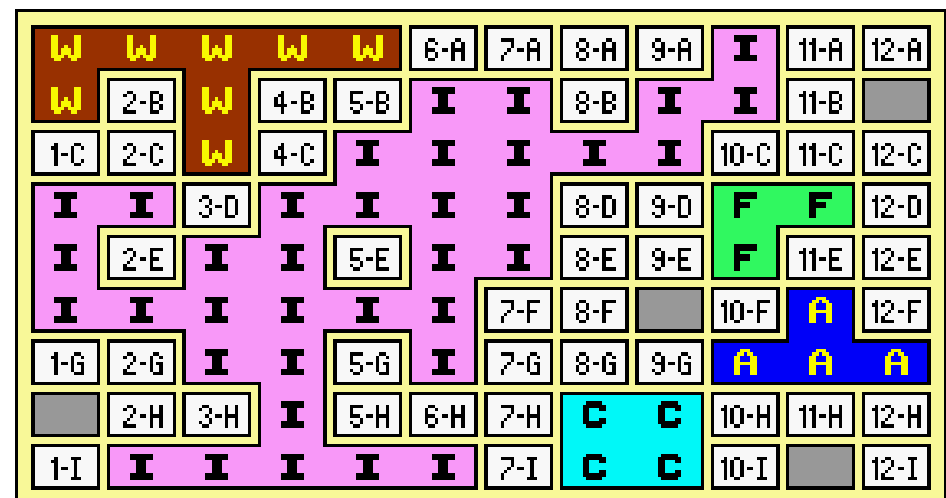


ACQUIRE 55

Imperial takes over two chains at once.

ROUND 9

Lyndon 3-I Forms Luxor, one free share. Buys 3 Continental @ 500.
 Tony 7-E Buys 3 Festival @ 400.
 Willem 9-H Buys 3 Festival @ 400.
 John 1-A Buys 3 Continental @ 600.
 Bob 4-F Buys 3 Festival @ 400.
 Lyndon 4-I Imperial takes over Luxor, bonuses for Willem (1,500) and Lyndon (1,500), Lyndon sells 1 for 200, Willem sells 1 for 200. Imperial takes over Tower, bonuses for Lyndon (2,000) and John (1,000), Lyndon sells 10 for 2,000, John sells 6 for 1,200. Buys 3 Continental @ 600.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	-	-	-	8	3	1	8	3,500	25,700
John Marsden	-	-	-	-	7	6	4	4,800	24,200
Bob Coull	-	-	4	9	-	-	10	7,500	44,100
Lyndon Gurr	-	-	2	-	12	9	-	4,100	34,400
Tony Wilcock	-	-	-	7	-	-	3	6,900	13,000
Bank Stock	25	25	19	1	3	9	-		
Chain Size	-	-	4	3	8	4	36		
Chain Value	-	-	500	400	700	600	1100		

Playing sequence

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





ACQUIRE 56

One new chain this time.

ROUND 2

Willem 12-I Buys 3 Luxor @ 200.
 John 10-A Forms Imperial, one free share. Buys 3 Luxor @ 200.
 Michael 1-G Buys 3 Luxor @ 200.
 Tony 10-D Buys 3 Luxor @ 200.
 Colin 10-B Buys 1 Tower @ 200, 2 American @ 300.
 Willem 7-F Buys 3 Tower @ 200.

1-A	2-A	3-A	A	A	6-A	7-A	8-A	I	I	11-A	12-A
1-B	2-B	3-B	4-B	5-B	6-B	T	8-B	9-B	I	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		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		8-F	9-F	10-F	11-F	12-F
C	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	

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	8	2	-	-	-	-	4,000	9,700
Willem Moene	3	6	-	-	-	1	-	4,200	15,000
John Colledge	4	-	-	-	-	-	1	5,400	15,200
Michael Graystone	6	-	-	-	-	-	-	4,800	8,000
Tony Wilcock	3	-	4	-	-	-	-	4,500	9,300
Bank Stock	9	11	19	25	25	24	24		
Chain Size	2	2	2	-	-	3	3		
Chain Value	200	200	300	-	-	500	500		

Playing sequence

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



ACQUIRE 57

Two powers used in this first round.

ROUND 1

John (Uses 'Place 4 Tiles' Power)
 3-D Forms American, one free share.
 12-H Forms Imperial, one free share.
 12-I
 11-B Buys 3 American @ 300.
 Kevin 5-A No purchases.
 Michael 7-B Buys 3 American @ 300.
 Colin 10-D Forms Luxor, one free share. Buys 3 Luxor @ 200.
 Richard (Uses 'Take 5 Tiles' Power)
 1-H Buys 3 Luxor @ 200.
 John 6-I No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	4	-	-	-	1	5,100	18,900
Kevin Lee	-	-	-	-	-	-	-	6,000	6,000
Michael Graystone	-	-	3	-	-	-	-	5,100	7,500
Colin Sharpe	4	-	-	-	-	-	-	5,400	8,200
Richard Lunn	3	-	-	-	-	-	-	5,400	7,000
Bank Stock	18	25	18	25	25	25	24		
Chain Size	2	-	2	-	-	-	4		
Chain Value	200	-	300	-	-	-	600		

Powers used: John: P4 Kevin: None Michael: None Colin: None Richard: T5

John forgot to order for his second turn of the round, so his tile lay was picked at random.

Playing sequence

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





AGRICOLA 3

No more begging
cards required.

ROUND 13

Kevin gains 1 food from the Well and 1 grain from the Granary. Jim gains 1 food from his Maid. Allan gains 1 clay from the Clay Deliveryman.

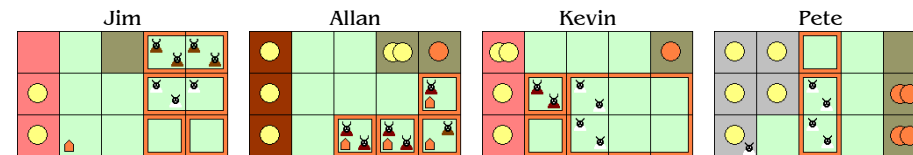
Actions

Kevin +1 cattle {gains 2 cattle} Having evicted his wild boar from his house first...
 Pete Renovate then Minor Improvement {costs 1 reeds, 4 stone} - Loom {costs 2 wood}
During harvest, Pete receives 1/2/3 food if he has 1/4/7 sheep and gains 1 VP at the end of game for every 3 sheep
 Jim +1 wild boar {gains 2 wild boar}
 Allan Start Player
 Kevin Fences - builds 2 pastures {costs 5 wood}
 Pete Sow and/or Bake Bread - sows 2 vegetables, bakes 1 grain for 7 food {Millstone}
 Jim +1 sheep {gains 3 sheep}
 Allan Plough 1 field and/or Sow - sows 1 grain and 1 vegetable
 Kevin Family Growth even without space
 Pete Occupation {costs 1 food} - Mason
 Jim +2 clay {gains 6 clay {Clay Mixer}}
 Allan Building and/or Stables - builds 1 stable {costs 2 wood} and fences it {costs 1 food {Fence Overseer}} {gains 1 cattle {Farmer}}
 Pete Family Growth - Swing Plough *Can plough 3 fields when using Plough 1 field*

Harvest

Kevin Feeds the family {7 food} {breeding - gains 1 sheep, 1 cattle}
 Pete Feeds the family {8 food} {gains 2 food {Loom}} {breeding - gains 1 sheep}
 Jim Feeds the family {4 food, 1 sheep} {breeding - gains 1 sheep, 1 wild boar}
 Allan Feeds the family {6 food, 1 wood {Cabinet Maker}}

+1 wood {4 wood}	+2 wood {4 wood}	+3 wood {6 wood}	Private wood {6 wood} {2 food ⇒Pete}	+1 clay {4 clay}	+2 clay {2 clay}
+1 reeds {3 reeds}	+1 food Catch Fish {3 food}	+1 food Travelling Players {2 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {1 sheep}	1 Major or Minor imp	+1 stone {3 stone}	Renovate then 1 improvement	Family Growth then 1 Minor Imp
+1 wild boar {1 wild boar}	Take 1 vegetable	+1 stone {4 stone}	+1 cattle {1 cattle}	Plough 1 field and/or Sow	Family Growth even without space
Renovate then Fences	The remaining Major improvements and their costs are: ◇ Basket Weaver {2 reeds, 2 stone} ◇ Fireplace {2 clay} ◇ Pottery {2 clay, 2 stone}				



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	4	-/-	-/-	3	4	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	7	2	-	4	Clay/3		3	14
	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
	1	2	4	1/2	1/1	-	1	5
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	2	4	-	Wood/3		3	20
	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	
	7	1	3	1/-	1/1	4	1	3	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	4	1	-	1	Clay/3		4	31	
	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 cattle) {1}						

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	1	3	2	2/-	2/4	5	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	2	Stone/5		5	35	
	Occupations		Grocer, Mason, Master Forester						
	Improvements		Clay Oven {2}, Cooking Hearth {1}, Corn Scoop, Liquid Manure, Loom {2}, Millstone, Swing Plough						

Orders required

Actions for the family, starting with Allan

Harvest - after round 14



AGRICOLA 4

Someone has to beg during the harvest.

ROUND 4

Marcus gains 1 bundle of reeds from the Reed Collector.

Actions

John Occupation {costs 1 food} - Farmer

The next time John builds fences he gains 1 wild boar; each time after that he gains 1 cattle

Kevin +1 wood {gains 3 wood, 1 food {Mushroom Collector}}

Jim +1 sheep {gains 1 sheep}

Start Player {Lasso} - Stone Cart

Jim receives 2 stone at the start of every remaining even-numbered round

Marcus Major Improvement - Fireplace {costs 2 clay}

John +2 wood {gains 4 wood}

Kevin +2 clay {gains 4 clay}

Marcus +1 grain {gains 1 grain}

Harvest

John Feeds the family {4 food}

Kevin Feeds the family {4 food}

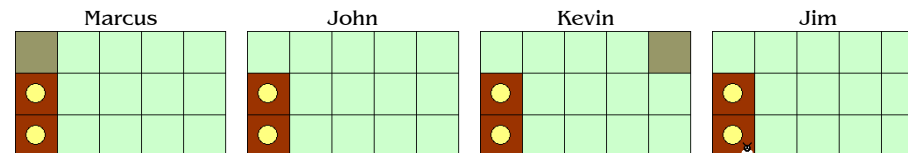
Jim Feeds the family {3 food - 1 short, gains 1 begging card}

Marcus Feeds the family {4 food}

+1 wood {2 wood}	+2 wood {2 wood}	+3 wood {6 wood}	+1 clay {1 clay}	+2 clay {4 clay}	Private clay pit {5 clay} {3 food⇒Jim}
+1 reeds {2 reeds}	+1 food Catch fish {3 food}	+1 food Travelling players {2 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or bake bread
Fences	1 Major or Minor Imp	+1 sheep {1 sheep}	Family Growth then Minor Imp		

The remaining Major improvements and their costs are:

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



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	3	-	4	Wood/2		2	-10
	Occupations		Academic, Reed Collector					
	Improvements		Fireplace {1}					

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	9	Wood/2		2	-13
	Occupations		Farmer, Village Elder					
	Improvements		Greenhouse {1}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	-	6	Wood/2		2	-11
	Occupations		Mushroom Collector					
	Improvements		-					

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	-	-/-	-/-	1	-	-
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	1	Wood/2		2	-15
	Occupations		Clay Digger, Pig Catcher					
	Improvements		Lasso, Stone Cart					

Orders required

Actions for the family starting with Jim

Next Harvest - after round 7



BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 8

Research: *Blob* and *Chaos* researched Range.

New units: 6C {F}, 5D {E}.

Moves: *Free Friends* close in on *Anon* and get a few fights under way. *Dynamo* and *Elp* continue their battle from last time, and start another. *Chaos* swaps the positions of units 1C and 2C. For anyone wondering how he did this, 2C moved west {F} and then north west {A}, which put him adjacent to enemy unit 1B. He then used his Elite skill (g) to ignore 1B and move to the centre.

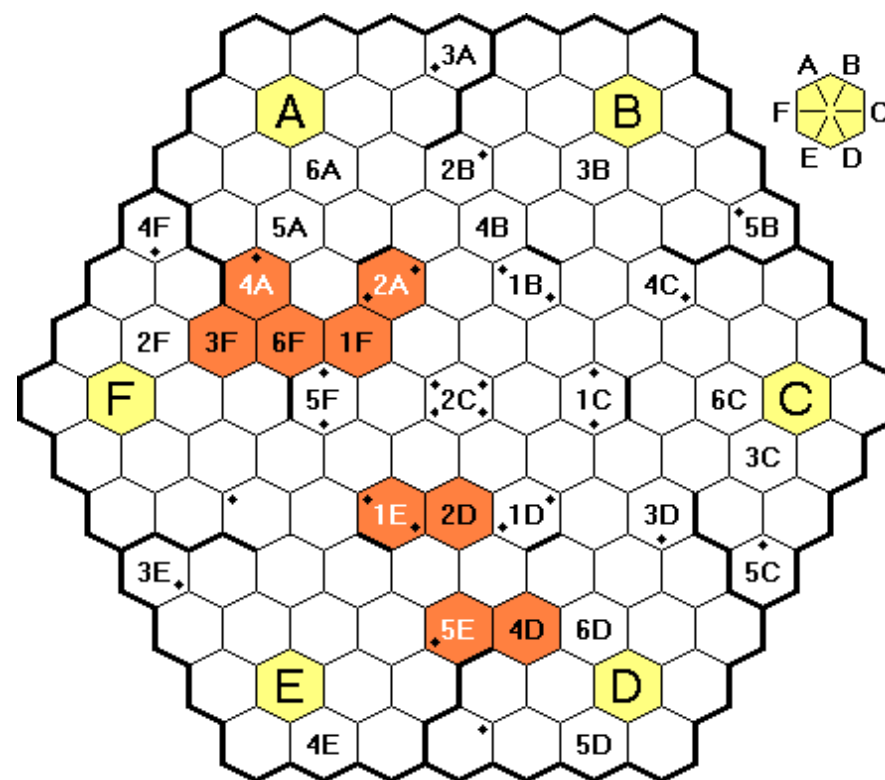
Combat: 3F and 6F attack 4A {10 hits}. 4A is destroyed.
1F attacks 2A {2 hits}. 2A is destroyed.
2D attacks 1E {2 hits}. 1E is destroyed.
4D attacks 5E {2 hits}. 5E is destroyed.

Conversion: None.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	No research Level 7	12	◆◆3A 5A 6A	2 1 1	0 0 1	0 0 0	2 0 0	2/0 2/2					
<i>Blob</i> Steve Ham	+Range Level 8	17	◆◆◆1B ◆◆2B 3B 4B ◆◆5B	3 2 3 2 2	3 1 3 0 0	1 0 1 0 0	2 2 0 0 2	1/0 1/2	1				
<i>Chaos</i> Marcus Pratt	+Range Level 8	22	◆◆◆1C ◆◆◆2C 3C ◆◆4C ◆◆5C 6C	2 3 1 2 2 1	2 2 1 2 0 1	1 1 0 0 0 1	2 2 0 2 2 0	1/0 1/0 0/0 1/0		1 1 1 0 1 1			
<i>Dynamo</i> Mark Stretch	No research Level 3	14	◆◆1D 2D ◆3D 4D 5D 6D	1 1 1 1 3 3			1 2 1 1 1 1						
<i>Elp</i> Michael Graystone	No research Level 6	11	◆3E 4E	2 3	2 3		1 1	0 0	1/1				
<i>Free Friends</i> John Marsden	No research Level 6	14	1F 2F 3F ◆4F ◆◆5F 6F	2 1 1 1 1 2	1 0 3 1 2 2	0 0 0 0 0 1	0 0 0 0 0 0	2/4 1/0		1 1			

The next attribute is Build, which should not be confused with the Production phase, when new units are created and attributes assigned to units. Build is all about building walls. It costs 2pp to build a wall on one hex-side of a unit's current location, and 1pp to remove a wall. The units doing this building must have the storage ability, and some source for the power, which could be power stored within themselves, or power passed through other units that also have the storage ability. At present you can only build single-height walls, but once Hover comes along (next time...) it is possible to build a higher wall, as long as the higher sections are supported by walls beneath them.

If you researched Range, you can start assigning Range attributes to units that are next to your bases or next to units with stored power next time. That means *Blob* and *Chaos* might be attacking other units from a distance.



As all the battles ended up with one side or the other being destroyed, all units are free to move next time.

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



BREAKING AWAY 20

A new group of riders hits the front.

ROUND 6

Pos	Riders	New
56	Sigmund	3
55	Jessica Greg Payne Brimstone	4
54	-	
53	Dennis Frank	3
52	-	
51	-	
50	Fast Tom	3
49	Terence Tyred Tom	4
48	Top Tom Nihon Odori Ijyb	6
47	Motomachi Chukagai Richard Lunn Shin Takashima	9
46	Red Admiral Hestophes Painted Lady	12
45	Rylla Bashamichi	15
44	Swallowtail Ptosphes	15
43	Kalvan	15
42	Big Tom	15
41	Jim Reader	15

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



We have a new front runner with *Sigmund*, who has a group just behind him hanging onto his coat tails.

Nearer the back the line is unbroken, leading to another rash of high value replacement cards.

Orders required

Cards for round seven



INDUSTRIAL WASTE 2

Three orders get the first goods off the production line.

ROUND 2

Actions for round 2

Pete	Order	Produces 5 goods for 16 million with 5 waste
Marcus	Innovation (Advisor)	Waste Reduction down to 3
Alan	Raw Materials (5)	Mike bids 5 and gets them
Mike	Growth	Growth up to 15
Pete	Waste Removal	Waste down to 5, all others +1
Marcus	Order	Produces 5 goods for 15 million with 3 waste
Alan	Innovation	Materials Required down to 4
Mike	Order	Produces 5 goods for 15 million with 5 waste
Pete	Waste Disposal	Waste down to 3
Mike	Raw Materials (5)	Pete bids 5 and gets them

Alan discard Bribery.

Card Combinations for round 3

Marcus chose group 4	Bribery - Growth - Innovation - Order
Alan chose group 5	Order - Raw Materials - Waste Disposal - Waste Removal
Mike chose group 3	Innovation - Waste Disposal - Waste Disposal - Waste Removal
Pete chose group 1	Growth - Raw Materials - Raw Materials - Waste Disposal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	15	4	4	5	5
Pete Campbell	16	5	5	5	5
Marcus Pratt	15	5	5	5	3
Alan Harvey	16	5	5	4	5

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	17	0	5	7	30
Pete Campbell	16	0	5	2	29
Marcus Pratt	10	0	0	4	30
Alan Harvey	5	0	5	2	26

The following card combinations were drawn for round 4.

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

Orders required

Round three - actions starting with Marcus, then card selection starting with Alan



Bus Boss 324-ENG

Three joint runs
and one no show.

ROUND 10

England

Round 10 Runs			BARE	TOOL	GRUB	MARS	BLY	
17	7♣ Bournemouth 10♠ Scarborough	① {BLIGHTY } 10 {MARS } 10 ② {TOOL } 5 {GRUBBY } 5		+1	+2			13 10 4 3
21	Q♥ Yarmouth 9♣ Portsmouth	① {BLIGHTY } 15 {MARS } 15						15 15
27	K♥ Norwich 8♣ Southampton	① MARS 30 ✕ GRUBBY			-9	+9		21 9
28	6♥ Gatwick 2♣ Newport	① BLIGHTY 30 ✕ TOOL		-3			+3	27 3
29	A♠ Scotland 6♣ Oxford	① TOOL 13 ① BARE 12 ③ GRUBBY 5 ✕ MARS			+4	-6		7 16 1 6
30	A♦ Wales 7♣ Bournemouth	① BLIGHTY 20 ② {GRUBBY } 5 {TOOL } 5		+2	+1		-1 -2	23 4 3
31	J♦ Birmingham 5♣ Bath	① BLIGHTY 16 ② BARE 7 ② MARS 7 ✕ GRUBBY			-5 -2	+8 +2		16 10 -3 7
32	K♦ Leicester 10♥ Margate	① BARE 20 ② GRUBBY 10			+4			24 6
33	9♦ Derby 4♥ London	① GRUBBY 9 ① MARS 9 ① BARE 8 ④ TOOL 4		-2		+2		9 7 8 6
34	9♣ Portsmouth K♠ Skegness	No entrants						
35	10♦ Nottingham 9♠ York	① TOOL 30						30

Round 10 routes

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Leeds - York - Scarborough (11)

Transport Out Of London (TOOL) (Bob Coull, Black)
Birmingham- Gloucester, London - Heathrow (11)

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
Lincoln - Leeds (9)

Buses Across Rural England (BARE) (Pete Campbell, Blue)
Preston - Kendal (6)

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Cambridge - Norwich (10)

Scores		Runs:	17	21	27	28	29	30	31	32	33	34	35	Routes	Score
BLIGHTY	147	13	15	-	27	-	23	16	-	-	-	-	-	-10	231
BARE	139	-	-	-	-	16	-	10	24	8	-	-	-	-6	191
MARS	137	10	15	21	-	6	-	-3	-	7	-	-	-	-9	184
TOOL	130	4	-	-	3	7	3	-	-	6	-	30	-11	172	
GRUBBY	126	3	-	9	-	1	4	7	6	9	-	-	-11	154	

Round 11 Runs		
25.	A♠ - 5♠	Exeter to Kendal
34.	9♣ - K♠	Portsmouth to Skegness
36.	3♥ - 3♣	London to Gloucester
37.	J♥ - Q♦	Ipswich to Birmingham
38.	5♦ - Q♠	Manchester to Lincoln
39.	8♥ - 6♠	Brighton to Blackpool
40.	10♣ - 4♠	Luton to Middlesbrough
41.	K♣ - J♠	Cambridge to Hull
42.	9♥ - 7♦	Dover to Sheffield
43.	8♠ - 8♦	Leeds to Stoke
44.	10♠ - 2♦	Scarborough to Shrewsbury

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



Bus Boss 327-CD

The north coast gets
a choice of service.

ROUND 5

Cornwall and Devon
Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
Barnstaple - Coombe Martin, Totnes - Paignton, Liskeard - Looe 59 - 12 . . . 47

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Launceston - Holsworthy - Bideford 52 - 12 . . . 40

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
South Molton - Torrington - Holsworthy 52 - 12 . . . 40

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
St.Austell - Truro - Helston 53 - 12 . . . 41

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
Bideford - Barnstaple - Ilfracombe - Coombe Martin 53 - 12 . . . 41

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



CANAL MANIA 2

Three people are close to the 60 VP trigger point.

ROUND 10

Actions

Kevin Lee	1	Took a contract - Lancaster and Preston (4)
	2	Took Stretch/Black (Manchester and Oxford), Stretch and Stretch/Yellow (Leeds and Arundel)
	3	Shipped goods from Leeds to Liverpool (3 VPs)
Jim Reader	1	Drew a card from the top of the deck
	2	Built from Reading to Bristol via Bath (contract complete - 11 VPs)
	3	Shipped goods from Coventry to Oxford (4 VPs, 3 VPs for John)
John Marsden	1	Exchanged engineers to gain the Build ability
	2	Took Stretch, Aqueduct, Stretch/Green (Gloucester and Basingstoke), Stretch/Green (Stoke)
	3	Shipped goods from Burton to Oxford (3 VPs)
Geoff Hardingham	1	Drew a card from the top of the deck.
	2	Took Surveyor, Surveyor, Aqueduct
	3	Shipped goods from Basingstoke to Oxford (3 VPs, 2 VPs for John)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 2 goods cubes
Geoff Hardingham	(T)	9	4	3	3	56	Leeds and Liverpool via Skipton (8)	
<i>Mauve</i>								
Kevin Lee	(S)	11	5	2	3	39	Northampton and London via L Buzzard (7)	
<i>Blue</i>								
John Marsden	(B)	8	5	-	3	55	Nottingham and Goole via Newark (5)	
<i>Green</i>								
Jim Reader	(L-S)	11	4	3	1	58	None	
<i>Yellow</i>								

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

The Current Contracts

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

The Future Contracts

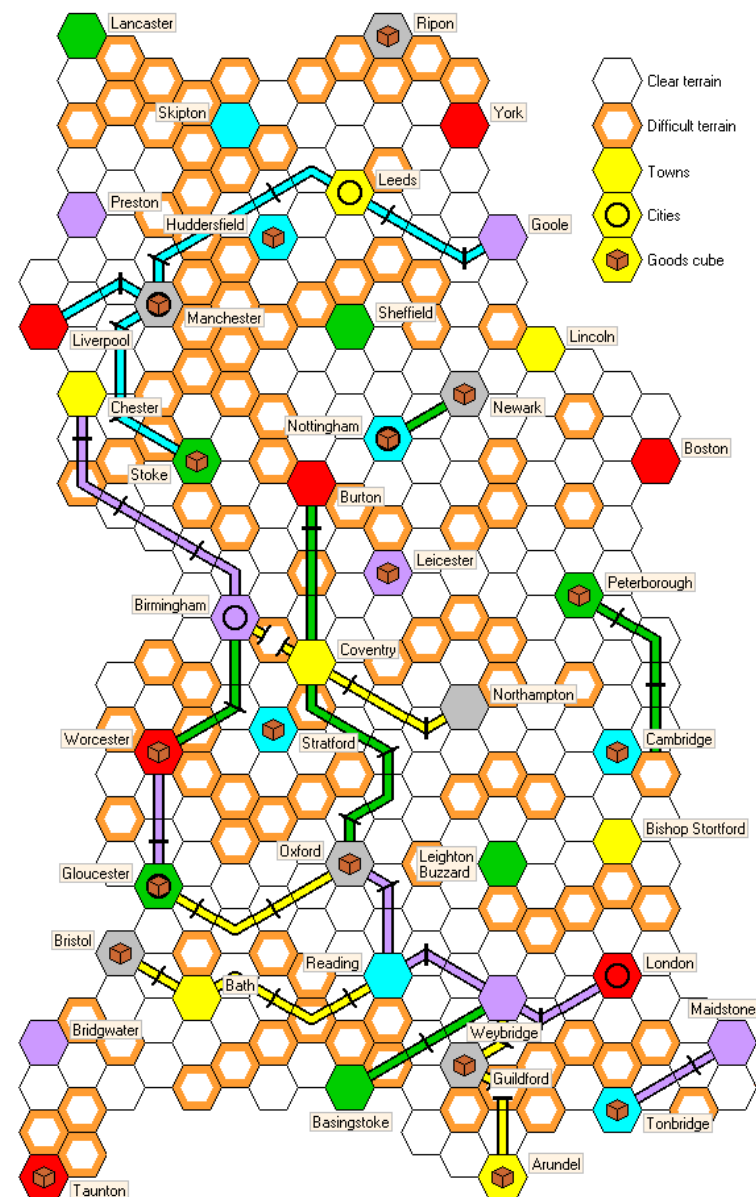
Sheffield and Goole (4)
Nottingham and Chester via Stoke (6)
Lincoln and Boston (4)
Nottingham/Northampton via Leicester (6)

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 do not have a choice about placing goods tokens, by the way. If you take a card that requires goods tokens to be placed, they must be placed if possible, and as long as there are goods cubes in the canal basin, this is what will happen.



Playing sequence

Kevin, John, Geoff, Jim



OUTPOST 28

This is a re-run of round 9.

ROUND 9

I made a basic error last time and got the Laboratory and Orbital Lab confused. Then I lost track of the game folder, so didn't get round to rerunning it before the deadline.

Commander Actions

Pete Auctioned an Orbital Lab for 57. Marcus joined at 58, David joined at 79. Pete and Marcus dropped out at 79. David got it for 79 (w:5,7,7,7,7,8,8,30)
 ▶ 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)
 Willem Bought one Titanium Factory (w:7 t:10,13)
 ▶ Bought two Population Units (o:3 w:5 t:12)
 Mark Auctioned a Laboratory for 80. Lyndon joined at 81 and dropped out at 86. Mark got it for 86 reduced to 36 after Data Library discounts (o:2,3 w:6,7,9,9) plus a free Research Factory
 Jim Bought one Titanium Factory (w:7,8,8 t:7)
 David Passed
 Lyndon Auctioned a Laboratory for 80 and got it for 80 (o:4 w:8,10,30,30) plus a free Research Factory

PO	Name	Factories	Population	Robots	Production
1	Mark	2o,3w,1r	5 (5)	0 (0)	1o,4w,1r (44,10)
2	Marcus	2o,6w,1t	8 (8)	0 (0)	2o,2w,1W,1t,1m (77,10)
3	Pete	2o,4w,2t	5 (5)	3 (5)	3o,1W,2t (59,15)
4	Willem	2o,3w,4t	8 (8)	0 (0)	1o,4w,1T (75,10)
5	David	2o,7w	7 (8)	0 (0)	3w,1W,1m (68,15)
6	Jim	2o,4w,2t	6 (8)	0 (0)	1o,5w,2t (58,10)
7	Lyndon	3o,5w	7 (8)	0 (0)	2o,1w,1W,1r (54,15)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Mark	DL, DL, DL, DL, DL, Lab		16 (155)
2	Lyndon	WH, Nod, Lab		16 (130)
3	Marcus	HE, Nod, OL		15 (105)
4	Pete	WH, HE, Rob		15 (105)
5	Willem	HE, Nod		15 (55)
6	David	WH, Nod, OL		13 (100)
7	Jim	HE, Nod		11 (55)

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

Orders required

Round ten auctions, bids and purchases



OUTPOST 29

Just the one round to start with, as the first Data Library is sold.

ROUND 1

Mark Stretch is playing in this game, despite having been missed off the game start report last month.

Commander Actions

Jim Bought one Water Factory (o:1,5 w:5,9)

Willem Auctioned a Data Library for 15 and got it (o:2,3 w:10)

Marcus Bought one Water Factory (o:2,4 w:6,8)

John Bought one Water Factory (o:1,2,4,5 w:8)

Lyndon Bought one Water Factory (o:3,3 w:6,8)

Pete Bought one Water Factory (o:3,3 w:7,7)

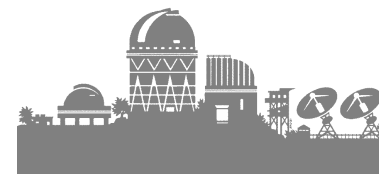
Mark Bought one Water Factory (o:3,3 w:5,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL	4o,2w (26,10)	4 (15)
2	Mark	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
3	Lyndon	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
4	Marcus	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
5	Pete	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
6	John	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
7	Jim	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)

Data Library	2 (2 more)	Heavy Equipment	0 (5 more)
Warehouse	2 (3 more)	Nodule	3 (2 more)

Orders required

Round two auctions, bids and purchases





PUERTO RICO 12 The first large building is erected. **ROUND 11**

Willem is the Captain (+1). The Corn ship (5) is emptied.

Jim is the Builder and builds a Factory.

Kevin builds the Guild Hall.

Kevin is the Trader.

Stephen is the Prospector (+1).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
2	Ind Ind Sug Tob Cof	Cof Ind Crn -	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	×	UNI	2	HAR	1	WHA	2
	4 VPs	GUI	×	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships	5: Empty	6: Sugar	7: Tobacco
	- - - - -	✓ ✓ ✓ - - -	✓ ✓ ✓ ✓ - - -

Kevin Lee	● Small indigo plant	● Tobacco storage	● Coffee roaster	● Hacienda
DbIns: 5	● Factory	● Guild hall		
Chips: 5	Fields: Qry✓✓ Crn× Ind✓ Sug✓ Tob× Cof✓××			Goods: ×
Stephen Webb	● Small indigo plant	● Small sugar mill	● Indigo plant	● Hacienda
DbIns: 6	● Small warehouse			
Chips: 10	Fields: Qry✓✓ Crn✓ Ind✓✓✓ Sug×××			Goods: Ind✓✓✓✓✓
Willem Moene	● Sugar mill	● Coffee roaster	● Small market	● Harbour
DbIns: 5				
Chips: 16	Fields: Qry✓ Crn✓✓✓ Sug✓×× Cof✓			Goods: ×
Jim Reader	● Small indigo plant	● Small sugar mill	● Tobacco storage	● Small market
DbIns: 1	● Small warehouse	● Hospice	● Factory	
Chips: 11	Fields: Qry✓ Crn✓✓✓ Sug✓ Tob✓×			Goods: Crn✓✓✓✓✓

Orders required
Round twelve orders in the sequence Jim, Kevin, Stephen, Willem



RAILWAY RIVALS 2134-IN The result is far from certain. **ROUND 11**

India

Round 11 Runs		GRT	SLUM	ODE	CUR	RICE	TAM	
29	32 Jabalpur 56 Madras	① CURRY 30 × ODE		-4 +4				26 4
30	61 Bangalore 42 Bhagalpur	① GRUBBY 11 ① SLUMDOG 10 ③ RICE 5 ④ TAMIL 4 × ODE	+1/-2 +2/-1	-1		-6 +1	+6	10 11 10 -2 1
31	33 Agra 23 Bombay	① RICE 13 ① ODE 12 ③ TAMIL 5 × SLUMDOG		+6 +2		-6 -4	+4 -2 +3	23 4 0 3
32	41 Patna ① Pakistan	① CURRY 16 ② ODE 9 ③ GREAT 5	+3	+1 -1 -3				20 8 2
33	52 Vishakhapatnam 15 Bareilly	① GREAT 16 ② CURRY 9 ③ SLUMDOG 5 × TAMIL × ODE	-1 -6 +3 +2	+1 -2 +6			-3	17 2 6 3 2
34	62 Hubli 13 Amritsar	① TAMIL 16 ② RICE 9 ③ GREAT 5 × SLUMDOG × ODE × CURRY	-6 -3 -4 +4 +1	-1 -2 -1	-3 +3 +2	+3 +6 +1		6 7 6 7 2 2
35	24 Pune ④ Assam	① RICE 13 ② SLUMDOG 8 ③ TAMIL 5 ④ ODE 4 × GREAT	-1 -5 -4 -3 +5	+2 +3 +4		-3 +3 -2 +1		11 6 8 -5 10

Round 11 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
None.

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

Over Deccan Express (ODE) (John Marsden, Green)
None.

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)
None.

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)
None.

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

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
SLUMDOG	211	-	11	3	-	6	7	6	-	244
ODE	216	4	1	4	8	2	2	-5	-	232
CURRY	166	26	-	-	20	2	2	-	-	216
RICE	130	-	10	23	-	-	7	11	-	181
TAMIL	146	-	-2	0	-	3	6	8	-	161
GREAT	96	-	10	-	2	17	6	10	-	141

Round 12 Runs

36. 44 - 21 Calcutta to Ahmadabad
37. 45 - 53 Jamshedpur to Hyderabad
38. 22 - 11 Bombay to Delhi
39. 31 - 05 Nagpur to Bangladesh
40. 51 - 63 Raipur to Mangalore
41. 14 - 35 Saharanpur to Lucknow
42. 66 - 02 Trivandrum to Kashmir

Runs
Enter up to 4



RAILWAY RIVALS 2148-LE

First set of runs,
three solo runs.

ROUND 7

London and South East

Round 7 Runs

		LOSER	ODE	BUM	GITCO	FWTDR	
1	54 Horsham 42 Lewes	① BUM	30				30
2	61 London (south) 14 Eastbourne	① GITCO	20				23
		② BUM	10	+3	-3		7
3	32 Sevenoaks 44 Brighton	① GITCO	10	-2	+2		10
		① LOSER	10	+3/-3			10
		① BUM	10	+3/-3	-2		8
		✕ ODE			+2		2
4	22 Canterbury 05 Cross Channel	① ODE	20				20
		② FWTDR	10				10
5	62 London (south) 56 Reigate	① FWTDR	13	-1		-3	9
		① BUM	12		-1		11
		③ GITCO	5	+1		+3	9
		✕ LOSER				+1	1
6	24 Ramsgate 16 Bexhill	① ODE	20	-5		-5	20
		② {LOSER}	5				5
		② {GITCO}	5			-1	4
		✕ FWTDR		+5	+1		6
		✕ BUM		+5			5

7	31 Gravesend 03 The West	① ODE	30				-3	27
		✕ FWTDR		+3				3

LOSER was excluded from run 5 because his route was more than twice BUM's route.

Round 7 builds

London & South East Railways (LOSER) (Bob Coull, Black)
L46 - London (north east), F65 - E66, N7 - Three Bridges, I56 - H56, H64 - H65.
-10 (builds) +1/-1 (ODE) +2 (GITCO) +1/-1 (FWTDR) = -8

Opening Due East (ODE) (John Marsden, Green)

Canterbury - G69 - Whitstable, H21 - Hastings.
-10 (builds) +1/-1 (LOSER) +6 (BUM) +1 (GITCO) +1 (FWTDR) = -2

Bloody Useless Management (BUM) (Jim Reader, Yellow)

L22 - Ashford, M28 - N28 - N26.
-10 (builds) -6 (ODE) +3 (GITCO) = -13

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)

K52 - K54 - I55, A62 - N21 - M22 - M24 - L24, G9 - F9.
-10 (builds) -2 (LOSER) -1 (ODE) -3 (BUM) = -16

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)

G2 - F2 - E2 - D2 - Shoreham, I50 - I52.
-10 (builds) +1/-1 (LOSER) -1 (ODE) = -11

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
BUM	56	30	7	8	-	11	5	-	-13	104
GITCO	70	-	23	10	-	9	4	-	-16	100
FWTDR	64	-	-	-	10	9	6	3	-11	81
ODE	14	-	-	2	20	-	10	27	-2	71
LOSER	46	-	-	10	-	1	5	-	-8	54

Round 8 Runs

8. 26 - 63 Deal to London (north east)
9. 21 - 52 Whitstable to Three Bridges
10. 34 - 53 Chatham to Tonbridge
11. 15 - 06 Hastings to Cross Channel
12. 35 - 66 Maidstone to London (north west)
13. 13 - 45 Dover to Newhaven
14. 43 - 04 Brighton to Cross Channel

Tony, your orders were only identified by the game number. It is traditional to identify your company and colour. It is absolutely essential that you include your name!

Also, mentioned many times before, when specifying payments to other companies, state the company name *and* the colour. You'll find it easier to give the colour that is on your map and ignore the company name. I have to look up the company name, and the colour people use isn't always the official colour for the game. Company names are essential.

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





RAILWAY RIVALS 2157-KA

HICK reaches the western state line.

ROUND 3

Kansas {15 points for these builds}
Mid-Western Express (MWE) (Tony Bromley, Purple)
U39 - Lawrence - R40 - Ottawa - O40 - Garnett, T17 - T13, U36 - Topeka, T16 - Hays,
T17 - Plainville.
38 +12 (towns) -5 (CAR) = 45

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
S36 - Topeka, S39 - Lawrence, P18 - Hays, Q27 - Salina, P25 - McPherson, O15 - Ness City,
P20 - Great Bend, P24 - Lyons, McPherson - Newton.
23 +12 (towns) -1 (WEAR) +5 (CAR) = 39

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
Kiowa - C19 - D18 - D15 - Englewood, J25 - O28, Independence - Coffeyville, Kiowa - B20.
40 +6 (towns) +1 (KRAP) -1 (CAR) = 46

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
H13 - G13 - Sublette - Johnson - G2 - H1, H14 - Dodge City, H35 - I36.
36 +9 (towns) -1 (CAR) = 44

Central American Railways (CAR) (Don Shailer, Orange)
Great Bend - Hays - U16 - Stockton - Z15 - Norton - Z12.
..... 38 +6 (towns) +5 (MWE) -5 (KRAP) +1 (WEAR) +1 (HICK) = 46

Tony, a little more care with the hex references, please. You ordered a build through D40 that had to be O40, and wanted to build from T12, which you had yet to reach. I assumed that was meant to be T16. The numbers may be small, but it won't be row D if it's next to row P, and it won't be 12 if it's between 14 and 18. Check the adjacent rows and make sure you're counting the numbers in the right direction. If I can't work out what you intended, you won't get your track built.

Buils

Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2160-KT

First builds and first payments.

ROUND 1

Kansas {15 points for these builds}
Connections Uniting Eastern States (CUES) (Bob Coull, Green)
Rockwood - J29 - L28 - L24, Rockwood - K31 - Knoxville.
20 +6 (towns) = 26

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Nashville - Tullahoma, Nashville - S16.
20 +6 (towns) +1 (REBUS) = 27

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
Owensboro - X21 - Z22 - Z23 - Louisville - B75 - C76 - C79 - Frankfurt, Owensboro - X17.
20 -12 (COLIN) = 8

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
Louisville - Z23 - Z22 - Y22, Louisville - Frankfurt - B80 - Lexington - A83, B80 - B81.
20 +12 (towns) +12 (BARGAINBUCKET) = 44

REB's 'r' US (REBUS) (Rob Thomasson, Red)
Bowling Green - T22 - T23 - U24 - U27 - W28, Bowling Green - P20 - O21, P20 - P17.
..... 20 -1 (GREAT) = 19

Rob, your order went from P20 to Q21, but as you'd just come through Q21, I amended it to O21. Colin only built 14 points of track.

Buils

Up to 17 points excluding payments to rivals





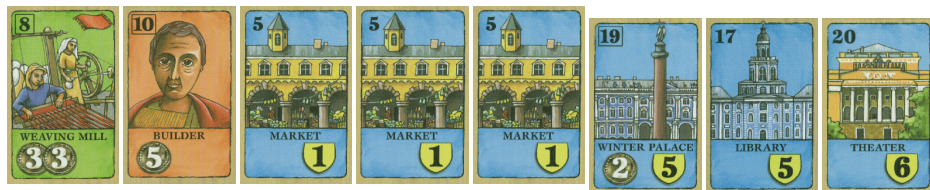
SAINT PETERSBURG 3

Just four actions
in this round.

PHASE 3-A

Round 3 - Aristocrat Phase

Rob	Kevin	Bob	Tony
Judge ⇒ hand	+ Administrator	Author ⇒ Minister to Foreign Affairs from hand	✗
+ Author from hand			

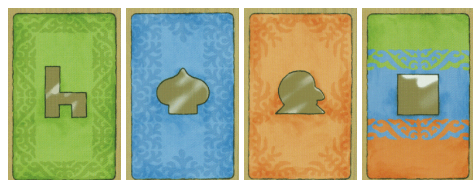


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	13	12	9r + 0vp	1r + 6vp	2r + 0vp	Worker	15
Rob	16	0	15r + 0vp	0r + 1vp	6r + 0vp	Aristocrat	16
Kevin	8	11	9r + 0vp	5r + 6vp	6r + 1vp	Building	12
Bob	9	12	12r + 2vp	0r + 0vp	7r + 6vp	Trading	19

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, Judge	Fur Trapper, Lumberjack, Shepherd, Ship Builder x 2, Observatory, Author x 3, Warehouse Manager
Kevin	Firehouse, Senator	Fur Trapper, Lumberjack, Shepherd, Customs House x 2, Harbour, Administrator, Controller
Bob	Pope	Fur Shop, Gold Miner, Lumberjack, Shepherd, Pub, Warehouse, Judge, Minister of Foreign Affairs

Orders required

Round three Trading phase led by Bob

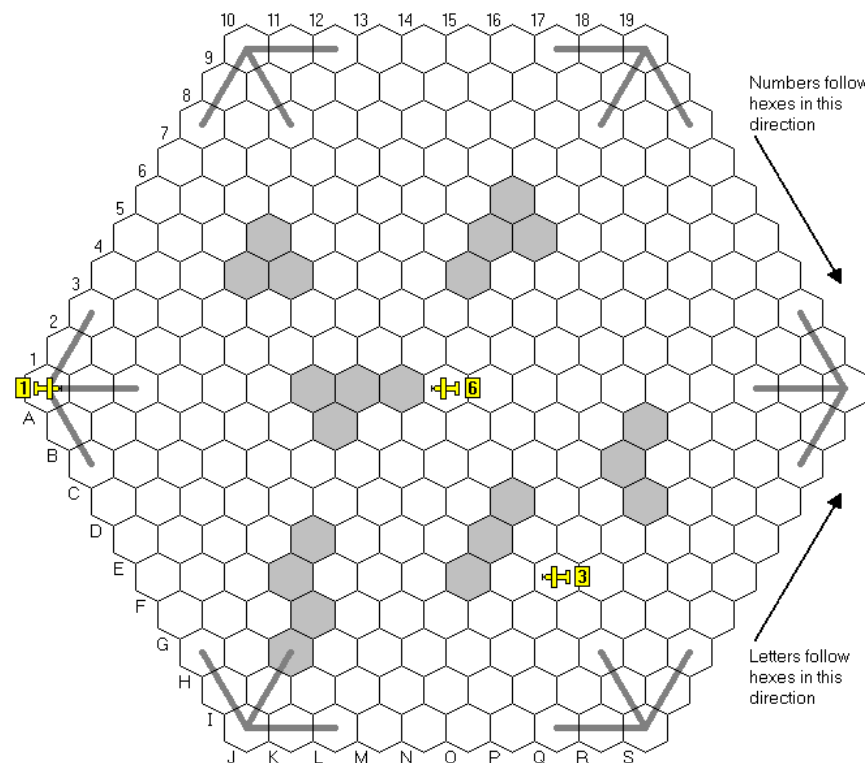


SOPWITH T353FW

Another pilot down.

ROUND 6

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	B2-W	A, lands (1 kill) {Airfield: A1}	A1-E	16:08:17
3 <i>Wizard Prang</i> Jim Reader	R13-SW	RT, A, A {Airfield: J19}	O10-W	13:08:00
4 <i>Mark</i> Mark Stretch	K12-W	RT (1/2 kill) {Airfield: S19}	Shot Down	07:00:11
6 <i>Glider</i> Hugo Griffin	M12-NE	LT-fLA, LS-fL, LT (1 1/2 kills) {Airfield: J1}	J10-W	02:09:26



The clouds moved east. *Glider* turns the right way and takes *Mark* out of the sky before he can inflict any more damage. *The Brown Baron* lands and reloads his guns, while *Wizard Prang* continues the hunt.

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	2.914
▲ Pete Campbell	2.845
▼ John Boocock	2.571
- Victor Cronshaw	2.475
- Rob Thomasson	2.438
- Jon Tassoff	2.250
- Michael Graystone	2.118
- Mick Haytack	2.089
▲ Greg Payne	2.000

The rating system is:

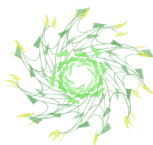
5 points for a win
3 points for second
1 point for third

- ✱ Completed games and winners:

Puerto Rico e914	Paul Ridout
Puerto Rico e919	Pete Campbell
Carcassonne e921 {Inns & Cathedrals}	Willem Moene
Carcassonne e924 {River}	Mike Peterson
Puerto Rico e926	Kath Collman
1800 e927 {1800-Z29}	John Boocock

- ✱ New games and start dates:

Saint Petersburg e935	Dec 26th
Railroad Dice e936 {60 dice}	Dec 30th
Carcassonne e937 {Inns & Cathedrals}	Dec 30th
Acquire e938	Dec 30th
1870 e939 {1870-N30}	Dec 30th
Carcassonne e940 {The River}	Jan 7th
Puerto Rico e941	Jan 8th
1850 e942 {1850-P30}	Jan 9th
Acquire e943 {Special Powers}	Jan 10th



PREVIEW

So, what does the future hold? I'm still not sure, so I won't be making any promises about when any games will be starting. It is highly unlikely that any will start in the next issue, but you never know, I might bend a little. Or even break.

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

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



ZINES RECEIVED

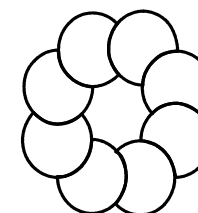
A summary of zines that I've received recently.

Date	Zine/Issue
Dec 20	...mais n'est-ce pas la gare? 113
Jan 6	Minstrel 343
Jan 8	Variable Pig 127
Jan 11	Save Your XXs For Me 80
Jan 17	...mais n'est-ce pas la gare? 114
Jan 21st	Ode 319

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	
▼ Pete Campbell	3.235	5 points for a win
- Lionel Robbins	2.950	3 points for second
- Mark Frueh	2.923	1 point for third
▲ Marcus Pratt	2.750	
- Geoff Hardingham	2.615	
▲ Steve Thomas	2.611	
- Tony Robbins	2.318	
▼ Michael Graystone	2.253	
▼ Stephen Webb	2.240	
- Alan Harvey	2.188	
- Rob Thomasson	2.160	
▲ Richard Lunn	2.071	
- Colin Sharpe	2.065	



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	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	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,
Richard Lunn	Acq57, BA20		RR-2160-KT, StP3
John Marsden	Acq55, Bat4, BB-324-ENG, CM2,	Roger Trethewey .	BB-327-CD, RR-2148-LE
	RR-2134-IN, RR-2148-LE	Stephen Webb . . .	1826-J28, 1837-L27, 1861-C27, PR12
		Tony Wilcock	Acq54, Acq55, Acq56, StP3



OUTSIDE EDGE

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DEADLINES

Wednesday February 16th 2011
18xx games - Friday February 11th

Future deadlines: 18xx games: March 11th Other games: March 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.