FOR WHOM THE DIE ROLLS
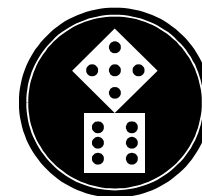
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£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #184, 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...

None.

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

✪	1825	John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
⇨④	1825	Howard Bishop
⇨②	1830	Adam Romoth, Don Smith, Willem Moene
⇨③	1830 {Variant map 2} . .	Pete Campbell, Don Smith
⇨②	1837	Pete Campbell, John Hopkins, Don Smith
⇨②	1856	Mike Hutton, Don Smith, Lyndon Gurr
①	1870	Lionel Robbins, Adam Romoth, John Shelley, Willem Moene, Lyndon Gurr
⇨⑥	18C2C	Pete Campbell, John Boocock
⇨⑤	7 Wonders	Allan Stagg, Jim Reader
⇨②	18Rhl Rhineland	Willem Moene, Pete Campbell, Alan Harvey
✪	Acquire	Bob Coull, Tony Wilcock, Michael Graystone, John Marsden, Kevin Lee
✪	Agricola	Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
⇨⑤	Baltimore & Ohio	Alan Harvey
①	Homesteaders	Michael Longdin, Rob Thomasson, Howard Bishop
⇨⑧	Outpost	Willem Moene, Marcus Pratt
⇨①	Puerto Rico	Jim Reader, Willem Moene, Kevin Lee
⇨⑤	Revolution!	Allan Stagg (normally a 4-player, but can take 6 with The Palace expansion)
⇨②	RoboRally	Allan Stagg, Jim Reader, Mark Stretch, Don Shailer, Roger Trethewey, Howard Bishop
⇨①	Steam: Rails to Riches .	Pete Campbell, Mike Hutton, Marcus Pratt
③	Year of the Dragon	Pete Campbell

I supply everything you need for these...

⇨①	6 nimmt!	John Colledge, Colin Sharpe, Jim Reader, Michael Graystone, Bob Coull, Kevin Lee, Don Shailer
②/⑧	Battle!	Pete Campbell, Mark Stretch, Marcus Pratt, Allan Stagg
④	Breaking Away	Steve Ham, Jim Reader
✪	Bus Boss {Scotland} . . .	Pete Campbell, Don Shailer, Mark Stretch, Roger Trethewey, Jim Reader
⇨③	Bus Boss	Bob Coull, Michael Graystone
✪	Railway Rivals	Jim Reader, Steve Ham, Michael Graystone, John Marsden, Kevin Lee
⇨④	Railway Rivals	Bob Coull, Don Shailer

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

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START

Welcome to issue #184. This is pushing the end of July, but circumstances are working against my intended timetable, so I thought it better to take a more relaxed approach to this issue rather than rush it.

Basically, we have been invited to attend GenCon in Indianapolis at the beginning of August. If we take up this offer (well, to be honest, we have...) this would make the August issue late, which will push all the others back, and I would not be able to produce the October issue before going to Essen. So something has to give... and the solution is a combined August/September issue.

I've pushed the planned deadlines in August back a week so that we will at least be back before these arrive, and I get to do another relaxed issue rather than two manic ones.

Another month missed - sorry, folks, but some offers are too good to pass up.

We're padding the start of the trip with three days in Washington {see front cover}, followed up by a couple in Chicago. We're hoping that their heatwave has subsided by then.

The relaxed timetable for this issue let us get away for a week, and we decided to go camping in Dorset because we could take our dog with us. The first site we got to advised new arrivals to pitch up and call at reception when it opened, which we duly did. We were fortunate not to choose one of the pitches that were booked for the following day, or it would have been a very brief stay. All the pitches were numbered, but there was no way for new arrivals to know if a particular pitch was booked in advance.

We had to move on three days later as the entire site was booked for the weekend, and went down towards Corfe Castle and found a reasonable site. It only got a 'reasonable' rating because while the facilities were fine, they were not good on signs. The gents toilet was locked, and it was only from other campers that I discovered there was another gents at the back of the toilet block. I was not the only one that needed this information. Then there were the signs about the farm shop, where you could get bread and milk. On investigation the shop turned out to be the booking counter in the farm house, where you could only get milk and ice cream. Still, if you know what you're going to get and are happy with that for the price, then the site was fine. It would have been nice if the wind hadn't been so strong while we were putting the tent up, but you can't blame the site on that!

I found something unusual in the post pile when we got back - the first issue of a new postal zine. This is Fury of the Northmen from Colin Bruce, 'a postal games zine for Vikings with unresolved Anger Management issues'.

The first issue of Fury of the Northmen, or FuN for short, is sixteen pages long, and consists mostly of the rules for the games Colin is offering. These are Britannia, Chess, Diplomacy and Risk. He starts each of the rules by stating which specific set of rules he will be using for each game, and provides links to those rules on the Internet. These are generally recent editions of the rules, but my knowledge of Risk is not good enough to know why he has chosen the 1959 (1st US edition) rules for his games.

If that sounds interesting and you want to find out more, you can write to Colin at 30 Almoners' Avenue, Cambridge, CB1 8PA, England, or an email to furyofthenorthmen at btopenworld.com (replacing the 'at' with the '@' symbol).

Colin also requires email orders to be sent as plain text, as I do. Good luck with that, Colin. I suspect that one in ten sets of orders I get are actually in plain text. Most are in rich text or HTML formatted. Admittedly, most can be viewed adequately when I read the messages as plain text, which is my default, but this isn't always the case.

Most of my problems occur when someone deliberately includes something like colour highlighting to 'clarify' their orders. As I don't see any such highlights when I read the mail, they can end up making no sense at all.

I'm sure the main issue is that people simply do not understand what the phrase 'plain text' means. If the message you are sending looks like just text, you'll believe you are sending plain text. The truth is a little more complicated, as the underlying format of your message may contain all sorts of formatting and layout information you are unaware of, and which will not necessarily display properly when the message is received.

The biggest culprit is MS Word, which seems incapable of the concept that people might only want the words. People who create their orders in Word and then copy/paste into email are unwittingly carrying over all the unnecessary layout information from Word. If more people created their orders in something simple, like Notepad, and copied that into their email, none of these problems would arise.
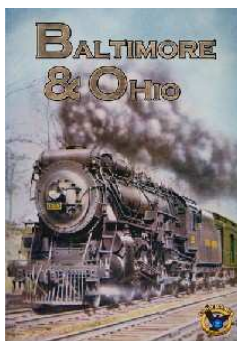
We have a new game on the waiting list, one that I had thought of offering, but got spurred into actually doing something about following a request from Alan Harvey. This is Baltimore & Ohio, originally part of the Winsome Games Essen set of 2009, and released more widely by Eagle Games in 2010.

Baltimore & Ohio is effectively a cut-down version of 18xx, but don't let John Bohrer (Winsome Games) hear you say that, as he denies this is the case.

Basically, the game is about buying and selling shares, with the President running the company to generate income for the company/shareholders, with the winner being the player with the highest value at the end of the game.

When the first stock in a railroad is bought, the President sets the price from a range of prices. As the game progresses, these starting prices become more expensive, and some companies are only available when the game reaches technology level 3.

Where it differs from 18xx is in the way various features have been streamlined. For example, during the Market rounds you can buy as may shares in a company as you want, rather than buying them one by one. When a company lays track, it does so by placing a coloured cube in a hex rather than choosing a specific tile and building a network of rails.

Each railroad in the game has a different number of track cubes available, and when they're gone the company can no longer extend its range. Trains are purchased from a single stack of technology cards. There are six technology levels in the standard game, and the revenue from each city a company can reach depends on the current technology level. These work just like the red off-board areas in 18xx. But it is not, of course, 18xx.

The game ends at the end of a pair of Business rounds during which a technology card of level 6 has been purchased, or if a railroad has reached the top of the valuation track.

The Eagle Games edition of the game is interesting for a number of wrong reasons. The first is that the designer's name only appears in small print at the top of the game board, not on the box, and not in the rules. I realised this was partly because Eagle Games had done a straight copy of the original Winsome Games rules, even to the extent of advising you that you could rotate the railroad tokens on the valuation chart to show which had been run, and the black border on those tokens would provide that information. The only problem was that the Eagle Games edition does not have those black borders on the tokens.

They also did an almost exact copy of the game board graphics. All they changed was to put different lines around the charts, and replace the pale green background on the map with a dark green textured background. This has the effect of making the cost of building in a hex very difficult to read.

All in all, there was minimal effort put into the new edition, and what was done was not always beneficial. I am assuming the price for the game (£49.99 RRP) suggests that John Bohrer got a good licencing deal.

There was an single-token expansion to the game released in 2010, and the 2011 Winsome Game Essen set will contain three more expansions, so it may be that putting these together will make it possible for Eagle Games to release these at some time.

A couple of years ago I recovered some boxes of books that had been in storage, and realised that I didn't know what I actually had, so I went through the boxes and recorded what was in each box. In the process I identified a variety of books I wanted to re-read, or in some cases, finally get round to. In the latter category were books by Raymond E Feist.

I had read his first trilogy, Magician/Silverthorn/A Darkness at Sethanon, when they first came out in the 1980s, and had been buying his new books ever since, but because I had not been keeping up with reading them, the new ones got put away until such time, and so on. Over the last year I have re-read the first trilogy and read most of the others. This came to a total a total of 27 books. It's probably a good thing I didn't actually count them before I started. The last one I am saving because there are two more due in the next couple of years, and these will finally finish the series. Yes, it is all one linked series.

What became obvious when I got to the more recent books was the appalling drop in publishing standards. Frequent spelling errors are in all of the recent books, the sort of errors you get by relying on spell checking software rather than real people. I did send them a message expressing by displeasure, and I guess it is no surprise that I got no reply. I accept that I may make similar mistakes, but then I am not a professional publishing house. HarperCollins should be ashamed o=f themselves.

Somewhere during the adjudication of this issue's games I got really fed up with the extremely poor standard of orders. Having some people submit orders that seem designed to flout every request that has ever been made is just ridiculous. If you want me to give up the zine, this is exactly how to go about it. Those people are moving onto a grey list for future games - repeat infractions will move them to the black list and I simply will not include them is any more games. I won't give names, because the culprits should be able to identify themselves. If they can't, then they're already a lost cause.

No more room for more whinges, so I'll shut up and start printing.　　　□

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1826-J28	A clear win for Lyndon.	GAME OVER

1st	Lyndon Gurr	6,154	28.7%
2nd	Stephen Webb	4,654	21.7%
3rd	Pete Campbell	3,922	18.3%
4th	John Shelley	3,798	17.7%
5th	Don Smith	2,930	13.6%

Pete Campbell (3rd): This one started badly when Belgium began to fill up with tokens thanks to Stephen steaming up there with the N and P (good move, I thought). So the A had to settle for going south. I then bodged the flotation of the PL, not realizing that once the 6H train is bought I needed to buy 6 shares to float (obvious really!). So in the end I was happy to come third.

It strikes me that I made very few errors during this game, or was that just the rosy glow of hindsight mixed with a failing memory? ☒

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18GA-Z27	Mark couldn't be caught in time.	GAME OVER

1st	Mark Stretch	6,340	35.3%
2nd	Mike Head	6,228	34.6%
3rd	Don Smith	5,412	30.1%

Mike head (3rd): So in the end it came down to turn order - Mark had invested in my companies, I'd invested in Dan's, so Mark could sell shares in mine in the last SR to depress my company values and I couldn't effectively retaliate, so it's congratulations to him for a good win. For my own part, I am still struggling to understand why Don made the Atlanta green tile upgrade immediately and depressed the value. Perhaps he felt I was always making more returns from it, but I can't help feeling that depressing his own cash flow didn't help him very much either, his second company float was far more tentative than Mark's. Thanks to both anyway for playing, I think this is a really interesting and worthwhile 18xx, and thanks to Keith for GMing.

Thanks for this game, particularly to Mike, who suggested it. I like the compact nature of the map and must get a closer look at some of the others of the same scope. ☒

▲▲▲

1825-H27	The end to a monster game.	OR17

The LSWR upgrade in X10 that created a station is legal - that is one of the reasons behind the type 11 tiles, which add small stations that can be useful to T and U trains and block standard trains. Two people tried to drive through these with their standard trains.

OR17	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	-	-	360	Yes	①	280▲	90	4T U3
GWR	PC	38:Y7:1	-	660	Yes	-	400▲	51	5 3T 3T
Mid	LR	47:R14:3	-	600	Yes	-	340▲	20	5 3T U3
NER	AH	24:O17:4	-	350	Yes	-	205▲	0	4 3T
LSWR	MH	20:W13:1	-	750	Yes	-	400▲	350	4 3T 2+2
GER	WM	-	-	330	Yes	-	300▲	50	4 3T
NBR	AH	-	-	240	Yes	-	205▲	30	5
Cal	MH	-	-	-	-	-	24▼	20	-
L&YR	LR	-	-	230	Yes	-	300▲	0	4
SECR	PC	-	-	200	Yes	-	255▲	39	U3
GNR	MH	12:R24:5	-	730	Yes	-	280▲	0	6 4 U3
GCR	WM	-	-	560	Yes	-	320▲	0	6 5 2+2
LBSC	MH	-	-	430	Yes	-	255▲	0	3T 2+2
Cam	WM	6:T2:3	-	240	Yes	-	440▲	1,120	7 7 U3
NS	LR	-	-	170	Yes	-	205▲	350	3T
TV	WM	-	-	280	Yes	-	180▲	40	4T 4T
LT&S	AH	-	-	240	Yes	-	160▲	10	2+2
SDR	MH	168:V8:6	-	600	Yes	-	55▲	420	6 U3 5
MGN	MH	38:R24:5	-	370	Yes	-	126▲	0	5 4T

Notes: ①   The bank has run out of cash

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Willem Moene	1,245	982	2,227	10,557	15.0▼	17
Lionel Robbins	3,147	1,361	4,508	14,143	20.2▼	28
Mike Hutton	2,260	2,375	4,635	14,913	21.3▲	32-33
Pete Campbell	3,332	1,409	4,741	14,901	21.2▼	30
Alan Harvey	4,949	1,315	6,264	15,624	22.3▼	31

Alan commented that some of the run values looked odd last time, with some apparently dropping even though the situation appeared the same. To be honest, I wasn't able to consider reviewing the runs from a couple of rounds ago. It is possible that I was given runs that had lower values and didn't spot they could have been higher. It was also possible that the earlier runs were higher than they should have been.

1st	Alan Harvey	15,624	22.3%
2nd	Mike Hutton	14,913	21.3%
3rd	Pete Campbell	14,901	21.2%
4th	Lionel Robbins	14,143	20.2%
5th	Willem Moene	10,557	15.0%

It was a clear win for Alan, but much tighter in the middle. Mike definitely did the right thing by forcing another operating round. We'll round up next time. My thoughts are simple - this works well on the web site when companies take their turns one at a time, but it is too much like hard work for the zine.

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	3D	-	-	-	-	5D	-	-	-	-	-	7D
Lionel Robbins	C&W	1	-	6D	2	2	1	1	-	8D	-	4	1
Mike Hutton	TWW	2	2	-	-	6D	-	-	2D	2	-	5D	-
	C&HP												
	S&D												
	L&M												
✪ Pete Campbell	-	2	5D	2	2	2	-	2	-	-	7D	-	1
Alan Harvey	-	2	3	2	6D	-	4	7D	-	-	3	1	1
Bank (new)		-	-	-	-	-	-	-	4	-	-	-	-
Price (new)		100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	-	-	-	-	-	-	-	-	4	-	-	-	-
Price (pool)		280	400	340	205	400	300	205	24	300	255	280	320
Company credit		90	51	20	0	350	50	30	20	0	39	100	0
Tokens		5	5	2	2	1	2	3	2	1	2	-	1
Trains		4T	5	5	4	4	4	5	-	4	U3	6	6
		U3	3T	3T	3T	3T	3T					4	5
				3T	U3	2+2						U3	2+2

		LBSC	GSWR	Cam	NS	TV	LT&S	SDR	MGN	FR	GNoS	High	M&C
Willem Moene		-	-	6D	-	6D	-	-	-	-	-	-	-
Lionel Robbins		-	-	-	8D	-	-	-	-	-	-	-	-
Mike Hutton		5D	-	2	-	-	-	10D	10D	-	-	-	-
Pete Campbell		5	-	2	-	4	2	-	-	-	-	-	-
Alan Harvey		-	-	-	2	-	8D	-	-	-	-	-	-
Bank (new)		-	10	-	-	-	-	-	-	10	10	10	10
Price (new)		67	67	420	112	100	61	55	49				
Bank (pool)		-	-	-	-	-	-	-	-				
Price (pool)		255		440	205	180	160	55	126				
Company credit		0		1120	350	40	10	420	0				
Tokens		1	3	-	-	-	-	-	-	1	1	1	1
Trains		3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
		2+2		7 7		4T		6 U3	5				

Bank cash: -7,375   Certificate limit: 31   Trains: None

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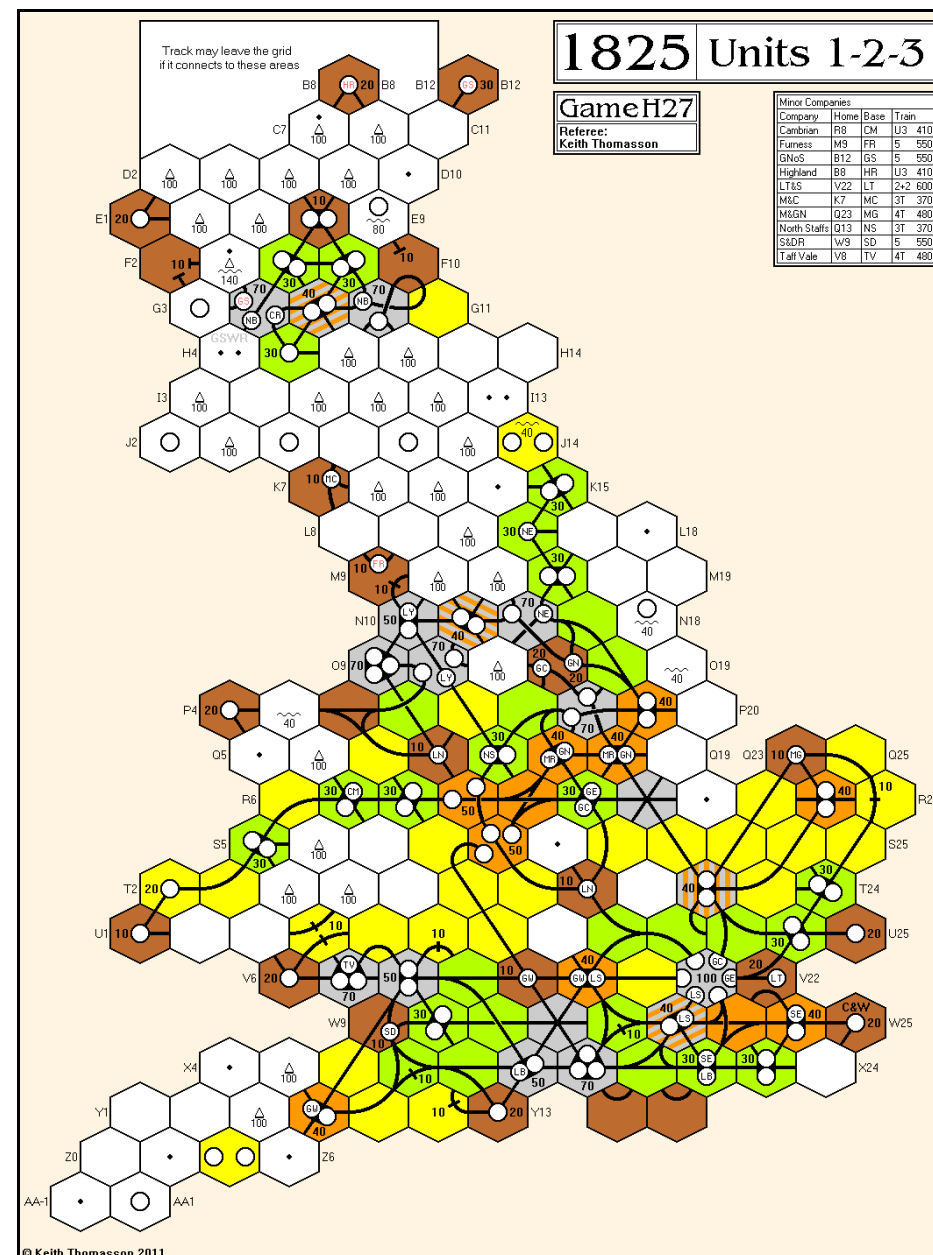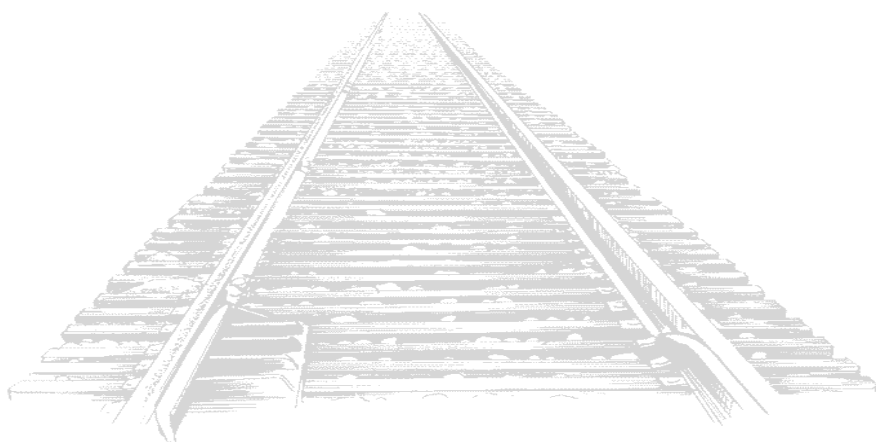
| 1829-A30 | The Midland sells out. | OR5 - SR6 |

OR5	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	8:S11:1	▸T12	110	Yes	-	142▲	420	2 2 2
GWR	RT	4:V16:3	▸V18	70	Yes	-	100▲	500	2 2
Mid	JS	9:R14:2	▸R16	60	Yes	-	82▲	640	2

Stock Round 6

John Shelley	Lionel	John Boocock	Pete	Rob
- C&HP	- 1 GWR	+ Midland new	✗	✗
+ Midland new	+ Midland new			
✗	✗	✗	*Priority for SR7*	

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Pete Campbell	29	55	0	84	794	21.5▲	4
Rob Thomasson	37	47	0	84	714	19.3▲	6
John Shelley	28	51	-37	42	676	18.3▾	6
Lionel Robbins	17	49	18	84	732	19.8▲	6
John Boocock	46	55	-82	19	777	21.0▾	6

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
⊘ Pete Campbell	-	5D	-	-	-	-	-	-	-	-	-
Rob Thomasson	S&M	-	6D	-	-	-	-	-	-	-	-
John Shelley	-	1	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	2	2	2	-	-	-	-	-	-	-
John Boocock	L&M	2	1	2	-	-	-	-	-	-	-

		LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Bank (new)	Hull...	-	-	-	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP	-	1	-	-	-	-	-	-	-	-
	C&W										
Price (pool)		142	100	82							
Company credit		420	500	640							
Tokens		5	4	4	5	5	4	4	4	3	3
Trains		2 2 2	2 2	2							

Bank cash: 19,687   Certificate limit: 18   Trains: 1 x '2', 6 x '3'...

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

| 1/2 | 2/2 | 3/2 | 4/4 | 5/4 | 6/2 | 7/3 | 8/6 | 9/8 |

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1829 South Game A30
Referee: Keith Thomasson
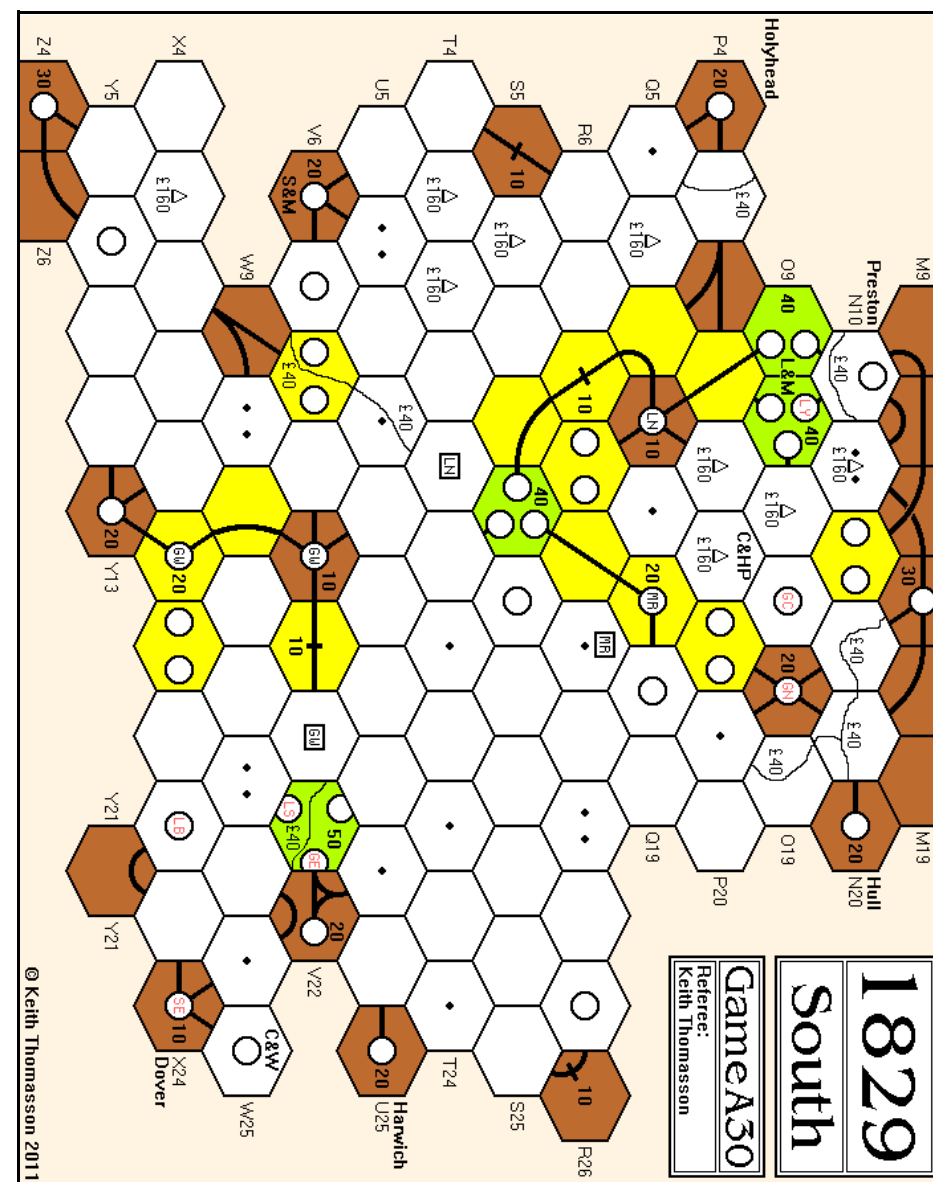
Orders required for the following rounds	*By the early deadline*
OR6, SR7	

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1830-T29	The PRR buys the first '5' train.	OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	WM	15:F22:6	-	-	① ② ③	90A▲	160	4 3
C&O	DS	8:G5:6	-	-	④	90A▼	700	4
NYC	JS	57:E19:2	-	-	⑤	76C▼	328	4
PRR	RT	14:H10:3	90	No	⑥	71F▼	15	5 3
B&O	MF	59:H18:4	220	Yes	-	80F▲	426	3 3
NYNH	JS	28:F18:4	100	Yes	⑦	75F▲	1	4 3

Notes:
① 40 to the bank for a token in F22
② 480 to the bank for a '3' train and a '4' train
③ 320 to Willem for the C&A private
④ 300 to the bank for a '4' train
⑤ 600 to the bank for two '4' trains
⑥ 450 to the bank for a '5' train
⑦ 108 to the NYC for a '4' train

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	WM	53:E23:2	190	Yes	-	100A▲	160	4 3
C&O	DS	8:G3:1	100	Yes	-	100A▲	700	4
B&O	MF	67:H18:6	250	Yes	-	90E▲	501	3 3
NYC	JS	62:G19:1	140	Yes	①	82C▲	288	4
NYNH	JS	14:E19:2	240	No	-	71F▼	241	4 3
PRR	RT	63:H16:1	230	Yes	-	75F▲	38	5 3

Notes: ① 40 to the bank for a token in G19

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Don Smith	1	25	60	86	686	14.9▼	5
Mark Frueh	58	132	150	340	880	19.1▲	5
Willem Moene	6	355	114	475	1,146	24.9▲	6
Rob Thomasson	80	32	163	275	886	19.3▲	7
John Shelley	22	50	84	156	1,003	21.8▼	9

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	-	6P	-	-	-	-	-
✪ Mark Frueh	-	6P	-	-	-	-	1	-
Willem Moene	6P	-	-	-	-	-	1	-
Rob Thomasson	-	1	-	-	-	-	1	6P
John Shelley	-	-	-	-	-	6P	5P	-

	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Bank (new)	4	-	4	10	10	4	-	3
Price (par)	100	100	100			82	71	76
Bank (pool)	-	3	-	-	-	-	3	1
Price (pool)	100A	90E	100A			82C	71F	75F
Company credit	160	501	700			288	241	38
Trains	4 3	3 3	4			4	4 3	5 3

Bank cash: 8,740   Certificate limit: 13   Trains: 2 x '5', 2 x '6'…
Current operating order: B&M, C&O, B&O, NYC, PRR, NYNH

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds						
1/-	2/1	3/2	4/2	7/3	8/6	9/7	55/1	56/1	57/4	58/2	69/-	14/1
15/1	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/-	29/1	53/-
54/1	59/2	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/2	62/-
63/2	64/1	65/1	66/1	67/-	68/1	70/1						
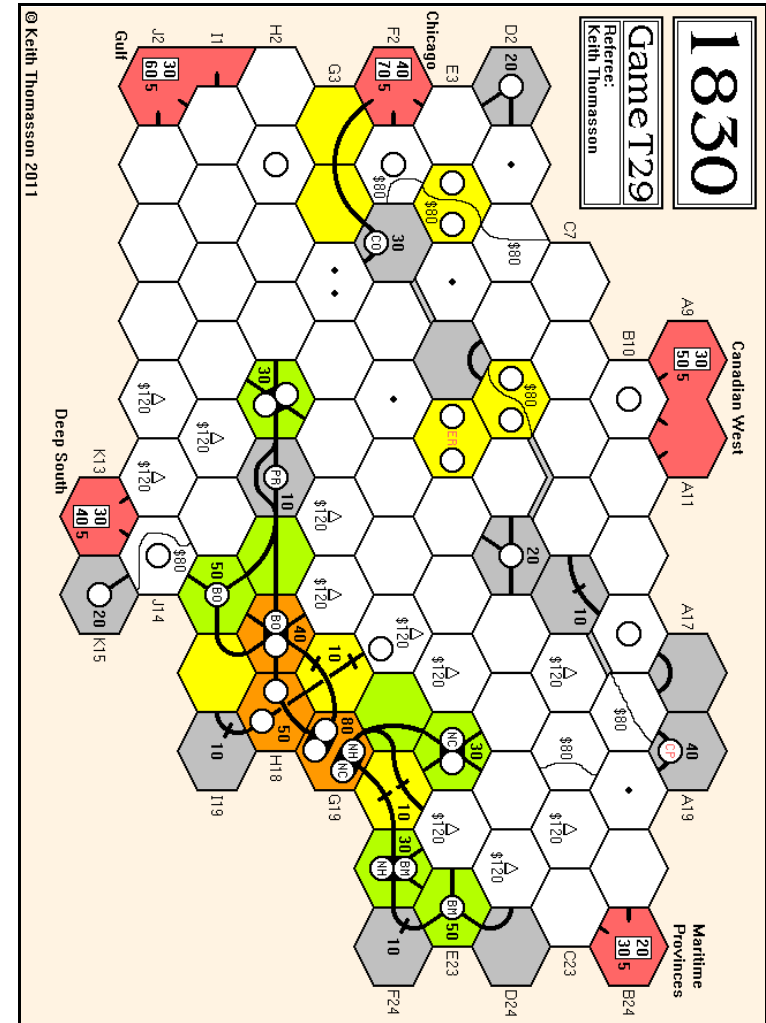
Orders required for the following round	*By the early deadline*
SR5	

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1830-V2-U28	The CPR is floated with outside assistance.	SR7

Stock Round 7

Don	Pete	Alan	Mark
+ C&O new	+ NYNH new	+ Erie pool - 1 Erie　　{▾110D}	- 2 NYC　　{▾130D} + NYNH new
+ C&O new	+ C&O new	+ CPR new	+ Erie new
+ C&O new 　{floated}	- 1 NYNH　　{▾100C} + C&O new	+ CPR new	+ CPR new
+ C&O new	- 1 Erie　　{▾100E} + C&O new	✗	✗
✗	✗	*Priority for SR8*	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Don Smith	463	-400	63	2,239	28.9▴	16
Pete Campbell	276	-168	108	1,788	23.1▾	12
Alan Harvey	463	-142	321	2,219	28.7▾	16
Mark Stretch	168	59	227	1,493	19.3▴	11

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	6P	4	6P	-	1	-	1
Pete Campbell	-	1	5P	-	5P	3P	-	1
✪ Alan Harvey	-	1	-	3	1	1	6P	6P
Mark Stretch	6P	1	-	1	2	-	1	1

	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Bank (new)	4	-	1	-	-	-	2	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	1	-	-	2	5	1	1
Price (pool)	100A	180B	100A	76D	100E	130D	100C	110D
Company credit	700	283	1,000	410	134	146	527	206
Tokens	2	1	3	3	2	3	1	2
Trains	4	4 3	-	4	5 3	5 3	3	4 3

Bank cash: 7,875　　　Certificate limit: 16　　　Trains: 1 x '5', 2 x '6'...
Current operating order:　　B&O, NYC, PRR, Erie, NYNH, C&O, B&M, CPR

Tiles　　Tile number/Availability　　　　Three Operating Round between Stock Rounds

1/1	2/-	3/2	4/2	7/2	8/4	9/4	55/1	56/1	57/3	58/1	69/-	14/1
15/2	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	53/-
54/-	59/1	39/1	40/1	41/2	42/2	43/2	44/1	45/1	46/2	47/1	61/2	62/1
63/3	64/1	65/1	66/1	67/1	68/-	70/1						
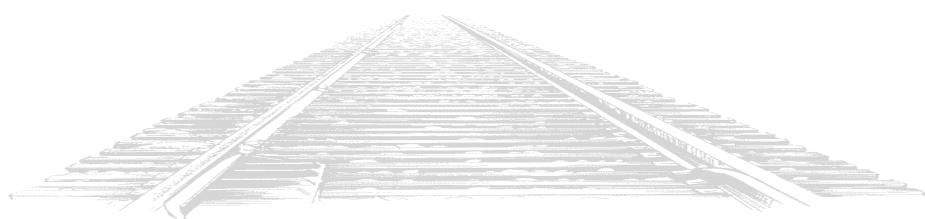
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Referee: Keith Thomasson
Game U28
1830-V2
1830-V2
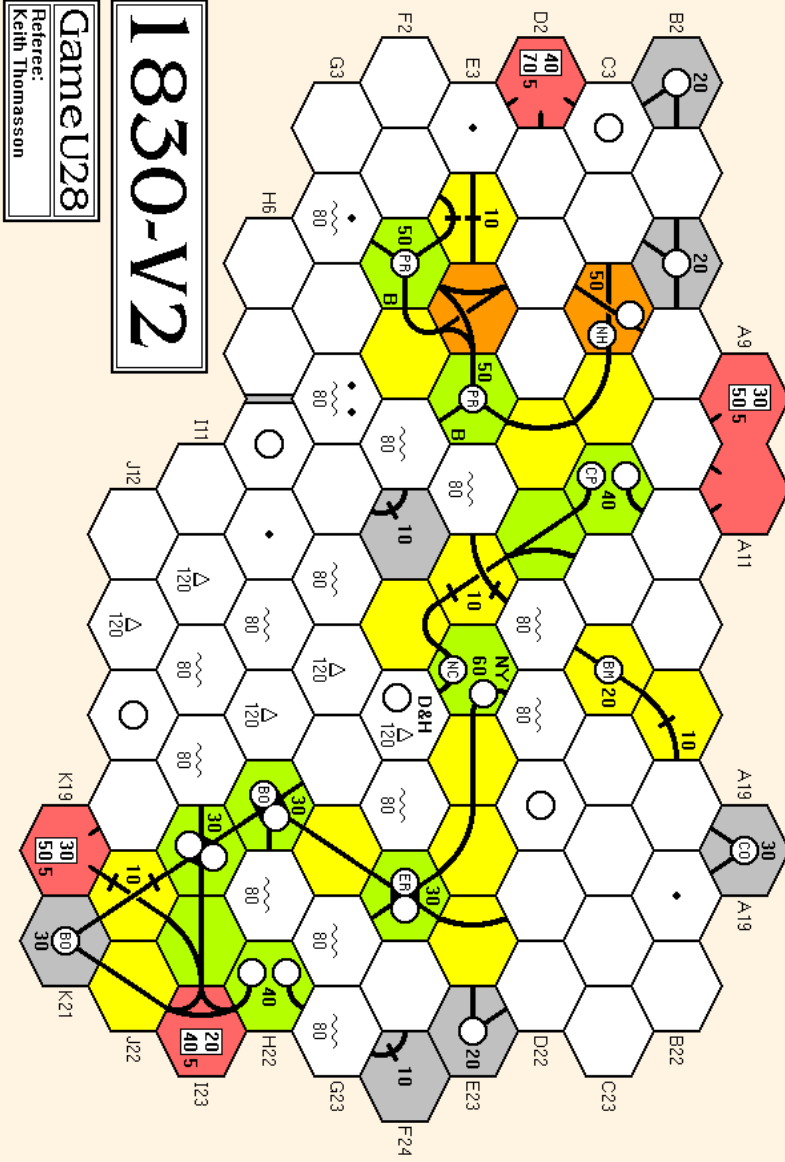
Orders required for the following rounds	*By the early deadline*
OR10, OR11	*Adjudication can pause between rounds if requested*

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| 1856-Y27 | | The final round. | | | | OR17 | | |

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	42:C18:5	850	Yes	①	250A▲	37	D
LPS	DS	8:E12:3	230	Yes	-	225C▲	491	5
TGB	WM	-	480	Yes	②	200A▲	216	D
BBG	DS	23:K14:5	280	Yes	-	175B▲	347	6
WGB	WM	-	300	Yes	-	175A▲	1	6
CA	JS	1:J17:3	510	Yes	-	150C▲	380	D
THB	JS	-	220	Yes	-	150B▲	110	5
CV	LG	4:L9:3	850	Yes	-	150A▲	168	D 5

Notes: ① 100 to the bank for a token in D17
        ② The bank has run out of cash

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Willem Moene	2,161	655	2,816	5,866	21.0▼	13
Rob Thomasson	2,465	932	3,397	7,322	26.2▼	13
Lyndon Gurr	1,886	928	2,814	6,289	22.5▲	12½
Don Smith	1,269	422	1,691	4,641	16.6▼	12½
John Shelley	985	542	1,527	3,877	13.9▲	13

Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	2	-	-	6P	-	6P	2
Rob Thomasson	-	-	4	1	3	-	-	10P
Lyndon Gurr	-	1	6P	3	-	-	-	7
Don Smith	6P	1	-	6P	-	1	-	1
John Shelley	2	6P	-	-	1	6P	-	-

	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Bank (new)	1	-	-	-	-	2	4	-
Price (par)	100	90	100	70	100	100	100	110
Bank (pool)	1	-	-	-	-	1	-	-
Price (pool)	175B	150C	150A	225C	200A	150B	175A	250A
Company credit	347	380	168	491	216	110	1	37
Tokens	2	1	1	-	-	1	-	1
Trains	6	D	D 5	5	D	5	6	D

Bank cash: -1,995   Certificate limit: 13   Trains: Diesels

The final round rolls through with no great surprises. Rob takes the game, demonstrating once again his strong grasp of what it takes to be successful in 1856.

1st	Rob Thomasson	. . . .	7,322	. . . .	26.2%
2nd	Lyndon Gurr	. . . .	6,289	. . . .	22.5%
3rd	Willem Moene	. . . .	5,866	. . . .	21.0%
4th	Don Smith	. . . .	4,641	. . . .	16.6%
5th	John Shelley	. . . .	3,877	. . . .	13.9%

Next time we'll round it up and put the whole thing to bed, so if you have anything to say about the game, let me know.

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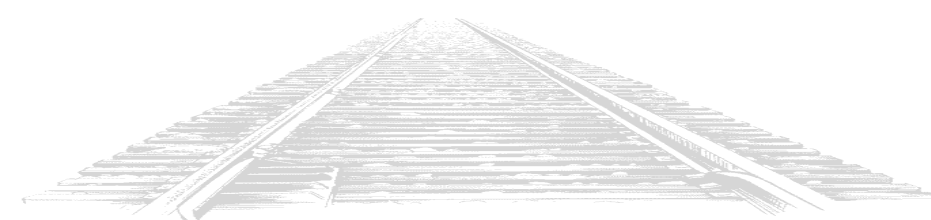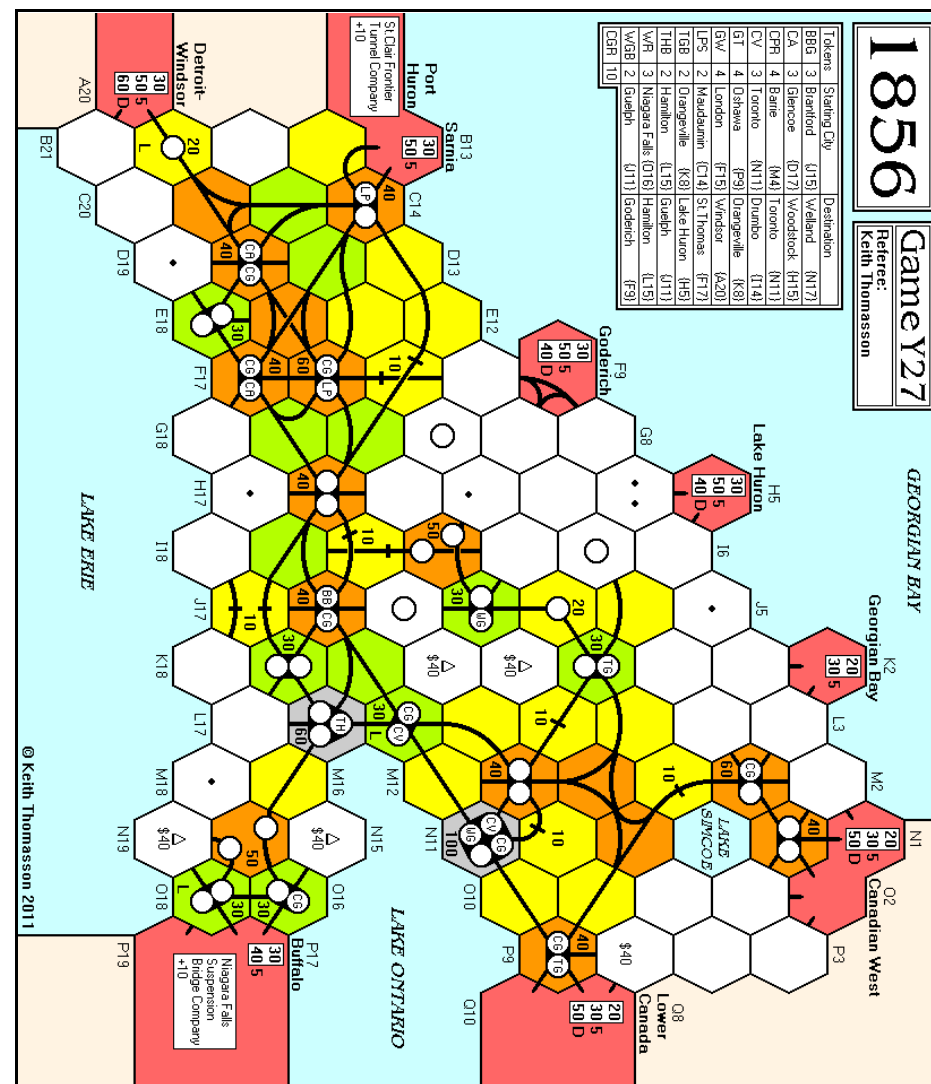
1856-E31	One company each, as it should be.	PUBLICS

Stock Round 1 - Public Companies

John	Rob	Don	Adam	Mark
+ LPS/Pres　{65}	+ CPR/Pres　{65}	+ GT/Pres　{80}	+ GW/Pres　{70}	+ WR/Pres　{75}
+ LPS new	+ CPR new	+ GT new	+ GW new	✗
+ LPS new	✗	✗	✗	✗
✗	*Priority for SR2*			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Adam Romoth	219	-210	9	289	19.5◄	3
Mark Frueh	155	-150	5	295	20.0◄	3
John Shelley	280	-260	20	300	20.3▲	4
Rob Thomasson	195	-195	0	295	20.0◄	3
Don Smith	250	-240	10	300	20.3◄	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	GLSC	-	-	-	-	-	3P	-	-	-	-	-
Mark Frueh	WSR, NFSBC	-	-	-	-	-	-	-	-	-	-	2P
John Shelley	FT	-	-	-	-	-	-	4P	-	-	-	-
✪ Rob Thomasson	SCFTC	-	-	3P	-	-	-	-	-	-	-	-
Don Smith	CC	-	-	-	-	3P	-	-	-	-	-	-

		BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Bank (new)		10	10	7	10	7	7	6	10	10	10	8
Price (par)				65		80	70	65				75
Bank (pool)		-										-
Price (pool)				65F		80C	70E	65F				75D
Company credit				195		240	210	260				150
Tokens		3	3	4	3	4	4	2	2	2	2	3
Trains		-		-		-	-	-				-

Bank cash: 10,901　　　Certificate limit: 13　　　Trains: 6 x '2', 5 x '3'…
Current operating order:　　GT, WR, GW, LPS, CPR

Tiles	Tile number/Availability	One Operating Round between Stock Rounds

1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/4	58/3
69/1												

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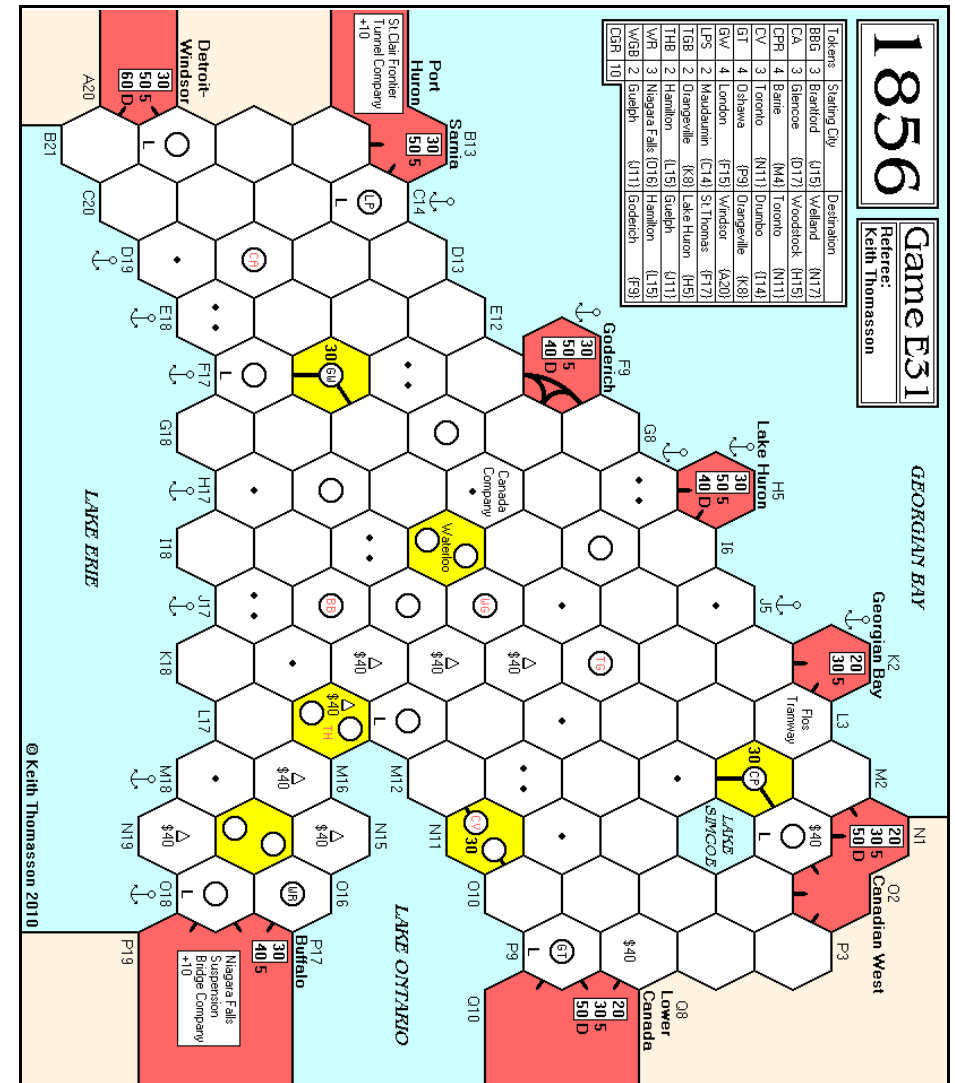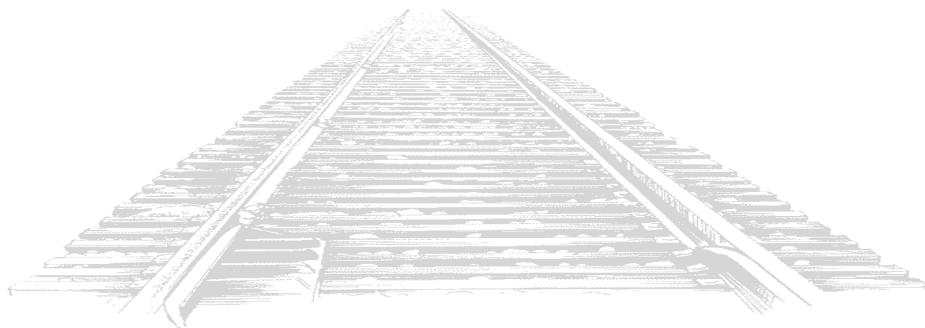
Orders required for the following rounds	*By the early deadline*
OR1, SR2	

▲▲

1861-R29	Done, after a long struggle with meaningless and illegal orders.	OR7 - MR4

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	JS	22:H11:2	-	120	Yes	-	135C▲	105	-	3
MNN	LG	24:I8:6	-	180	Yes	-	110E▲	165	-	3
E	LG	28:K8:1	-	170	Yes	-	110E▲	174	-	3
D	JB	-	-	130	Yes	-	100E▲	65	-	3
GRR	JB	-	-	250	Yes	①	200B▲	389	-	4 3 3
SW	LG	8:E10:3	-	180	Yes	②	180B▲	53	-	5 4 4
NW	DS	25:F7:3	-	170	Yes	③	135D▲	130	-	5 3
RSR	-	-	-	160	No	④	-	42	-	4

Notes:
① 350 to the bank for a '4' train
② 900 to the bank for a '4' train and a '5' train
③ 550 to the bank for a '5' train
④ 3 loans redeemed

Merger Round 4

MNN converts to the MKN - Lyndon buys 3 shares, John B buys 1 share

Cash Flow	b/f	OR7	MR4	c/f	Value	%	Certs
Don Smith	114	128	0	242	1,172	21.9▼	6
John Shelley	17	149	0	166	1,291	24.1▼	5
John Boocock	45	165	-110	100	1,210	22.6▲	5
Lyndon Gurr	77	265	-330	12	1,682	31.4▲	10

Portfolio	Privates	D	E	MB	GRR	MKN	NW	SW	RSR
✪ Don Smith	MRR	-	-	-	-	-	5P	1	
John Shelley	-	-	-	2P	-	-	1	4	
John Boocock	-	2P	-	-	4P	1	-	-	
Lyndon Gurr	-	-	2P	-	-	5D	-	5P	
Bank (new)	-	-	-	6	4	3	-		
Bank (pool)	-	-	-	-	-	1	-		
Price	100E	110E	135C	200D	110D	135D	180B		
Loans	-	-	-	-	-	-	-	-	
Company credit	65	174	105	389	605	130	53	42	
Tokens	-	-	-	-	2	1	1	4	
Trains	3	3	3	4 3 3	3	5 3	5 4 4	4	

Bank cash: 12,917   Certificate limit: 16   Trains: 2 x '5', 2 x '6'...
Current operating order: MB, MNN, E, D, GRR, SW, NW, RSR

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

3/2	4/3	5/2	6/2	7/✪	8/✪	9/✪	57/1	58/4	201/3	202/4	621/2	14/2
15/-	16/2	17/2	18/2	19/1	20/2	21/2	22/1	23/5	24/1	25/3	26/2	27/2
28/1	29/2	30/2	31/2	87/2	88/-	204/-	207/4	208/1	619/1	622/1	624/1	625/1
626/1	635/-	637/-	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3
611/3	623/3	636/1	638/1	641/1	801/2	911/3						

✪ Yellow track tiles are unlimited

An order like 'lay 25, i8, new track points to h9' is not acceptable. Besides, whichever way you upgrade an 8 to a 25, the new track always points to the same hex side, so this doesn't clearly define your needs. This sort of laziness pisses me off, and is especially annoying when I look at it and find that there is no way the new track could point to the given hex, so it is an illegal order in more ways than one, and just a waste of time.

I won't even bother trying to figure out what is wanted from orders like this in the future, because that seems to be the only way I might make people order properly.

And use hex references, do not use town names to identify hexes, especially names that do not appear on the in-game maps. This has been said time and time again.
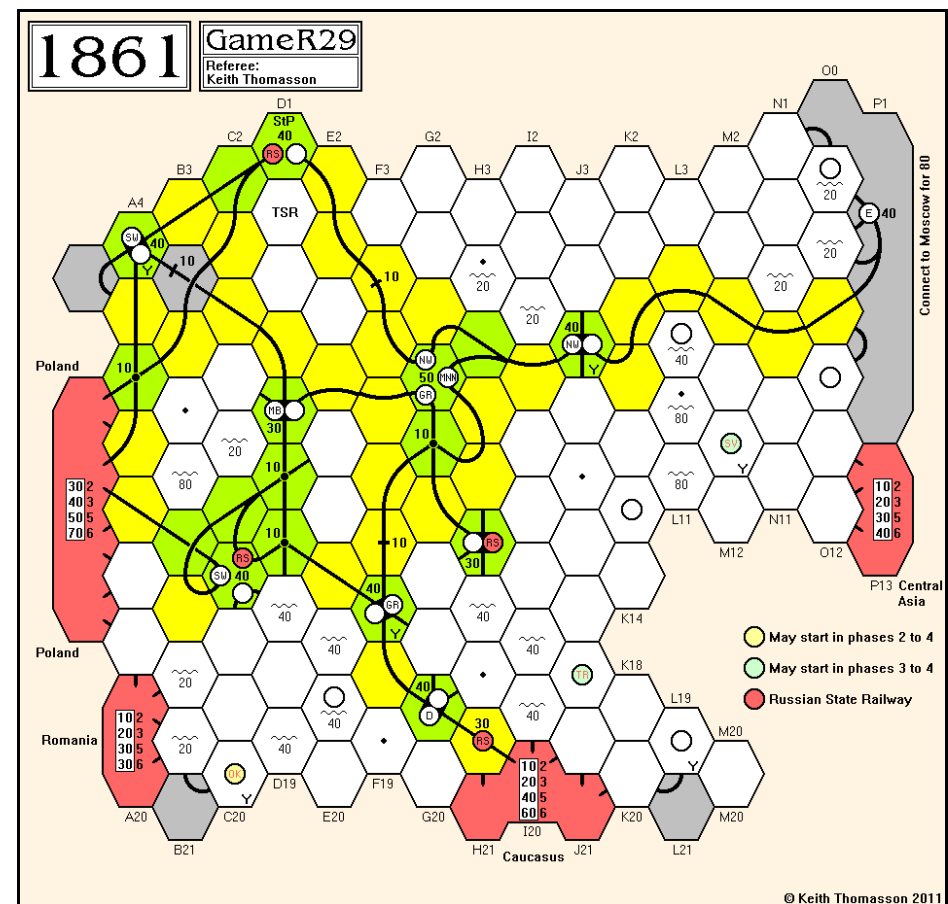
Orders required for the following rounds   *By the early deadline*

OR8, MR5

1861-F31

The minor companies are auctioned.

MINORS

Stock Round 1 - Minors

Lionel	Willem	Don	Pete	Lyndon
125 on N	130 on N	135 on N	✗	145 on N
✗	150 on N	160 on N	✗	✗
✗	✗	N for 160	120 on MK	✗
✗	125 on MK	✗	✗	✗
✗	MK for 125	✗	120 on MNN	140 on MNN
✗	✗	✗	✗	MNN for 140
105 on SPW	✗	✗	✗	✗
SPW for 105	✗	✗	100 on KK	✗
✗	✗	✗	KK for 100	✗
100 on RO	✗	✗	✗	✗
RO for 100	✗	✗	100 on KR	✗
✗	✗	✗	KR for 100	✗
✗	✗	✗	✗	*Priority for SR2*

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Willem Moene	MRR	-	-	-	-	2D	-	-	-	-	-
Don Smith	MYR	2D	-	-	-	-	-	-	-	-	-
Pete Campbell	TSR	-	-	2D	2D	-	-	-	-	-	-
✪ Lyndon Gurr	WVR	-	-	-	-	-	2D	-	-	-	-
Lionel Robbins	BSSC	-	-	-	-	-	-	-	-	2D	2D
Bank (new)		-	2	-	-	-	-	2	2	-	-
Bank (pool)		-		-	-	-	-			-	-
Price		80F		50H	50H	60G	70F			50H	50H
Loans		-	-	-	-	-	-			-	-
Company credit		160		100	100	125	140			100	105
Tokens		-	-	-	-	-	-			-	-
Trains		-	-	-	-	-	-			-	-

Bank cash: 14,060   Certificate limit: 13   Trains: 10 x '2', 7 x '3'…
Current operating order: N, MNN, MK, SPW, KK, RO, KR

Cash Flow	b/f	Minors	c/f	Value	%	Certs
Willem Moene	167	-125	42	237	19.3▾	2
Don Smith	182	-160	22	242	19.7▴	2
Pete Campbell	222	-200	22	252	20.5▴	3
Lyndon Gurr	162	-140	22	252	20.5▴	2
Lionel Robbins	207	-205	2	247	20.1▾	3

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

| 3/2 | 4/4 | 5/2 | 6/2 | 7/✪ | 8/✪ | 9/✪ | 57/2 | 58/4 | 201/3 | 202/3 | 621/2 |

✪ Yellow track tiles are unlimited
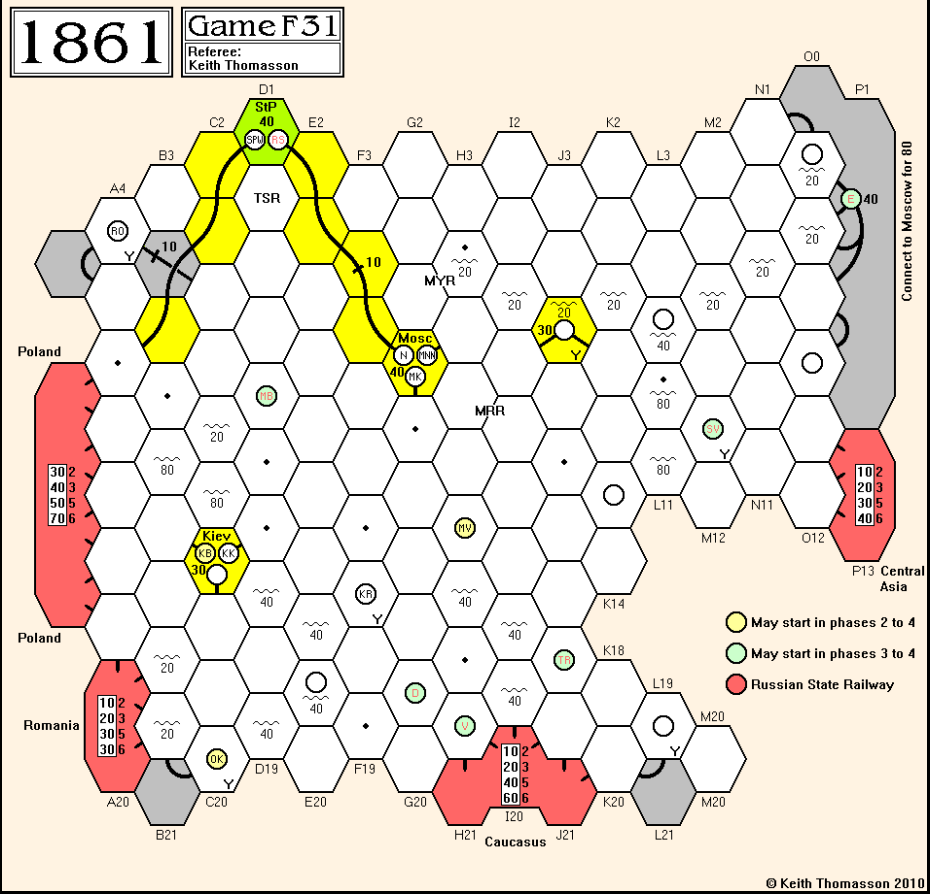
Orders required for the following rounds   *By the early deadline*

OR1, OR2

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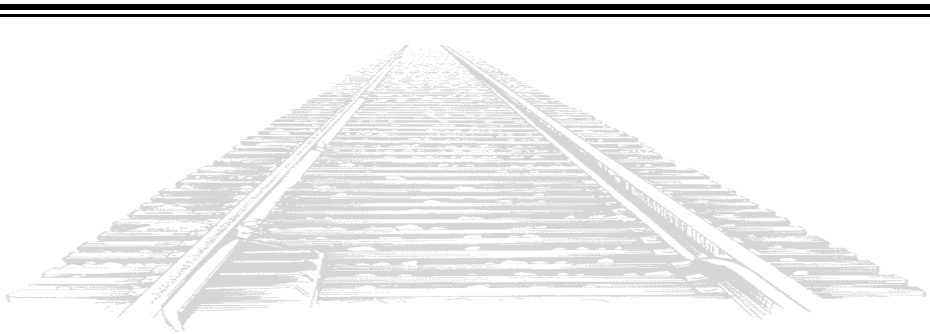
1870-N29	The MP isn't out, but everything else is.	SR6

Stock Round 6

Don	Mark	Pete	Lyndon	Willem
+ GMO new	+ SP/Pres {100} - 1 MKT {▼100E} - 2 SLSF {▼100F}	- 2 SLSF {◄●} + SSW/Pres{100}	- 1 MKT {◄●} - 1 SLSF {◄●} + TP/Pres {68}	- 1 MKT {◄●} + IC/Pres {72}
+ MKT pool	+ SP new	+ ATSF new	+ TP new	+ IC new
✘	+ SP new	+ ATSF new	+ TP new	+ IC new
✘	+ SP new	+ ATSF new - 3 ATSF {PP}	⇨	⇨
⇨	Price protects 3 ATSF	+ SSW new	+ TP new	+ IC new
✘	ATSF redeems from Mark	+ SSW new	+ TP new {floated}	+ IC new {floated}
✘	+ SP new {floated} - 1 SP {▼90B}	+ SSW new	✘	✘
✘	+ GMO new	+ SSW new {floated}	✘	✘
✘	✘	✘	*Priority for SR7*	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Pete Campbell	432	-358	74	1,274	20.3▼	10
Lyndon Gurr	297	-208	89	1,617	25.7▲	11
Willem Moene	399	-332	67	1,099	17.5◄	10
Don Smith	231	-200	31	861	13.7▼	8
Mark Frueh	480	-414	66	1,436	22.8▲	13

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	-	-	-	6P	-	-	-	6P	-
✪ Lyndon Gurr	-	-	7P	-	-	-	-	-	-	-	6P
Willem Moene	-	-	-	6P	6P	-	-	-	-	-	-
Don Smith	MRBC	1	-	1	-	1	-	5P	-	-	-
Mark Frueh	-	6P	-	1	-	1	-	-	5P	-	-
Bank (new)	-	-	2	4	-	10	-	4	4	4
Price (par)	68	68	100	72	72		100	100	100	68
Bank (pool)	-	-	-	2	-	5	1	-	-	-
Price (pool)	90E	160B	100A	72E	100E		100F	90B	100A	68F
Company credit	54	69	160	720	74		228	1,000	1,000	680
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	D	-	1+D	2+D	1+D	3+D	1+D	3+D	2+D	2+D
Trains	3 3	4 3	4 4	-	3 3		4 3	-	-	-

Bank cash: 7,688   Certificate limit: 13   Trains: 1 x '4', 4 x '5'…
Current operating order: FW, SLSF, MKT, GMO, SSW, ATSF, SP, IC, TP

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

1/1	2/1	3/2	4/5	5/1	6/2	7/8	8/12	9/11	55/1	56/1	57/4	58/4
69/1	14/-	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/3	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1							

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}	Southeast {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*
OR7, OR8	*Adjudication can pause between rounds if requested*

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1889-O29　　　Surprises all round.　　　OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SR	AH	492:I4:1	300	Yes	① ②	110A▲	1	5 4
UR	AH	611:C4:3	280	No	-	75F▼	510	4
AR	LG	5:K8:1	-	-	③	75C▼	207	-
KU	PC	23:B5:4	250	Yes	-	80B▲	63	5 5
IR	PC	9:D9:2	320	Yes	-	75F▲	118	4
TR	LG	25:E8:3	100	Yes	④	75F▲	3	6
KO	MH	466:K4:4	200	Yes	-	60H▲	152	4

Notes:　① 　80 to the bank for terrain costs
　　　　② 　40 to the bank for a token in I4
　　　　③ 　593 to the TR for a '3' train
　　　　④ 　630 to the bank for a '6' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SR	AH	15:I2:2	360	Yes	-	110B◄	1	5
KU	PC	448:C10:5	340	Yes	-	80C◄	63	5 5
UR	AH	6:G4:6	180	No	①	70F▼	60	6
IR	PC	-	180	Yes	-	80F▲	154	-
TR	LG	448:G12:1	250	Yes	-	80F▲	28	6
AR	LG	24:K6:1	-	-	② ③	55F▼	0	D
KO	MH	448:I2:2	-	-	④	55H▼	970	

Notes:　① 　630 to the bank for a '6' train
　　　　② 　40 to the bank for a token in K4
　　　　③ 　1,100 to the bank for a Diesel, mostly funded with 933 from Lyndon, sells
　　　　　　3 AR {▼55F}, 1 KO {◄►}, 1 IR {◄►}, 4 TR {◄►}
　　　　④ 　Mike needs to buy the KO a Diesel, sells 1 SR {▼110B}, 1 KU {▼80C}, 1 IR {◄►},
　　　　　　3 KO {◄►} and gives the KO 818, but it is not enough and he goes bankrupt

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Alan Harvey	19	150	180	349	1,179	34.8▲	7
Lyndon Gurr	17	112	-95	34	374	11.0▼	3
Mike Head	48	207	-255	0	165	4.9▼	2
Pete Campbell	20	347	314	681	1,671	49.3▲	10

Portfolio	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	-	-	5P	-	4P
Lyndon Gurr	2P	-	-	-	-	2P	-
Mike Head	-	-	3P	-	-	-	-
Pete Campbell	-	6P	-	5P	1	-	-
Bank (new)	5	-	2	4	3	3	-
Price (par)	80	65	70	90	100	65	70
Bank (pool)	4	4	5	1	1	5	5
Price (pool)	55F	80F	55H	80C	100A	80F	70F
Company credit	800	54	132	63	121	28	60
Tokens	2	-	-	-	1	1	1
Trains	D	-	-	5 5	5	6	6

Bank cash: 4,660　　　Certificate limit: 14　　　Trains: Diesels

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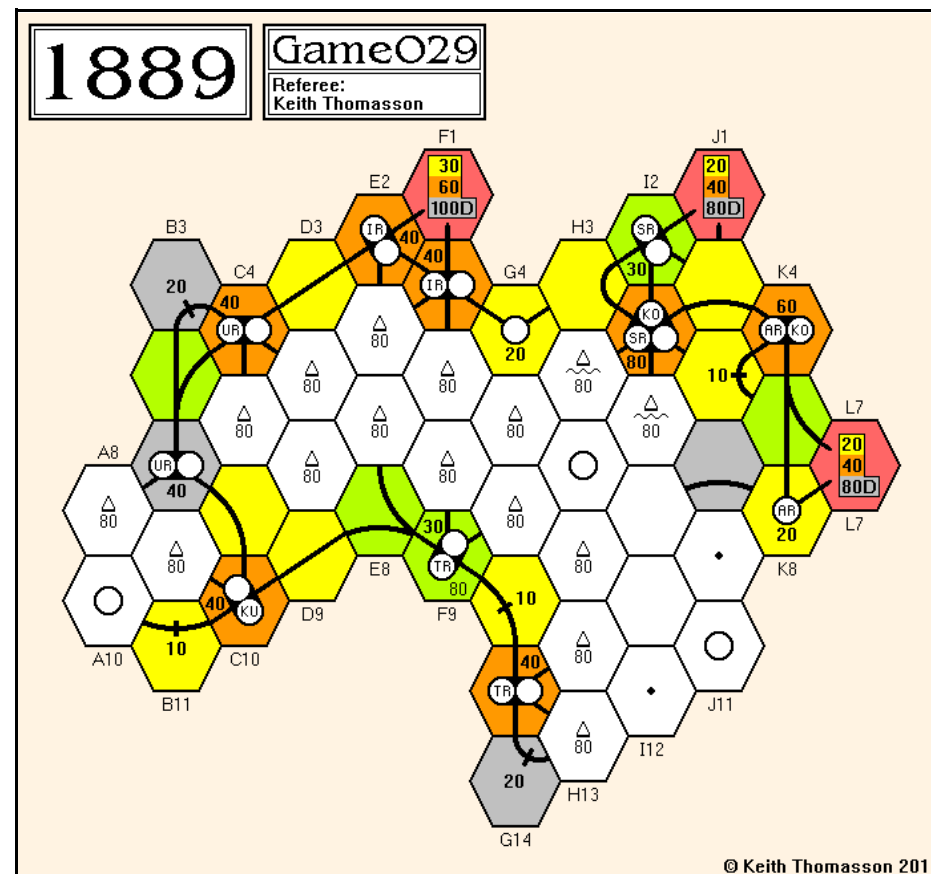
Well, I didn't expect that. Lyndon almost went bankrupt, as he was left with no more shares he could sell when he made enough money to buy a Diesel for the AR, but Mike was not so lucky. None of his shares sales were blocked by Lyndon filling up the bank pool, but he just didn't enough on hand to make the required total falling short by 130.

1st	Pete Campbell	. . . .	1,671	. . . . 49.3%
2nd	Alan Harvey	. . . .	1,179	. . . . 34.8%
3rd	Lyndon Gurr	. . . .	374	. . . . 11.0%
4th	Mike Head	. . . .	165	. . . . 4.9%

So it is congratulations to Pete, who wins with almost half of the total holdings. Alan's percentage of 34.8% would normally be enough for a win, but two Diesel purchases requiring major support from the Presidents does tend to skew the balance a bit.

We'll round this up next time, so if you have anything to say, then put pen to paper or finger to keyboard and let me know.
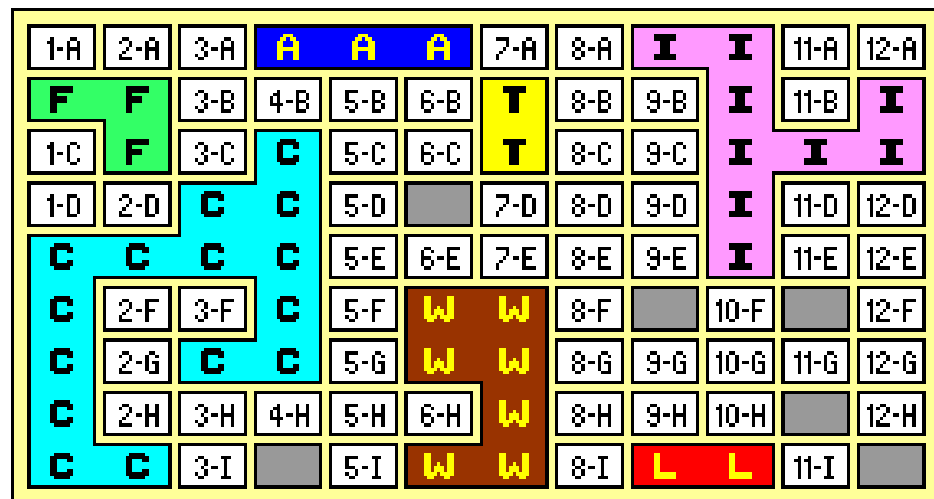
ACQUIRE 56 — ROUND 7

All seven chains are on the board.

Player	Tile	Action
Willem	4-G	Buys 3 Tower @ 200.
John	9-I	Forms Luxor, one free share. Buys 3 Luxor @ 200.
Michael	6-A	Buys 3 American @ 400.
Tony	2-B	Forms Festival, one free share. Buys 3 American @ 400.
Colin	10-E	No purchases.
Willem	4-I	Buys 3 Luxor @ 200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	12	2	-	-	2	4	-	18,700
Willem Moene	6	10	-	8	3	1	-	2,300	25,700
John Colledge	4	-	3	-	-	-	9	2,000	20,200
Michael Graystone	-	-	12	2	-	5	-	4,100	29,200
Tony Wilcock	-	-	7	1	1	-	-	11,600	21,000
Bank Stock	15	3	1	14	21	17	12		
Chain Size	2	2	3	3	7	15	9		
Chain Value	200	200	400	400	700	900	800		

Playing sequence

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

ACQUIRE 57 — ROUND 6

Michael uses his Buy 5 power and buys 4 shares.

Player	Tile	Action
John	4-H	Buys 2 Festival @ 400.
Kevin	9-H	Buys 3 Continental @ 500.
Michael	1-G	{Uses 'Buy 5' Power} Buys 4 Festival @ 500.
Colin	8-F	Buys 2 Festival @ 500.
Richard	10-E	No purchases.
John	4-G	No purchases.

	1	2	3	4	5	6	7	8	9	10	11	12
A	W	2-A	3-A	4-A	W	W	7-A	8-A	9-A	L	11-A	12-A
B	W	W	W	W	W	6-B	C	C	9-B	L	L	12-B
C	1-C	2-C	3-C	W	5-C	6-C	C	8-C	9-C	L	L	L
D	A	A	A	4-D	5-D	■	7-D	8-D	9-D	L	11-D	12-D
E	A	2-E	A	A	5-E	6-E	7-E	8-E	9-E	L	11-E	12-E
F	1-F	2-F	3-F	4-F	5-F	■	7-F	■	9-F	L	11-F	12-F
G	F	F	3-G	T	5-G	6-G	7-G	8-G	I	10-G	I	I
H	F	F	3-H	T	5-H	6-H	■	8-H	I	I	I	I
I	1-I	2-I	T	T	5-I	■	7-I	■	9-I	10-I	I	I
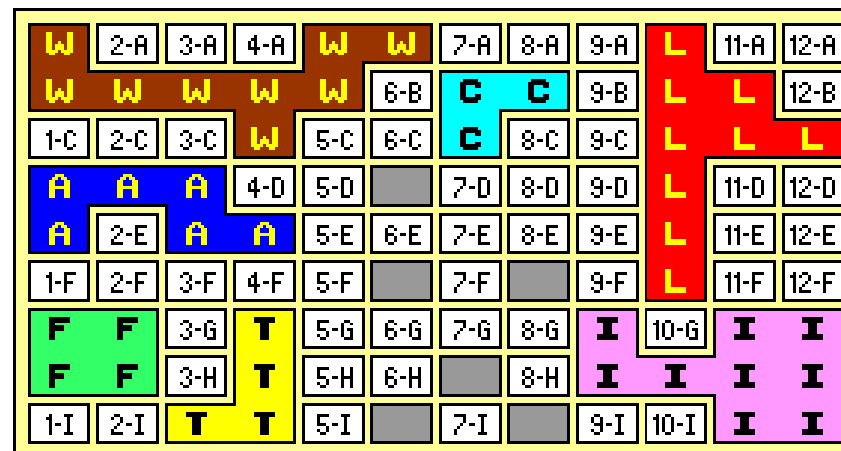
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	10	5	3	-	1	100	31,500
Kevin Lee	-	4	-	-	6	7	-	2,000	19,800
Michael Graystone	-	9	6	7	-	-	-	200	22,000
Colin Sharpe	7	12	-	6	-	-	-	100	24,600
Richard Lunn	3	-	1	1	7	5	-	-	22,900
Bank Stock	15	-	8	6	9	13	24		
Chain Size	9	4	6	4	9	3	9		
Chain Value	600	400	700	500	700	500	800		

Powers used: John: T5/P4 Kevin: T5/P4 Michael: B5/T5 Colin: B5/T5/P4 Richard: T5

Playing sequence

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

AGRICOLA 4	You can build as many rooms as you can afford.	ROUND 9

Jim gained 1 food {Well}. Kevin converts 4 clay into 6 food {Tinsmith}.

Actions

Kevin　　　+2 wood {gains 3 wood, 2 food {Mushroom Collector}}
Jim　　　　Building and/or Stables - builds 1 room and 2 stables {costs 2 reeds, 9 wood}
Marcus　　Family Growth - Crooked Plough {costs 3 wood}
　　　　　Marcus can use the Plough 1 Field action and plough 3 fields, once only
John　　　Start Player - Potato Dibber {costs 1 wood}
　　　　　Whenever John sows vegetables, he places an additional vegetable in the field
Kevin　　　Take 1 grain {gains 1 grain}
Jim　　　　Occupation - Conservator {costs 1 food}
　　　　　Jim can renovate his wooden hut to a stone house
Marcus　　Take 1 vegetable {gains 1 vegetable}
John　　　Travelling players {gains 2 food}
Kevin　　　Occupation - Plough Maker {costs 2 food}
　　　　　When Kevin ploughs, he can spend 1 food to plough an additional field
Marcus　　Renovate {costs 1 reed, 4 clay} - Cooking Hearth {Fireplace}

Harvest

Kevin　　　Feeds 3 {6 food}
Jim　　　　Feeds 2 {4 food}
Marcus　　Feeds 3 + baby {2 food, 1 sheep, 1 vegetable}
John　　　Feeds 2 {4 food}

+1 wood {3 wood}	+2 wood {3 wood}	+3 wood {7 wood}	+1 clay {6 clay}	+2 clay {4 clay}	Private clay pit {3 clay} {3 food⇒Jim}
Clay Deposit {5 clay} {1food⇒Kevin}	+1 reed {2 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer
Take 1 reed, 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 {2 sheep}	Family Growth then Minor Imp	+1 stone {3 stone}
Renovate then 1 Imp	Take 1 vegetable	+ 1 pig {2 pigs}	+1 stone {1 stone}		

The remaining Major improvements and their costs are:

✧　Basket Weaver {2 reeds, 2 stone}　　　　　✧　Fireplace {2 clay}
✧　Cabinet Maker {2 wood, 2 stone}　　　　　✧　Pottery {2 clay, 2 stone}
✧　Cooking Hearth {5 clay or Fireplace}　　　✧　Stone Oven {1 clay, 3 stone}

Marcus　　　John　　　Kevin　　　Jim
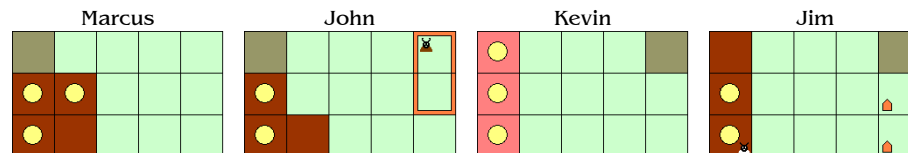
Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	-	1/-	-/-	-	-	-
	Clay	**Reeds**	**Stone**	**Wood**	**House**		**Family**	**VPs**
	-	-	-	-	Clay/4		4	3
	Occupations		Academic, Reed Collector					
	Improvements		Beehive {1}, Crooked Plough, Cooking Hearth {1}, Wood Cart					

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	2	1	1	-/-	-/-	-	1	-
	Clay	**Reeds**	**Stone**	**Wood**	**House**		**Family**	**VPs**
	4	-	2	1	Wood/3		2	-5
	Occupations		Farmer, Village Elder					
	Improvements		Greenhouse {1}, Potato Dibber					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	1	-	1/-	-/-	-	-	-
	Clay	**Reeds**	**Stone**	**Wood**	**House**		**Family**	**VPs**
	2	2	2	3	Clay/3		3	-1
	Occupations		Animal Handler, Mushroom Collector, Plough Maker, Tinsmith					
	Improvements		Baking Tray, Clay Deposit, Clay Oven {1}, Fireplace {1}					

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	-	1/-	-/-	1	-	-
One Begging Card	**Clay**	**Reeds**	**Stone**	**Wood**	**House**		**Family**	**VPs**
	-	1	2	1	Wood/3		2	-2
	Occupations		Clay Digger, Conservator, Pig Catcher					
	Improvements		Lasso, Raft {1}, Stone Cart, Well {4}					

Orders required
Actions for the family starting with John　　　　Next Harvest - after round 11

⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰⛰

| **BATTLE! 4** | Your Attribute research order is:
MACPSDERBHX | **ROUND 13** |

Research: Blob researches Build.

New units: 1-C {A}, 2-D {F}, 6-F {B}, E fully repairs his base. Don't forget, new units cost 5pp to create.

Moves: *Free Friends* move to wall their base in and makes a courageous dash for the centre, while *Anon* takes the fight to one of his outlying units. *Dynamo* presses *Elp*, while *Blob* and *Chaos* continue their skirmishes.

Combat: 1A+6A⇨8F {ranged} {10 hits ✳}, 2A⇨1F {4 hits ✳}, 1B⇨1C {6 hits ✳}, 3B⇨2F {10 hits ✳}, 3C⇨3D {2 hits}, 6C⇨2B {Elite(b) +1 vs defence, Elite (c) +2 vs move - 6 hits}, 6D+8D⇨2E {14 hits ✳}, 2E⇨8D {8 hits ✳}, 1F⇨2A {2 hits}. ✳ = destroyed

Builds: 6C builds a wall in direction E.

Conversion: None.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 8	12	1A	1	1	0	0	0/0	0	2	1		
			2A	2	1								
			✦✧3A	2	0	0	2						
			6A	2	4	5	0	2/0	6	1	1		
Blob Steve Ham	+ Build Level 9	15	1B	3	3	1	2	1/0	1	1	1		
			2B	0	0	1	2						
			✦✧3B	3	5	1	1	1/0	6	3	2		
			4B										
			✦✧5B	2	0	0	2						
			6B										
			7B	2	1	0	1	1/0	1	1			
Chaos Marcus Pratt	No research Level 10	12	3C	2	1	0	0	0/0	1	2	1		
			✦✧5C	2	0	0	2						
			6C	1	3	1	0	1/0	2	3	2	1	1
Dynamo Mark Stretch	No research Level 5	14	✦✦1D	1									
			2D										
			✦3D										
			4D	2	3	1							
			✦5D	2	1	1							
			6D	1	4								
Elp Michael Graystone	No research Level 6	11	✦3E	2									
Free Friends John Marsden	No research Level 8	15	3F	2	0	1	0	2/0	0	1			
			✦4F	1									
			✦✦✧5F	1	2	0	2	0/0	1				
			6F	2	2	1	0	2/0	1	1			
			✦7F	2	2								
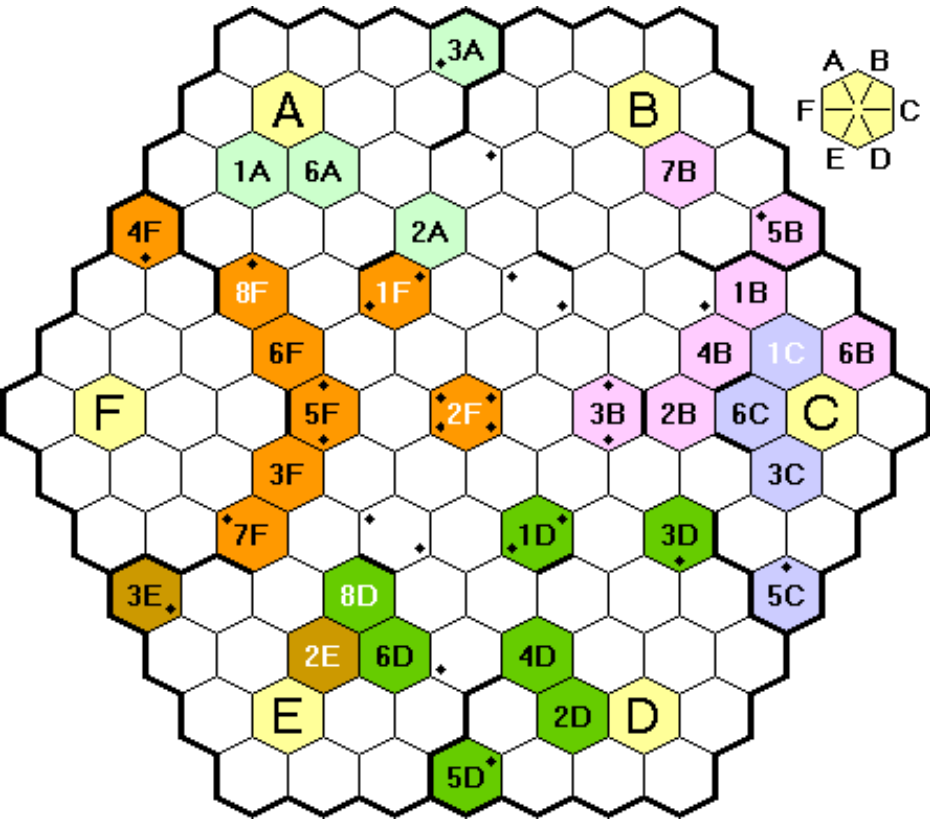
Free Friends were bold this time, and got knocked down as a result, losing three units. John, you should note that not of all your production orders were carried out, because you didn't account for the 5-point cost of building your new unit. I did them in the order presented until the power ran out.

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

BREAKING AWAY 20

Tyred Tom makes his break.

ROUND 11

Pos	Riders	New
103	Tyred Tom	5
102	-	
101	-	
100	-	
99	-	
98	Richard Lunn	3
97	Dennis Frank Sigmund	4
96	-	
95	Red Admiral	3
94	Ijyb Greg Payne	4
93	Swallowtail	6
92	Kalvan Fast Tom Nihon Odori Jessica	7
91	Top Tom Shin Takashima	11
90	Bashamichi	13
89	Motomachi Chukagai Ptosphes Painted Lady	14
88	-	
87	-	
86	Terence Hestophes	3
85	Rylla Brimstone Big Tom	5
84	Jim Reader	8

Dennis Frank (1) — *Otherwhen*
A	Kalvan (1)	3	3	7	10
B	Rylla		3	3	5
C	Ptosphes		3	14	15
D	Hestophes		3	3	3

Steve Ham (16) — *Same Again Boys*
A	Dennis Frank (6)	3	3	4	15
B	Richard Lunn (2)		3	3	4
C	Greg Payne (8)		4	4	4
D	Jim Reader		3	8	15

Kevin Lee (7) — *Butterfly Beauties*
A	Red Admiral (4)	3	3	3	4
B	Swallowtail (3)		3	4	6
C	Brimstone		3	4	5
D	Painted Lady		3	3	14

Richard Lunn (12) — *Team Tom*
A	Fast Tom (8)	3	7	10	
B	Top Tom (4)	4	6	11	
C	Big Tom	3	3	5	
D	Tyred Tom	4	5	12	

Greg Payne (19) — *Early Dungeon Threats*
A	Sigmund (10)	3	3	3	4
B	Jessica (6)		3	3	7
C	Ijyb (2)		4	4	6
D	Terence (1)		3	4	4

Jim Reader (20) — *Minatomirai Sen*
A	Motomachi Chukagai (8)	4	4	14	
B	Nihon Odori (7)	3	7	9	
C	Bashamichi (5)	8	13	15	
D	Shin Takashima	3	7	11	

Tyred Tom breaks away and gains a 5-space lead over second place *Richard Lunn*.

The timing looks perfect, as he will be able to sit on the 120 spot in two rounds and should be favourite to take the winner's jersey.

Orders required
Cards for round twelve

BREAKING AWAY 21

One on his own and everyone else in the pack.

ROUND 1

Pos	Riders	New
14	Human	5
13	-	
12	-	
11	-	
10	-	
9	Silver Fur Makes-Things	3
8	Healer	5
7	Red Fur Granny Weatherwax	6
6	Block Nanny Ogg	8
5	Boardy ✧Wiggy ✧ Magrat Garlick Liggy	3
4	Yatesy Scudder Tamaqua Agnes Nitt	3
3	Conshohocken Hazz Leonard	7
2	Catasauaqua Kudov Givens	10
1	Mitre Suquehanna	13

Dennis Frank — *Fuzzy Riders*
A	Red Fur	3	5	6	15
B	Healer		5	7	10
C	Silver Fur		3	5	6
D	Makes-Things		3	3	4

Jim Reader — *Team Lenape*
A	Catasauaqua	5	8	10	15
B	Conshohocken		7	7	15
C	Tamaqua		2	3	14
D	Suquehanna		2	13	13

Mike Reeves — *HasBeens*
A	Yatesy	1	3	10	15
B	Boardy		3	8	12
C	Wiggy		3	7	8
D	Liggy		3	3	8

Allan Stagg — *Beanz*
A	Mitre		13	14	15
B	Kudov		8	10	15
C	Hazz		2	7	15
D	Human		1	1	5

Mark Stretch — *Witches Abroad*
A	Granny Weatherwax	6	6	7	10
B	Nanny Ogg		7	8	12
C	Magrat Garlick		3	7	8
D	Agnes Nitt		3	5	7

Rob Thomasson — *Hard Boiled*
A	Block		8	9	15
B	Scudder		3	8	13
C	Leonard		7	7	10
D	Givens		10	5	9

Spaces 4 and 5 suffered from overcrowding - just - and get replacement cards of 3 rather than the accumulation of the riders in front of them.

Human makes the first break, while kudos to Kudov for gathering an early card total of 42.

Orders required
Cards for round two

▲▲

BUS BOSS 327-CD	CRAB and BLIGHTY score the same number of points.	ROUND 10

Cornwall and Devon

Round 10 Runs

#	Run			CRAB	SNAIL	PEAR	BLY	BPA	
27	3♦ Ilfracombe								
	A♥ Dartmouth	① CRAB	15			+5/-1			19
		① PEAR	15	+1/-5					11
28	2♣ England	① BLIGHTY	13			+3		+3	19
	J♠ Penzance	② SNAIL	7			+3			10
		② PEAR	6		-3		-3	+1	1
		④ BPA	4	-1			-3		0
29	4♥ Tavistock	① BPA	15		+3				18
	3♣ Tiverton	① SNAIL	15					-3	12
30	10♥ Looe	① CRAB	15		+2/-1				16
	6♣ Dawlish	① SNAIL	15	+1/-2					14
31	4♣ Exeter	① SNAIL	16					-2	14
	J♦ Bude	② BPA	9		+2		+2		13
		③ BLIGHTY	5					-2	3
32	K♣ Ashburton	① BPA	16	+2		+4			22
	4♦ South Molton	② PEAR	9	+2				-4	7
		③ BLIGHTY	5			-2		-2	1
33	5♣ Exeter	① BLIGHTY	20						20
	6♠ Redruth	② PEAR	10		-3				7
		✗ SNAIL				+3			3
34	5♥ Plymouth	① BPA	13		+1/-5				9
	A♠ St.Austell	② SNAIL	7					+5/-1	11
		② CRAB	6			-2			4
		④ BLIGHTY	4			-2			2
		✗ PEAR		+2			+2		4
35	2♥ Kingsbridge	① CRAB	20				-3	-3	14
	4♠ Truro	② BLIGHTY	10	+3				-3	10
		✗ BPA		+3			-3		6

Round 10 routes

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
None.

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
None.

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
None.

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
None.

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
None.

Scores

	Runs:	27	28	29	30	31	32	33	34	35	Routes	Score
CRAB	227	19	-	-	16	-	1	-	4	14	-	281
BLIGHTY	192	-	19	-	-	3	-	20	2	10	-	246
SNAIL	160	-	10	12	14	14	-	3	11	-	-	224
PEAR	175	11	1	-	-	-	7	7	4	-	-	205
BPA	76	-	0	18	-	13	22	-	9	6	-	144

Round 11 Runs

36.	8♦ - A♣	Clovelly to England
37.	Q♣ - Q♥	Totnes to Lostwithiel
38.	7♥ - 8♠	Plymouth to Helston
39.	9♣ - Q♠	Torquay to St.Ives
40.	9♠ - 6♦	The Lizard to Bideford
41.	2♠ - 10♣	Wadebridge to Paignton
42.	K♦ - 5♠	Launceston to Falmouth
43.	K♥ - Q♦	Fowey to Tintagel
44.	9♥ - 7♦	Liskeard to Torrington

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

▲▲

BUS BOSS 329-FRA	Le Mans is popular.	ROUND 2

France

Lost In France Together (LIFT) (Bob Coull, Black)
Paris - Rouen - Boulogne, buys Boulogne to Folkestone ferry . . . . 86 - 18 . . . 68

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
Orleans - Le Mans, Orleans - Tours . . . . 87 - 12 . . . 75

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
Tours - Le Mans - Rouen . . . . 89 - 12 . . . 77

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
Dijon - Reims . . . . 88 - 10 . . . 78

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Paris - Le Mans, Paris - Orleans . . . . 88 - 12 76

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

OUTPOST 28	Marcus starts most of the auctions once more.	ROUND 14

Commander Actions

Marcus   Bought one Population Unit (w:5)

Marcus   Auctioned an Orbital Lab for 50. Willem joined at 51, David at 52, Pete at 53. Marcus dropped out at 53, David and Pete at 65. Willem got it for 65 (w:5,5,5,6 t:44)

    ▸ Auctioned an Orbital Lab for 50. Willem joined at 51, David at 52, Pete at 53. Marcus dropped out at 53, Willem at 56, Pete at 65. David got it for 65 (o:5 w:30,30)

    ▸ Auctioned a Robots for 50. Mark joined at 51, Lyndon at 52. Marcus dropped out at 58, Lyndon at 63. Mark got it for 63 (w:6,8 r:10,11,11,17) plus a free Robot

    ▸ Auctioned a Robots for 50. Lyndon joined at 51 and dropped out at 62. Marcus got it for 62 (w:6,6,30 t:8,12) plus a free Robot

Mark   Bought one Robot (r:12)

Willem Passed

David   Passed

Pete   Bought one Titanium Factory (w:30)

    ▸ Bought two Population Units (o:3 t:8,9)

Lyndon   Auctioned a Robots for 50 and got it (n:24,26) plus a free Robot

    ▸ Bought three Robots (w:4,8,9,9)

Jim   Bought one Titanium Factory (w:9 t:9,12)

    ▸ Bought two Robots (w:10,10)

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,6w,7t	13 (13)	1 (13)	2o,2w,1W,4t,2T,4m (246,20)
2	Mark	2o,3w,4r	5 (5)	2 (5)	3w,5r (86,10)
3	Willem	2o,3w,5t	11 (13)	0 (0)	4o,4w,3t,1T,2r,1m (157,15)
4	David	2o,8w,1t	11 (13)	0 (0)	6o,2W,3t,2r,5m (219,20)
5	Lyndon	3o,5w,1r,4n	8 (8)	4 (8)	1o,6w,2r,2N (247,15)
6	Pete	2o,4w,7t	7 (10)	5 (7)	1o,1W,3t,3T (195,25)
7	Jim	2o,4w,6t	8 (8)	3 (8)	2w,8t (94,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Marcus	WH, HE, Nod, OL, OL, Rob, Eco, OP	. . . .	44 (360)
2	Mark	DL, DL, DL, DL, DL, Sci, Rob, Lab, Lab, Lab, Lab	. . . .	41 (485)
3	Willem	HE, Nod, Sci, OL, Eco, Eco, OP	. . . .	38 (305)
4	David	WH, Nod, Sci, OL, OL, Eco, OP	. . . .	33 (320)
5	Lyndon	WH, Nod, Rob, Lab	. . . .	32 (180)
6	Pete	WH, WH, HE, Rob, OP	. . . .	30 (230)
7	Jim	HE, Nod, Rob	. . . .	23 (105)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment .	1	(none left)	Outpost	1	(none left)
Nodule	0	Sold out	Space Station	0	(5 more)
Scientists	2	(none left)	Planetary Cruiser . . .	0	(5 more)
Orbital Lab	0	Sold out	Moon Base	2	(3 more)
Robots	0	Sold out			

Orders required
Round fifteen auctions, bids and purchases

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OUTPOST 29	Willem tried for the last Data Library but was trumped by John.	ROUND 6

Commander Actions

Lyndon   Bought one Titanium Factory (o:1,4,5 w:6,7,7)

Marcus   Auctioned a Heavy Equipment for 30. Jim joined at 31. Marcus dropped out at 33. Jim got it for 33 (o:5 w:4,5,6,7,7)

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

Willem Auctioned a Data Library for 16. John joined at 17. Willem dropped out at 17. John got it for 17 (w:30)

Jim   Passed

Pete   Bought two Population Units (w:6,7,7)

    ▸ Bought one Water Factory (o:4 w:6,10)

John   Bought one Population Unit (o:2,4,5)

Mark   Bought one Titanium Factory (w:30)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,4w	6p (8,0)	HE, Nod	5o,1W (45,10)	9 (55)
2	Lyndon	2o,3w,1t	5p (8,0)	HE, Nod	1o,3w,1t (34,10)	9 (55)
3	John	2o,4w	6p (8,0)	DL, Nod	2o,1W (36,10)	9 (40)
4	Pete	2o,5w	7p (8,0)	Nod	2o,5w (41,10)	9 (25)
5	Jim	2o,4w	5p (8,0)	HE, Nod	2o,4w (34,10)	8 (55)
6	Willem	2o,1w	3p (5,0)	DL, DL, DL, DL	4o,2w (26,10)	7 (60)
7	Mark	2o,4w,1t	5p (5,0)	HE	2o,1w,1W,1t (53,10)	7 (30)

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

Orders required
Round seven auctions, bids and purchases

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INDUSTRIAL WASTE 2   Plenty of raw materials on offer.   ROUND 7

Actions for round 7

Marcus	Innovation	Materials Required down to 4
Alan	Raw Materials {3}	Pete bids 5 and gets them
Mike	Raw Materials {5}	Marcus bids 2 and gets them
Pete	Raw Materials {3}	Not purchased
Marcus	Order	Produces 4 goods for 18 million with 1 waste
Alan	Innovation	Materials Required down to 2
Mike	Raw Materials {5}	Mike bids 1 and gets them
Pete	Growth	Growth up to 19
Marcus	✗	
Alan	Bribery	Discarded
Mike	Waste Removal	Waste down to zero, +1 waste for everyone else
Pete	Bribery	Discarded

Card Combinations for round 8

Alan chose group 3	Innovation - Order - Waste Disposal - Waste Removal
Mike chose group 4	Growth - Innovation - Order - Waste Disposal
Pete chose group 5	Growth - Hiring/Firing - Raw Materials - Waste Removal
Marcus chose group 1	Advisor - Growth - Raw Materials - Waste Disposal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	16	4	4	5	3
Pete Campbell	19	5	5	3	5
Marcus Pratt	18	5	5	4	1
Alan Harvey	17	5	5	2	4

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	8	0	10	0	30
Pete Campbell	23	0	3	3	38
Marcus Pratt	15	10	6	8	34
Alan Harvey	22	10	4	7	32

The following card combinations were drawn for round 9.

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

Orders required
Round eight - actions starting with Alan, then card selection starting with Mike

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RAILWAY RIVALS 2148-LE   Thrown away...?   ROUND 12

London and South East

Round 12 Runs

						LOSER	ODE	BUM	GITCO	FWTDR	
36	52	Three Bridges	①	FWTDR	13			-4			9
	41	Shoreham	①	BUM	12	+4				+4	20
			③	LOSER	5			-4			1
37	51	Dorking	①	FWTDR	16				-1		15
	63	London (NE)	②	BUM	9			-4			5
			③	GITCO	5			+4		+1	10
38	66	London (NW)	①	LOSER	16				+1		17
	26	Deal	②	FWTDR	9	-1			-4		4
			③	ODE	5						5
			✗	GITCO						+4	4
39	15	Hastings	①	ODE	10			+2			12
	♺5	Cross Channel	①	GITCO	10		+2/-3				9
			①	BUM	10			-2	+3/-2		9
40	16	Bexhill	①	ODE	16				+2/-2	+2	18
	35	Maidstone	②	FWTDR	9		-2		-4		3
			③	GITCO	5		+2/-2			+4	9
41	25	Ashford	①	ODE	20						20
	31	Gravesend	②	LOSER	10					-4	6
			✗	FWTDR		+4					4
42	46	Haywards Heath	①	LOSER	30			-3	-1		26
	♺4	Cross Channel	✗	BUM		+3					3
			✗	GITCO		+1					1

Scores

	Runs:	36	37	38	39	40	41	42	Score
LOSER	266	1	-	17	-	-	6	26	316
BUM	278	20	5	-	9	-	-	3	315
GITCO	265	-	10	4	9	9	-	1	298
ODE	194	-	-	5	12	18	20	-	249
FWTDR	164	9	15	4	-	3	4	-	199

This should really have been Jim's game, but in the last run he ordered his destination as Folkestone, missing the fact the Newhaven was valid for a cross-channel run. As a result he was excluded because his route was many times the length of LOSER's - who didn't turn out to be a loser after all.

1st	Bob Coull	LOSER	316
2nd	Jim Reader	BUM	315
3rd	Tony Sait	GITCO	298
4th	John Marsden	ODE	249
5th	Roger Trethewey	FWTDR	298

Congratulations, Bob. Send me your comments for next time.

▲▲▲

RAILWAY RIVALS 2157-KA	MWE passes CAR and closes on KRAP.	ROUND 8

Kansas

Round 8 Runs

				MWE	KRAP	WEAR	HICK	CAR	
8	33	Newton/Winfield	① WEAR 10				+1		11
	21	Fredonia/Ottawa	① CAR 10				-2		8
			① HICK 10	-3		-1		+2	8
			✘ MWE				+3		3
9	14	Troy	① MWE 30						30
	36	Arkansas City/ Kiowa							
10	61	Downs/Mankato	① KRAP 20						20
	16	Topeka	② MWE 10					-4	6
			✘ CAR	+4					4
11	✿6	Colorado Missouri	① HICK 16						16
			② KRAP 9						9
			③ WEAR 5						5
12	62	Hays/Lyons	① KRAP 20						20
	22	Emporia/Garnett	② CAR 10						10
13	43	Jetmore/Ness City	① MWE 20		-1				19
	56	Plainville/Stockton	② CAR 10						10
			✘ KRAP	+1					1
14	43	Colby/Oberlin	① KRAP 13						13
	✿2	Missouri	② MWE 8				+2		10
			③ HICK 5	-2					3
			④ CAR 4						4

Round 8 builds

Mid-Western Express (MWE) (Tony Bromley, Purple)
U31 - V30 - W31, Jetmore - K15 - Dodge City, D41 - B40.
-8 (builds) +5 (KRAP) -1 (WEAR) +1 (HICK) = -3

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
O16 - M15 - L15 - Dodge City, O9 - L7 - Garden City.
-10 (builds) -5 (MWE) +1 (WEAR) +1/-2 (CAR) = -15

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
D3 - Elkhart, Topeka - Lawrence - T42, Marysville - B82.
-9 (builds) +3 (towns) +1 (MWE) -1 (KRAP) +2/-1 (HICK) +1 (CAR) = -4

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
R30 - T31, S31 - Junction City, L19 - M19 - Grand Bend, Herington - T28 - T27 - U27.
-10 (builds) -1 (MWE) +1/-2 (WEAR) +3 (CAR) = -9

Central American Railways (CAR) (Don Shailer, Orange)
Paola - T43 - Kansas City, Dodge City - H14 - D12.
-10 (builds) +2/-1 (KRAP) -1 (WEAR) -3 (CAR) = -13

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
KRAP	130	-	-	20	9	20	1	13	-15	178
MWE	88	3	30	6	-	-	19	10	-3	153
CAR	95	8	-	4	-	10	10	4	-13	118
WEAR	75	11	-	-	5	-	-	-	-4	87
HICK	62	8	-	-	16	-	-	3	-9	80

Round 9 Runs

15. 45 - 26   Elkhart/Liberal to Coffeyville/Galena
16. 53 - 15   Goodland to Lawrence/Paola
17. 52 - 24   Oakley/Scott City to Independence/Parsons
18. ✿5   Colorado to Missouri
19. 34 - 42   Hutchinson/Wellington to Dodge City/Englewood
20. 64 - 44   Herington/Junction City to Garden City/Sublette
21. 11 - ✿4   Kansas City to Colorado
22. 32 - 66   Wichita to Belleville/Marysville

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

▲▲▲
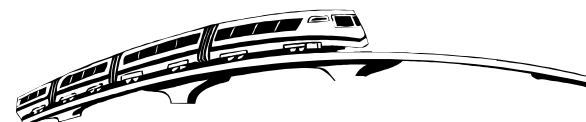
RAILWAY RIVALS 2160-KT	All the round 7 runs are in the network.	ROUND 6

Kansas

{15 points for these builds}

Connections Uniting Eastern States (CUES) (Bob Coull, Green)
W30 - B77, K14 - K7 - Dyersburg.
51 -1 (GREAT) -3 (COLIN) -1 (REBUS) = 46

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
R20 - U22 - U23 - Z25 - Louisville, Z25 - Z27.
50 +1 (CUES) +2 (COLIN) +2/-5 (REBUS) = 50

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
N36 - Morristown - J38 - J39, U35 - Hazard.
33 +1 (REBUS) = 34

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
M7 - Jackson, Dyersburg - Memphis, V17 - U18 - R16.
68 +3 (CUES) -2 (GREAT) = 69

REB's 'r' US (REBUS) (Rob Thomasson, Red)
S15 - T14 - U15, W28 - W27 - Louisville, H31 - C29, U30 - Somerset, T14 - T13.
46 +1 (CUES) +5/-2 (GREAT) -1 (BARGAIN BUCKET) = 49

Round 7 Runs

1.	61 - 55	Somerset to Cincinnati
2.	24 - 34	Owensboro to Nashville
3.	33 - 56	Nashville to Cincinnati
4.	13 - ✪2	Dyersburg to Illinois/Indiana
5.	11 - 26	Cairo to Louisville
6.	41 - 62	Rockwood to Pikeville
7.	45 - ✪1	Chattanooga to Missouri/Arkansas

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

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RAILWAY RIVALS 2178-MA	Bob and Roger find their own way.	ROUND 1

Malta   {13 points for these builds}

Rails Across Malta (RAM) (Pete Campbell, Blue)
Valletta - L25 - Qormi - L18.
     20 +2 (towns) = 22

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)
Valletta - O26 - Imsida - O20 - Attard - K18.
     20 +12 (towns) = 32

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Valletta - O26 - O25 - Hamrun - L24 - Qormi - L18.
     20 +5 (towns) = 25

One Man's Railways (OMR) (Mark Stretch, Red)
Valletta - N26 - Hamrun - N24 - Qormi - L18.
     20 +5 (towns) = 25

Maltese Rails (MR) (Roger Trethewey, Black)
Valletta - N26 - Paola - Tarxien - L32 - Zetjun - K33.
     20 +18 (towns) = 38

Builds
Up to 15 points excluding payments to rivals

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SAINT PETERSBURG 3	Two more cards hit the table.	PHASE 4-T

Round 4 - Trading Phase

Tony	Rob	Kevin	Bob
Shepherd ⇨ Weaving Mill	+ Hermitage to hand	✘	+ Wharf to hand
✘	+ Market	✘	+ Czar and Carpenter to hand

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	10	18	15r + 0vp	1r + 6vp	9r + 0vp	Building	8
Rob	11	5	21r + 2vp	0r + 3vp	11r + 2vp	Trading	16
Kevin	15	21	12r + 0vp	5r + 9vp	6r + 1vp	Worker	5
Bob	20	21	18r + 2vp	0r + 0vp	8r + 7vp	Aristocrat	12

Players	Cards in hand	Cards in play
Tony	Library, Administrator	Gold Miner x 2, Ship Builder, Weaving Mill, Catherine the Great's Palace, Market, Builder, Secretary
Rob	Hermitage, Market, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd, Ship Builder x 3, Market x 2, Observatory, Author x 3, Warehouse Manager, Judge
Kevin	Mistress of Ceremonies, Senator	Fur Trapper x 2, Lumberjack, Shepherd, Customs House x 2, Firehouse, Harbour, Administrator, Controller
Bob	Czar and Carpenter, Wharf, Pub	Fur Shop, Fur Trapper, Gold Miner, Lumberjack, Weaving Mill, Pub, Warehouse, Judge, Minister of Foreign Affairs, Pope

Orders required
Round five Worker phase led by Kevin

SOPWITH T353FW

Cat and mouse, with another mouse about to visit home.

ROUND 11

	Pilot	Starts	Moves	Ends	A:D:P
1 ♠	*The Brown Baron* Michael Graystone	G1-SE	LT, A-fA, 0-fR {1 kill}　　{Airfield: A1}	I3-E	12:12:17
3	*Wizard Prang* Jim Reader	K14-NE	LS, A, A 　　　{Airfield: J19}	I6-E	13:08:00
6 ♠	*Glider* Hugo Griffin	J4-NE	A, A, LS {1 ½ kills}　{Airfield: J1}	J16-NE	00:09:26

Numbers follow hexes in this direction

Letters follow hexes in this direction
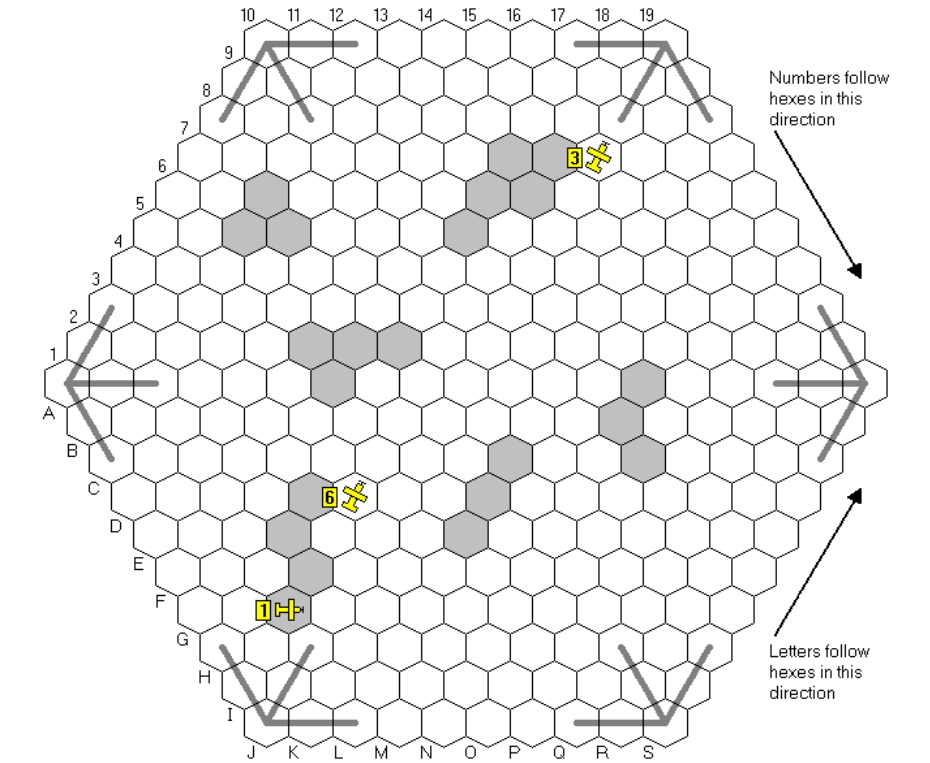
The clouds moved south west. *Glider* slips away towards the middle of the board, probably wishing he was in *Wizard Prang*'s kite right now.

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.

			The rating system is:
-	Mike Eddleston	. . . . 4.000	
-	Lew Stansby	. . . . 3.635	
▾	Ken Boucher	. . . . 3.423	5 points for a win
-	David Hilbert	. . . . 2.892	3 points for second
▾	Pete Campbell	. . . . 2.750	1 point for third
▴	Rob Thomasson	. . . . 2.540	
-	Victor Cronshaw	. . . . 2.537	
▾	Michael Graystone	. . . . 2.097	
-	Mick Haytack	. . . . 2.088	
▾	John Boocock	. . . . 2.000	
-	Greg Payne	. . . . 2.000	

✪ Completed games and winners:

1856 e918 {1856-U29}	. . . .	Rob Thomasson
1830 e925 {1830-Y29}	. . . .	Willem Moene
Acquire e929	. . . .	Mike Peterson
Carcassonne e940	. . . .	Willem Moene
Carcassonne e944	. . . .	Mark Stretch

✪ New games and start dates:

None.

✪
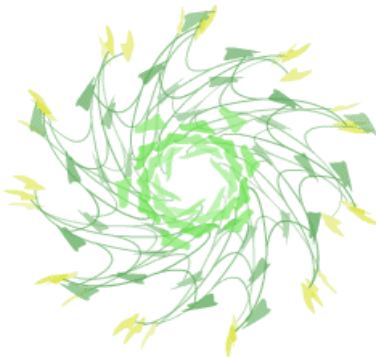
PREVIEW

There are no new games for this issue, as the spreadsheet assistants for both of the intended games is not ready, so it would be somewhat foolish to start without that assistance.

The Agricola assistant needs a lot more work, so I'm not even going to guess when that game will be able to start. I may just decide to go ahead and run it the way I've run the previous games, but that is a lot of work and prone to error, so I'm not overly keen to go down that road.

Here's hoping the 1825 game will be ready to roll next time. The planned Bus Boss game does not need any additional assistant, so can pretty much be guaranteed.

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

#185:   1825, Bus Boss {Scotland}
#186:   1870, Acquire   ❂

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jun 1	Minstrel 348
Jun 10	Save Your XXs For Me 85
Jun 21	...mais n'est-ce pas la gare 119
Jun 27	Minstrel 349
Jun 29	Ode 323
Jul 14	Fury of the Northmen 1
Jul 23	...mais n'est-ce pas la gare 120
Jul 25	Devolution 86

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:
-	Tony Bromley	3.400	
▼	Lyndon Gurr	3.365	5 points for a win
▼	Pete Campbell	3.261	3 points for second
-	Mark Frueh	2.923	1 point for third
-	Marcus Pratt	2.750	
▼	Lionel Robbins	2.727	
-	Steve Thomas	2.611	
-	Tony Robbins	2.318	
▲	Alan Harvey	2.294	
▲	Rob Thomasson	2.234	
-	Michael Graystone	2.233	
-	Stephen Webb	2.226	
-	Richard Lunn	2.071	
-	Colin Sharpe	2.013	

GAME ORDERS

Please observe these guidelines when sending your orders.

- ❂ The game name *and game number* must be given for each set of orders.

- ❂ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.

- ❂ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.

- ❂ Do not use both sides of the same sheet of paper for different games.

- ❂ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.

- ❂ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.

- ❂ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.

- ❂ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ❂ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.

- ❂ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.

- ❂ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.

- ❂ Games will not normally be held over due to a shortage of orders.

- ❂ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.

- ❂ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.   ❂

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

> Bus Boss:
>
> The limit of five runs applies at all times.

> Railway Rivals:
>
> If 1 run is carried over, then you are still limited to 4 runs.
> If 2 or 3 are carried over, then you can enter 5 runs.
> If 4 or 5 are carried over, then you can enter 6 runs.
> If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).
> In all these cases, you can choose your runs from all those available.

✪

WHO PLAYS WHAT

John Boocock 1829-A30, 1861-R29, Agr4, OP29

Tony Bromley RR-2157-KA

Pete Campbell . . . 1825-H27, 1829-A30, 1830-V2-U28, 1870-N29, 1889-O29, BB-327-CD, IW2, OP28, OP29, RR-2157-KA, RR2178-MA

John Colledge . . . Acq56, Acq57

Bob Coull BB-329-FRA, RR-2148-LE, RR-2160-KT, RR-2178-MA, StP3

Dennis Frank BA20, BA21

Mark Frueh 1830-T29, 1856-E31, 1870-N29

Michael Graystone   Acq56, Acq57, Bat4, BB-329-FRA, RR-2160-KT, Sop353

Hugo Griffin Sop353

Lyndon Gurr 1856-Y27, 1861-C27, 1870-N29, 1889-O29, OP28, OP29

Steve Ham Bat4, BA20, RR-2160-KT

Alan Harvey 1825-H27, 1830-V2-U28, 1889-O29, IW2

Mike Head 1889-O29, IW2

Mike Hutton 1825-H27, BB-327-CD

Kevin Lee Acq57, Agr4, BA20, BB-327-CD, RR-2157-KA, StP3

Richard Lunn Acq57, BA20

John Marsden . . . Bat4, BB-329-FRA, RR-2148-LE

Willem Moene . . . 1825-H27, 1830-T29, 1856-Y27, 1870-N29, Acq56, OP28, OP29

Greg Payne BA20

Marcus Pratt Agr4, Bat4, IW2, OP28, OP29

Jim Reader Agr4, BA20, BA21, BB-327-CD, BB-329-FRA, OP28, OP29, RR-2148-LE, RR-2157-KA, RR-2178-MA, Sop353

Mike Reeves BA21

Lionel Robbins . . . 1825-H27, 1829-A30

Adam Romoth . . . 1856-E31

Don Shailer RR-2157-KA

Colin Sharpe Acq56, Acq57, BB-329-FRA, RR-2160-KT

John Shelley 1829-A30, 1830-T29, 1856-Y27, 1856-E31, 1861-R29

David Smith OP28

Don Smith 1830-T29, 1830-V2-U28, 1856-Y27, 1856-E31, 1861-R29, 1870-N29

Allan Stagg Bat4, BA21

Mark Stretch 1830-V2-U28, Bat4, BA21, OP28, OP29, RR-2178-MA

Rob Thomasson . . 1829-A30, 1830-T29, 1856-Y27, 1856-E31, BA21, RR-2160-KT, StP3

Roger Trethewey . BB-327-CD, RR-2148-LE, RR-2178-MA

Tony Wilcock Acq56, StP3

OUTSIDE EDGE

CONTENTS

DEADLINES

Wednesday August 18th 2011
18xx games - Friday August 12th

Future deadlines: 18xx games: September 30th   Other games: October 5th

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.