FOR WHOM THE DIE ROLLS
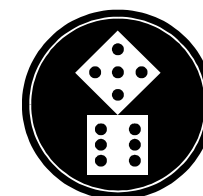
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so that reports that appear on facing pages
in the paper copy are shown side-by-side.

£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #185, 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...

	1825	John Boocock, Mike Hutton, Willem Moene, Lionel Robbins, John Shelley
	Bus Boss {Scotland} . . .	Pete Campbell, Jim Reader, Don Shailer, Mark Stretch, Roger Trethewey

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

⇨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
✪	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)
⇨①	RoboRally	Allan Stagg, Jim Reader, Mark Stretch, Don Shailer, Roger Trethewey, Howard Bishop, Steve Ham
⇨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
⇨②	Bus Boss	Bob Coull, Michael Graystone, Kevin Lee
✪	Railway Rivals	Jim Reader, Steve Ham, Michael Graystone, John Marsden, Kevin Lee
⇨②	Railway Rivals	Bob Coull, Don Shailer, John Marsden

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

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START

Welcome to issue #185. Another double issue, I'm afraid, following our trip to the US. While we were away the UK was hit with the August riots. As this is the third time in six trips that there has been disturbances at home during our absence, we're hoping nobody will notice the coincidences, or they might not let us out of the country again.

There's not a lot to say about our trip, to be honest. Washington was almost too hot, but we managed to see some of the major sights. Indianapolis and GenCon was also hot, but not quite so bad, and a lot of the time was spent inside the convention centre. We were both kept busy, so I only found the time for one circuit of the exhibitor's hall, and none of the other events.

The new edition of 1830 from Mayfair Games is getting close to being a reality. I saw an almost-complete copy of the game at GenCon. You can see one of the player mats on page 32. What was outstanding was the cutting of the tile sheets and the completion of the non-English rules by some of the partners. The intention is to have a coordinated world-wide release during September. If they miss that they've still got a few weeks before Essen. Speaking of which...

ESSEN

The year moves on and we get ever closer to the game fair in Essen. The show has been big for some time, and this year they have added another hall to make it even bigger. Over 700 new products will be at the show this year, a new record. Nobody is expected to buy all 700. Indeed, it will be a challenge to find all of them, as many will be from smaller, independent designers.

Some are particularly hard to get. The new one from Fragor Games is called Poseidon's Kingdom. I would have liked to tell you about it so that you could reserve a copy, but they opened up their pre-orders on August 23rd and had sold all 900 copies 11 days later. There may be some extra copies available at the show, but as they don't know how many they might have, they are not taking pre-orders on those.

I would love to give you a list of the games that are going to be coming out, but since the demise of BoardGameNews** I haven't been able to find a general list for this. There are various Geek Lists on BoardGameGeek that people have created, giving their personal take on what they are going to be looking out for, and those are probably the best things for you to seek out as well. I will be able to give you a better view once the show has finished, which will be a tad too late, of course.

** Well, since being absorbed into BoardGameGeek. I can't make sense of what they are trying to achieve because it just appears as a long list with no contents, and I certainly can't see the Essen preview list they used to produce. Not that the list was much use after they got persuaded to move BoardGameNews to the new system (Cloudberry?) that eventually sank without a trace.

All visitors to Essen are being invited to contribute towards the building of a school for 120 children on Lake Bosumtwi in Ghana. This project is being flagged as 'Carcassonne is building a school in Ghana', and to raise its profile, Hans im Glück has produced a Carcassonne add-on (The School) and a Dominion promotional card (Carcassonne) exclusively for this show. These are also to celebrate ten years of Carcassonne. They will be available in a small cloth sack from the Hans im Glück and Schmidt stands for 3 Euros. If you're not heading for Essen, you can get the Dominion promo through the BoardGameGeek Store, where it is called Walled Village.

If you haven't encountered the BoardGameGeek store, you may find it worth a look. They specialise in promotional items and small expansions, often making items that were originally given out at shows available to everyone.

They have a simple pricing policy. Everything costs $0.01, and everything has a $4.99 shipping and handling fee, irrespective of where it is going in the world. Some people have moaned that they get charged the shipping and handling fee multiple times even when the items arrive in the same envelope, but they're missing the point. Any profit they make goes towards supporting the BoardGameGeek family of web sites. By charging this way, they can also declare the value of a package as rock-bottom to help avoid additional customs charges. Each item costs just over £3 to UK buyers, which isn't bad.

Their default payment option is via PayPal, but if you don't have an account, you can click on the link 'Make a payment as a PayPal guest' and pay with your credit card.

They currently have the following items for sale. I have listed the name of the game followed by the name of the item.

- Ascension: Chronicle of the Godslayer - The Rat King Promo
- Chaos Isle - Heroes of Chaos Isle
- China - The Embassies
- Crossroads - The Out Route Promo
- Defenders of the Realm - Global Effects cards (random pack of 5)
- Dominion - Blank Cards (2 Sets)
- Dominion - Black Market/Envoy Promos
- Dominion - Stash Promo/Blank Cards
- Dominion - Walled Village Promo
- Fluxx - BoardGameGeek expansion
- Jet Set - Investor & Business Expansion
- King of Tokyo - Promo Cards
- Martinique - Mini-Expansion
- Nightfall - Zombie Horde Promo
- Power Grid - Theme Park
- Powerboats - Expansion 1
- Rattus - Jester Promo
- Resident Evil Deck Building Game - Chris Redfield & Jill Valentine
- Stronghold - Heroes
- Sumeria - 2-player Expansion
- Survive - The Giant Squid
- Tanto Cuore - Promo Set #1
- Thunderstone - For the Dwarf Promo
- Troyes - Bonus Cards
- Yggdrasil - Frigg Promo
- Yomi - Cursed Cards

Power Grid Theme Park also includes cards made available at Essen in previous years, namely the Flux Generator, Transformer Station and Warehouse.

To find out more, visit their web site, store.boardgamegeek.com. You are encouraged to register during checkout, but if you don't want to, just make sure that the 'register' box is not checked. This will then process your payment as a one-off and you won't become a registered user. ⊡

1825-H27 — GAME OVER

It's congratulations to Alan and thanks to everyone.

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%

Mike Hutton (2nd): A good game, but I could have done so much better. Halfway I lost track of how small the bank was and ended up buying too many trains, starting too many companies and not making the most of abusing the Cal. Oh well. I'm glad I made the right decision to prolong the game at the end. It took a bit of working out, and I wasn't sure. A great investment game from Alan would have been hard to beat anyway, Well played to Alan, apologies to Pete for the last-minute overtaking, and thanks to Keith for officiating.

Lionel Robbins (4th): I paid too little attention to what the others were doing. Particularly I should have realized much earlier that I had too many shares in the GNR, making it almost inevitable that Mike would use the GNR to pass trains to his other companies. That cost me too much cash in the middle game. Congrats to Alan for his well managed portfolio. Thanks all for the game and Keith for running it.

An enjoyable time seems to have been had by all. ⊡

1856-Y27 — GAME OVER

It's all in the grip.

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%

Rob Thomasson (1st): Well, that worked out nicely then. It all started well but got very shaky in the run up to the CGR formation and my alleged (by Keith) "strong grasp (of) 1856" was definitely slipping wildly. I remember that there was a crucial dealing round where the last new companies would come out but I was too late in the order to be sure of getting one. Even then I was not sure that I wanted one of them... and in the end I essentially just ordered to do whatever Willem did not do (he was ahead of me in the dealing so got to choose first) and took my chances. I ended up running the CGR (only - a first for me) and then the timing allowed bases to secure the F15-N11 route and it started to look good again. Once I was clear of Lyndon it seemed clear that I had recovered to win. Thanks to all for an enjoyable game and of course especially Keith for hosting.

Rob may have had a loose grip on the game in its early stages, but he exercised his strength to gain a firm grip at the point when it mattered, namely the end. ⊡

▲▲▲

| **1889-O29** | An early bath and off to bed. | **GAME OVER** |

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%

Lyndon Gurr (3rd): That started badly and went downhill from there. Apologies to everyone for unwittingly precipitating a bankruptcy, but I suppose it was my best chance of not ending up last, so at least there was an up side for me.

Mike Head (4th): Well, I would like to claim that my bankruptcy was unfortunate collateral damage from the others launching their second companies prematurely, but in reality I stumbled and sleepwalked through this one. Quickly decided that the privates I got weren't the ones I really wanted, made a big mistake over the tile manifest, was totally unprepared for the second company launches, not sure I ran KO very well.

I don't always work out the right balance for the train cycle in a new game, so Mike can be forgiven for misreading the way the wind was blowing. ▧

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| **1825-X31** | British Rail, here we come. | **NEW GAME** |

This will be a five-player game using Units 2 and 3, with kits K1 and K5. The general consensus was against K2 and K3. K6 was suggested but did not make the cut.

Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ
John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
John Boocock	johnlner at yahoo dot com

Your starting capital is 504, but some of that has already gone in payment for the dealt private companies, which give the following order of play.

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Lionel Robbins	504	-30	474	504	20.0◄	1
John Shelley	504	-60	444	504	20.0◄	1
Willem Moene	504	-75	429	504	20.0◄	1
Mike Hutton	504	-160	344	504	20.0◄	1
John Boocock	504	-210	294	504	20.0◄	1

Portfolio	Privates	LNWR	Mid	NER	Cal	NBR	GCR	GNR	L&YR	GSWR
✪ Lionel Robbins	A&F	-	-	-	-	-	-	-	-	-
John Shelley	TWW	-	-	-	-	-	-	-	-	-
Willem Moene	C&HP	-	-	-	-	-	-	-	-	-
Mike Hutton	S&D	-	-	-	-	-	-	-	-	-
John Boocock	L&M	-	-	-	-	-	-	-	-	-
Bank (new)		10	10	10	10	10	10	10	10	10
Price (new)		100	90	82	76	76	71	71	71	71
Bank (pool)										
Price (pool)										
Company credit										
Tokens		4	4	4	4	4	4	4	4	3
Trains										

| Bank cash: 13,015 | Certificate limit: 18 | Trains: 5 x '2', 5 x '3' |

There will be five minor companies available once the first value 71 company has sold out. These are the Furness, the Great North of Scotland, the Highland, the Maryport & Carlisle and the North Staffs.

The trains in this game are as follows.

Train	2	3	4	5	3T	U3	6	7
Qty	5	5	4	5	2	2	2	2
Cost	180	300	430	550	370	410	650	720

The trains shaded in yellow are the optional trains. Once the first '5' train has been bought, the '3T' and 'U3' trains can be purchased, but they do not need to be sold in order for the first '6' train to become available.

Phase four starts with the sale of the first '6' train. Grey tiles become available and the companies may now own any number of trains. The sale of the first '7' train causes the '3' trains to disappear.

Maps and tile sheets are enclosed for those of you receiving this on paper. The others will be sent these via e-mail. If anyone has any queries, now is the best time to make them. Enjoy the game.

Orders required for the following round	*By the early deadline*
SR1	

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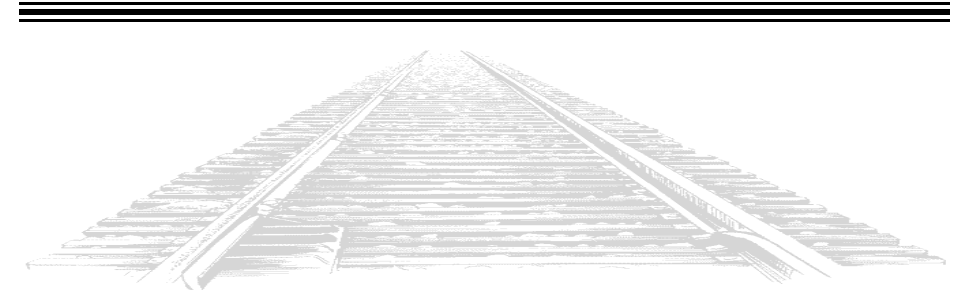
1829-A30	The last '2' train is bought.	OR6 - SR7

OR6	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	8:T12:1	▸T14	110	Yes	-	160	420	2 2 2
GWR	RT	8:V18:6	▸U19	70	Yes	-	112	500	2 2
Mid	JS	4:R16:2	▸Q17	60	Yes	①	90	460	2 2

Notes: ①   180 to the bank for a '2' train

Stock Round 7

	Pete	Rob	John Shelley	Lionel	John Boocock
	+ GWR pool	✗	✗	✗	- 1 GWR
					+ LSWR/Dir
	✗	+ GWR pool	✗	✗	✗
	✗	✗	*Priority for SR8*		

Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
Pete Campbell	84	55	-112	27	939	21.7▲	5
Rob Thomasson	84	47	-112	19	833	19.3◂	7
John Shelley	42	47	0	89	789	18.3◂	6
Lionel Robbins	84	48	0	132	856	19.8◂	6
John Boocock	19	61	-40	40	902	20.9▼	6

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell		5D	1	-	-	-	-	-	-	-	-
Rob Thomasson	S&M	-	7D	-	-	-	-	-	-	-	-
✪ John Shelley	-	1	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	2	2	2	-	-	-	-	-	-	-
John Boocock	L&M	2	-	2	2D	-	-	-	-	-	-

Bank (new)	Hull...	-	-	-	8	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP	-	-	-	-	-	-	-	-	-	-
	C&W										
Price (pool)		142	100	82	76						
Company credit		420	500	460							
Tokens		5	4	4	5	5	4	4	4	3	3
Trains		2 2 2	2 2	2 2							
Bank cash: 19,693		Certificate limit: 18						Trains: 6 x '3', 5 x '4'...			

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

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

1829 South Game A30
Referee: Keith Thomasson
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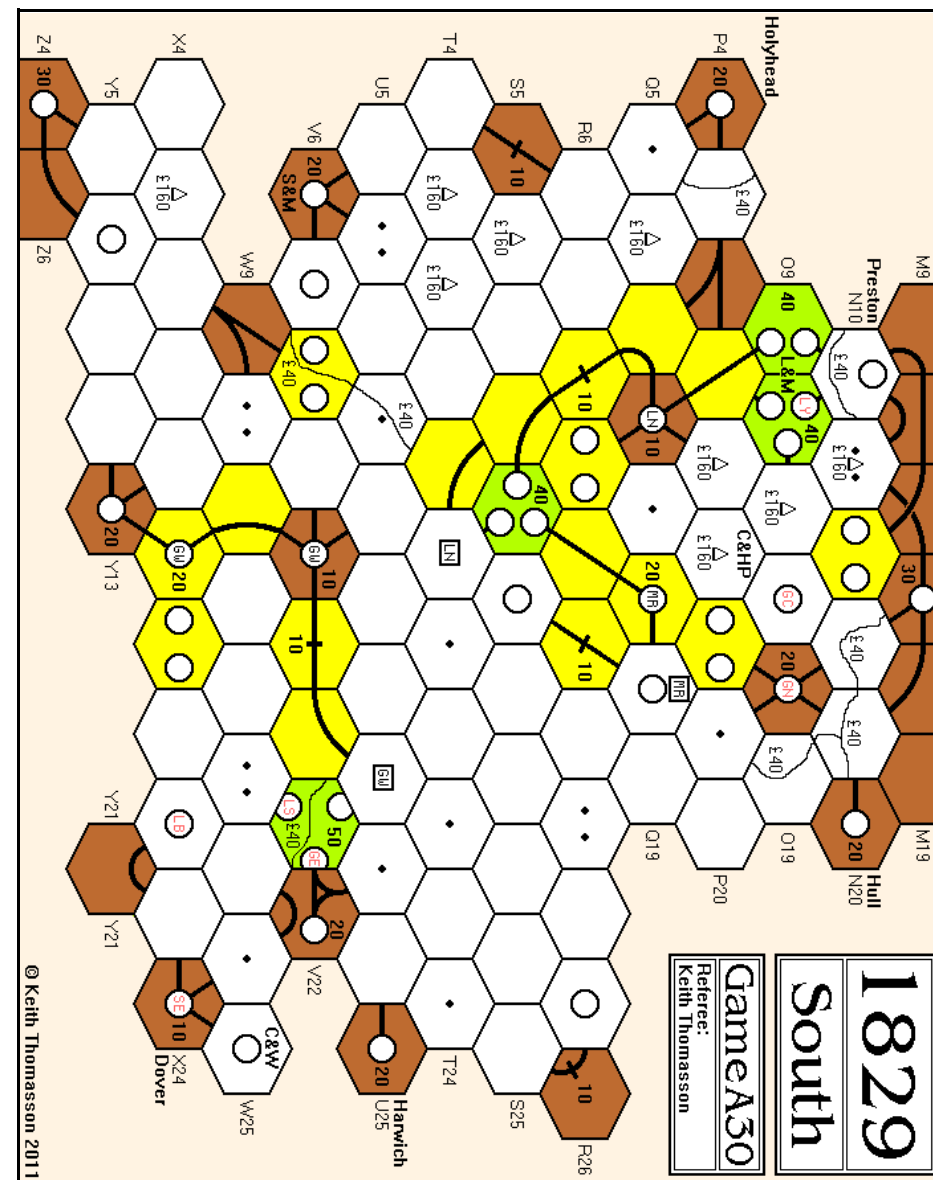
Orders required for the following rounds	*By the early deadline*
OR7, SR8	

▲◆▲

1830-T29	The last two companies are floated.	SR5

Stock Round 5

	Mark	Willem	Rob	John	Don
	- 1 B&O {▾82C}	- 1 B&M {▾90B}	+ B&M pool	+ PRR pool	+ NYC new
	+ Erie/Pres {71}	- 1 NYNH {▾69G}			
		+ CPR/Pres{100}			
	+ Erie new	+ CPR new	+ C&O new	+ B&O pool	✗
	+ Erie new	+ CPR new	+ NYC new	✗	✗
	+ Erie new	+ CPR new	✗	✗	✗
	+ Erie new	+ C&O new	✗	✗	✗
	{floated}	- 1 C&O {▾90B}			
	- 1 Erie {▾67F}	+ CPR new	✗	✗	✗
	+ NYNH pool	{floated}			
	✗	✗	*Priority for SR6*		

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Don Smith	86	-82	4	626	14.3▾	6
Mark Frueh	340	-334	6	810	18.5▾	9
Willem Moene	475	-429	46	1,096	25.0▲	9
Rob Thomasson	275	-272	3	864	19.7▲	10
John Shelley	156	-155	1	993	22.6▲	11

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

	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Bank (new)	4	-	2	4	4	2	-	3
Price (par)	100	100	100	100	71	82	71	76
Bank (pool)	-	3	1	-	1	-	3	-
Price (pool)	90B	80F	90B	100A	67F	82C	69G	75F
Company credit	160	501	700	1,000	710	288	241	38
Trains	4 3	3 3	4	-	-	4	4 3	5 3

Bank cash: 8,302   Certificate limit: 13   Trains: 2 x '5', 2 x '6'...

Current operating order: CPR, B&M, C&O, NYC, B&O, PRR, NYNH, Erie

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						
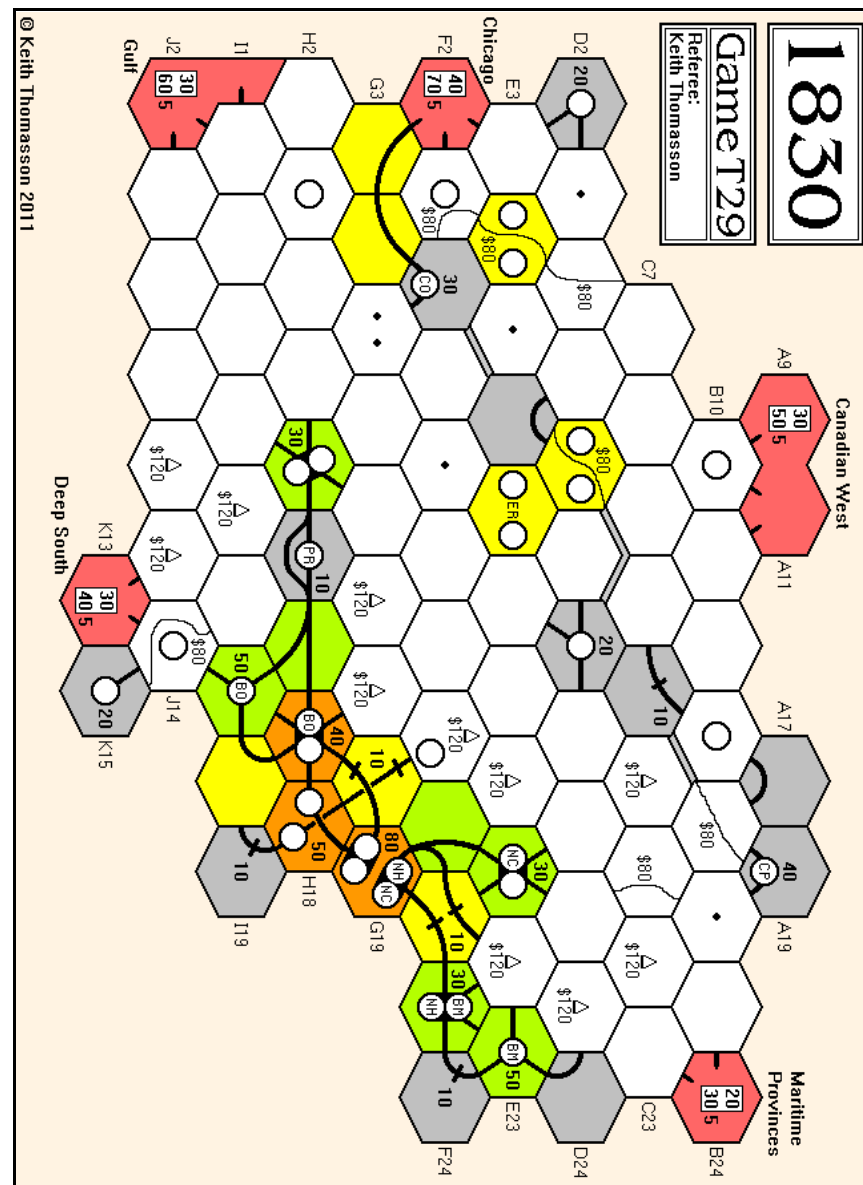
Orders required for the following rounds	*By the early deadline*
OR7, OR8	*Adjudication can pause between rounds if requested*

▲▲▲

1830-V2-U28 — OR10 - OR11

Two Diesels are bought, both requiring some assistance.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	63:H18:1	280	Yes	-	200B▲	311	4
NYC	PC	57:F16:1	190	Yes	①	155C▲	121	5
PRR	AH	8:D6:2	210	Yes	-	120D▲	227	4
Erie	PC	9:G17:1	320	No	②	90E▼	744	5
NYNH	AH	7:C5:2	120	Yes	③	111C▲	89	5
C&O	PC	8:B18:6	-	-	④ ⑤	90A▼	40	6
B&M	MS	15:C15:5	70	Yes	⑤	112A▲	70	6 4
CPR	DS	62:E15:4	150	No	⑥	71D▼	520	4

Notes:
①   120 to the bank for terrain costs
②   40 to the bank for a token in F16
③   450 to the bank for a '5' train
④   330 to the Erie for a '3' train
⑤   630 to the bank for a '6' train
⑥   40 to the bank for a token in E15

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	63:F20:1	190	Yes	-	220B▲	330	-
NYC	PC	14:F16:2	270	Yes	① ②	170C▲	0	5
PRR	AH	24:C9:4	160	Yes	-	130D▲	243	-
B&M	MS	8:C13:3	190	Yes	-	126A▲	70	6
NYNH	AH	42:C9:4	120	Yes	-	125C▲	101	5
Erie	PC	8:D20:2	-	-	③	82E▼	0	D
C&O	PC	4:B20:1	190	Yes	-	90B▼	40	6
CPR	DS	66:C11:1	-	-	④	66D▼	0	D

Notes:
①   40 to the bank for a token in F16
②   216 to the Erie for a '5' train
③   1,100 to the bank for a Diesel, partly funded by 140 from Pete
④   1,100 to the bank for a Diesel, mostly funded by 580 from Don, requiring the sale of 1 C&O {▼90B}

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	6P	3	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
Bank (new)	4	-	1	-	-	-	2	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	1	1	-	2	5	1	1
Price (pool)	126A	220B	90B	66D	82E	170C	125C	130D
Company credit	70	330	40	0	0	0	101	243
Tokens	2	1	3	2	1	2	1	2
Trains	6	-	6	D	D	5 5	5	-

Bank cash: 9,636   Certificate limit: 16   Trains: Diesels
Current operating order: B&O, NYC, PRR, B&M, NYNH, Erie, C&O, CPR

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Don Smith	63	208	-247	24	2,310	25.0▼	15
Pete Campbell	108	106	71	285	2,005	21.7▼	12
Alan Harvey	321	245	214	780	2,980	32.2▲	16
Mark Stretch	227	103	161	491	1,952	21.1▲	11

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

1830-V2   GameU28
Referee: Keith Thomasson
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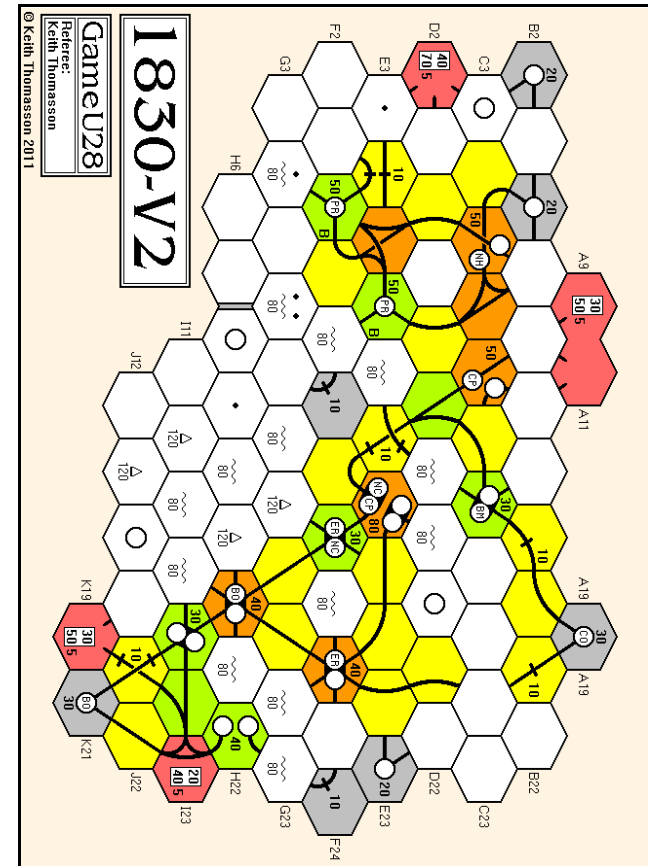
Orders required for the following rounds	*By the early deadline*
OR12, SR8	*Adjudication can pause between rounds if requested*

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1856-E31	All of the '2' trains have found homes.	OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	57:P9:2	-	-	① ②	75C▾	230	1	2
WR	MF	5:O16:3	-	-	① ②	70D▾	140	1	2
GW	AR	6:F17:5	-	-	① ②	65E▾	200	1	2
LPS	JS	5:C14:5	-	-	① ③	60F▾	150	1	2 2
CPR	RT	58:M6:1	-	-	① ②	60F▾	185	1	2

Notes: ①   Government loan secured
        ②   100 to the bank for a '2' train
        ③   200 to the bank for two '2' trains

Stock Round 2

	Rob	Don	Adam	Mark	John
	✗	✗	✗	✗	✗
Priority for SR3					

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Adam Romoth	9	15	0	24	289	19.5◀	3
Mark Frueh	5	30	0	35	315	21.2▲	3
John Shelley	20	5	0	25	285	19.2▾	4
Rob Thomasson	0	20	0	20	300	20.2▲	3
Don Smith	10	10	0	20	295	19.9▾	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)				60F		75C	65E	60F				70D
Company credit				185		230	200	150				140
Loans				1		1	1	1				1
Tokens		3	3	3	3	3	3	1	2	2	2	2
Trains				2		2	2	2 2				2

Bank cash: 10,971   Certificate limit: 13   Trains: 5 x '3', 4 x '4'...
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/-	6/1	7/7	8/13	9/13	55/1	56/1	57/3	58/2
69/1												
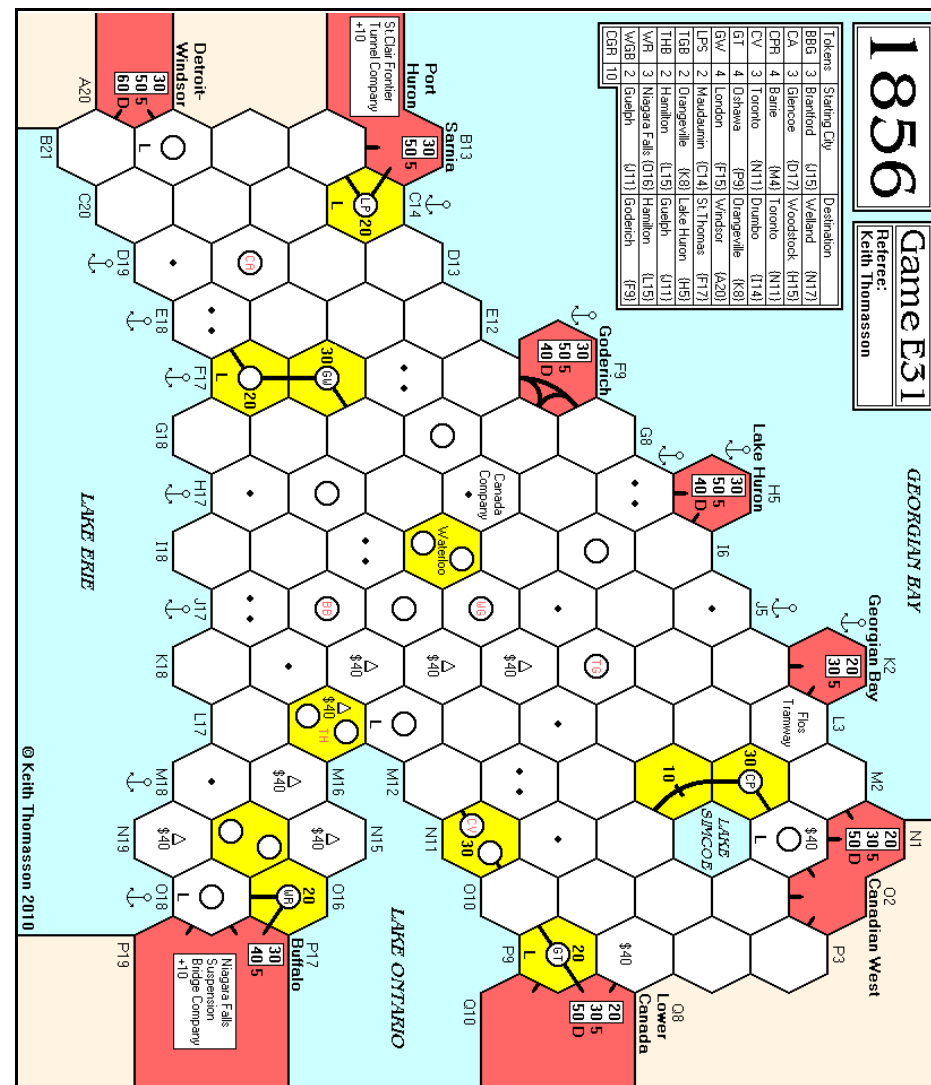
Orders required for the following rounds	*By the early deadline*
OR2, SR3	

✦✦

| 1861-R29 | Just one minor company remains. | OR8 - MR5 |

Apologies for not updating the map last time. My check list said it was done, which just shows that the human element remains in force. John also noticed that I had used the wrong tiles for G18 and H19, falsely increasing their values. These have been suitably downgraded.

OR8	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
MB	JS	9:I10:2	8:J9:5	120	Half	①	150B▲	145	-	3
E	LG	638:G8:1	-	190	Half	-	120D▲	269	-	3
D	JB	623:F15:1	-	150	Half	-	100E▲	140	-	3
GRR	JB	641:D1:1	-	550	Yes	②	220B▲	609	-	4 3 3
SW	LG	801:A4:2	-	610	Yes	-	200B▲	680	-	5
NW	DS	-	-	460	Yes	-	150D▲	268	-	5 3
MKN	LG	23:H9:6	-	180	Yes	③	120D▲	100	-	4 4 3
RSR				220	No	-		277	-	4

Notes: ① 20 to the bank for a second tile lay
② 120 to the bank for a token in J7
③ 597 to the SW for two '4' train

Merger Round 5

MB converts to the SE - John S buys 3 shares
E converts to the MK - Lyndon buys 3 shares

Cash Flow	b/f	OR8	MR5	c/f	Value	%	Certs
Don Smith	242	316	0	558	1,583	21.6▼	6
John Shelley	166	350	-450	66	1,766	24.1◄	8
John Boocock	100	313	0	413	1,633	22.3▼	5
Lyndon Gurr	12	490	-360	142	2,342	32.0▲	13

Portfolio	Privates	D	GRR	MK	MKN	NW	SE	SW	RSR
✪ Don Smith	MRR	-	-	-	-	5P	-	1	
John Shelley	-	-	-	-	-	1	5D	4	
John Boocock	-	2P	4P	-	1	-	-	-	
Lyndon Gurr	-	-	-	5D	5D	-	-	5P	
Bank (new)	-		6	5	4	3	5	-	
Bank (pool)	-		-	-	-	1	-	-	
Price		110E	220B	120D	120D	150D	150C	200B	
Company credit		140	609	629	100	268	595	680	227
Loans	-		-	-	-	-	-	-	-
Tokens	-		-	2	2	1	2	1	4
Trains	3		4 3 3	3	4 4 3	5 3	3	5	4

Bank cash: 10,523   Certificate limit: 16   Trains: 2 x '5', 2 x '6'...
Current operating order: D, GRR, SW, NW, SE, MKN, MK, 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	23/4	24/1	25/3	26/2	27/2
28/1	29/2	30/2	31/2	87/2	88/-	204/-	207/5	208/2	619/1	622/1	624/1	625/1
626/1	635/-	637/1	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3
611/3	623/2	636/1	638/-	641/-	801/1	911/3						

✪ Yellow track tiles are unlimited
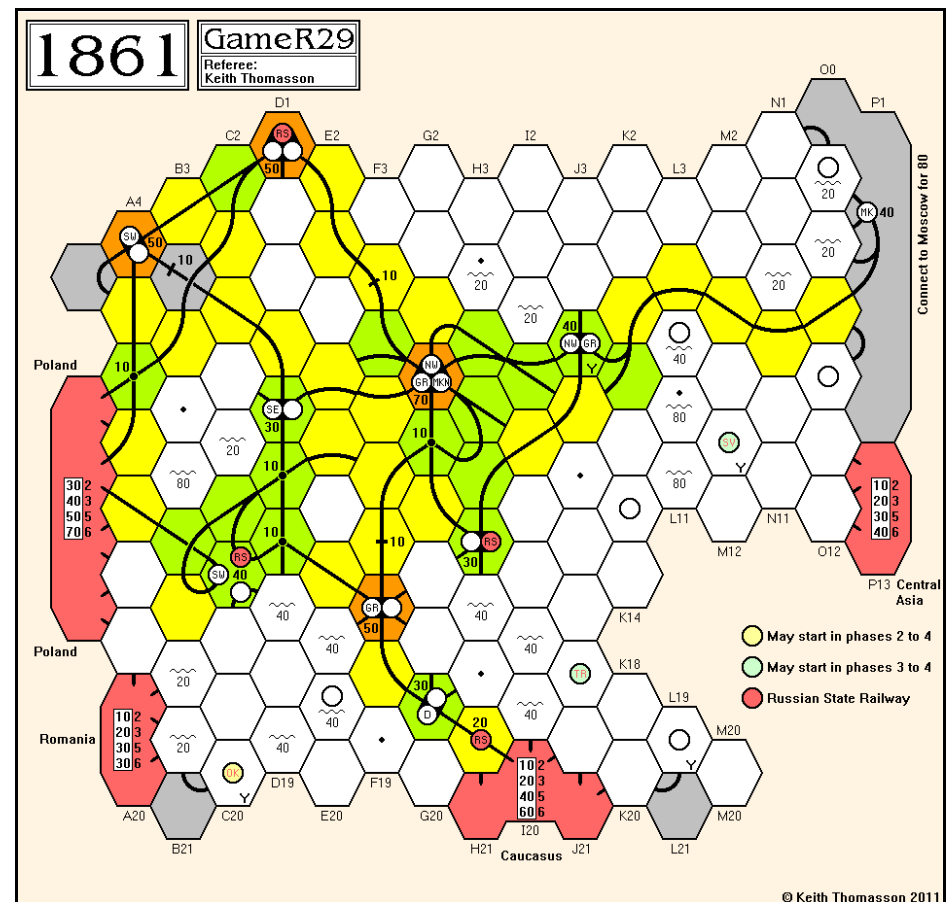
Orders required for the following round	*By the early deadline*
SR5	

1861-F31   A straightforward start.   OR1 - OR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	-	①	70F▾	60	-	2
MNN	LG	8:H7:3	-	-	①	65F▾	40	-	2
MK	WM	58:G10:5	-	-	①	55G▾	25	-	2
SPW	LR	3:A8:1	-	-	①	45H▾	5	-	2
KK	PC	58:D13:3	-	-	①	45H▾	0	-	2
RO	LR	202:A4:3	-	-	①	45H▾	0	-	2
KR	PC	202:F15:6	-	-	①	45H▾	0	-	2

Notes: ①   100 to the bank for a '2' train

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	-	80F▲	100	-	2
MNN	LG	8:I8:6	-	70	Half	-	70F▲	75	-	2
MK	WM	8:F11:2	-	50	Half	-	60G▲	50	-	2
SPW	LR	8:A6:4	-	70	Half	-	50H▲	40	-	2
KK	PC	9:E14:3	-	60	Half	-	50H▲	30	-	2
RO	LR	9:C6:3	-	70	Half	-	50H▲	35	-	2
KR	PC	8:G14:5	-	60	Half	-	50H▲	30	-	2

Cash Flow	b/f	OR1	OR2	c/f	Value	%	Certs
Willem Moene	42	25	50	117	312	18.8▾	2
Don Smith	22	20	60	102	322	19.4▾	2
Pete Campbell	22	10	70	102	332	20.0▾	3
Lyndon Gurr	22	30	65	117	347	20.9▲	2
Lionel Robbins	2	15	85	102	347	20.9▲	3

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
Company credit		100	30	30	50	75				35	40
Loans		-	-	-	-	-				-	-
Tokens		-	-	-	-	-				-	-
Trains		2	2	2	2	2				2	2

Bank cash: 14,100   Certificate limit: 13   Trains: 3 x '2', 7 x '3'...
Current operating order: N, MNN, MK, SPW, KK, RO, KR

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

✪ Yellow track tiles are unlimited

1861   **Game F31**   Referee: Keith Thomasson

Map hexes and labels: O0, N1, P1, D1 StP 40 SPW, C2, E2, G2, I2, K2, M2, B3, F3, H3, J3, L3, A4, TSR, 30 RO, MYR, Mosc N MNN MK 40, MRR, Kiev KB KK 30, KR 30, MV, Poland, Romania, Caucasus, Central Asia, Russian State Railway (red hexes)

Legend:
- 🟡 May start in phases 2 to 4
- 🟢 May start in phases 3 to 4
- 🔴 Russian State Railway

Connect to Moscow for 80

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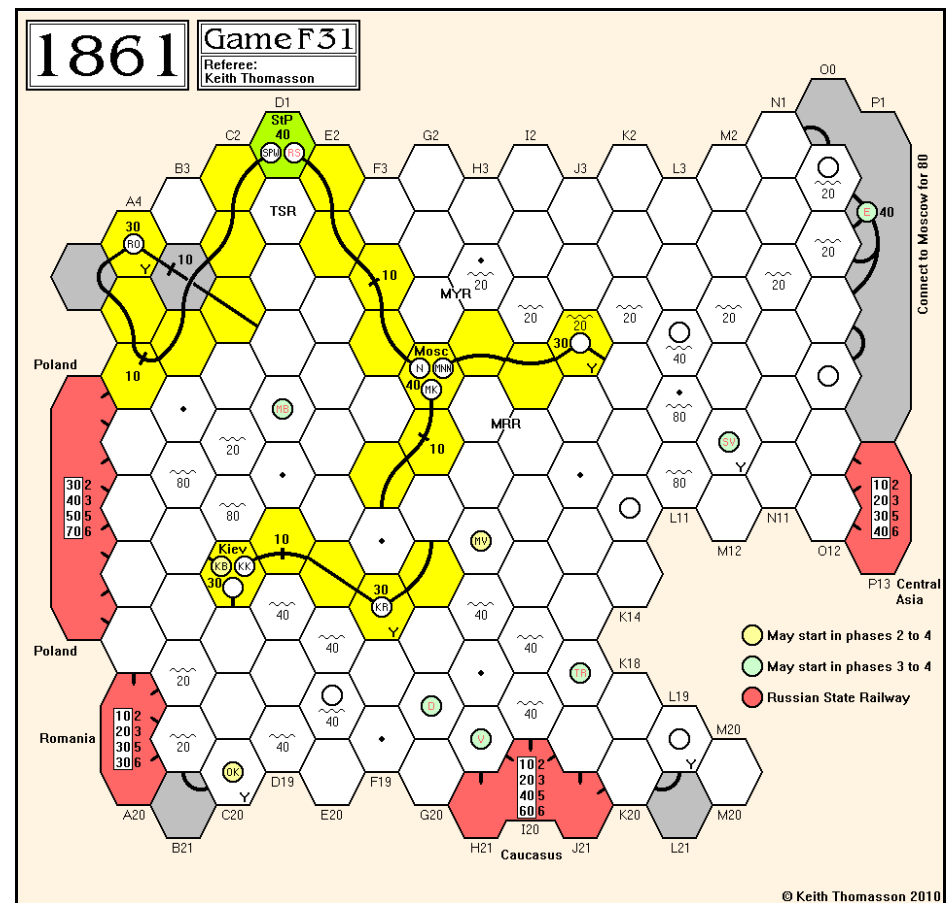
Orders required for the following round	*By the early deadline*
SR2	

▲▲▲

1870-N29	Just one round to see the private companies close.	OR8

OR8	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
FW	LG	58:B7:1	9:K6:1	220	Yes	-	180B▲	135	4 3
SLSF	DS	9:H15:3	-	190	Yes	① ②	110F▲	128	4 3
MKT	PC	9:M4:2	8:N3:6	190	Yes	-	110D▲	684	3
GMO	WM	8:L15:2	57:K16:2	140	Yes	-	110A▲	209	4
SSW	PC	-	-	-	-	② ③ ④	90A▼	100	4 3
ATSF	MF	9:L3:1	-	160	Yes	-	100E▲	520	3
SP	MF	24:M4:5	-	-	-	⑤ ⑥ ⑦	82B▼	80	5 3
IC	WM	9:J17:2	9:I18:2	-	-	⑧	68E▼	719	4
TP	LG	23:L7:3	-	-	-	⑥	64F▼	230	5

Notes:
① 100 to the bank for a token in L11
② Tile lays not allowed - they bridge the Mississippi and the MRBC is still owned by Don
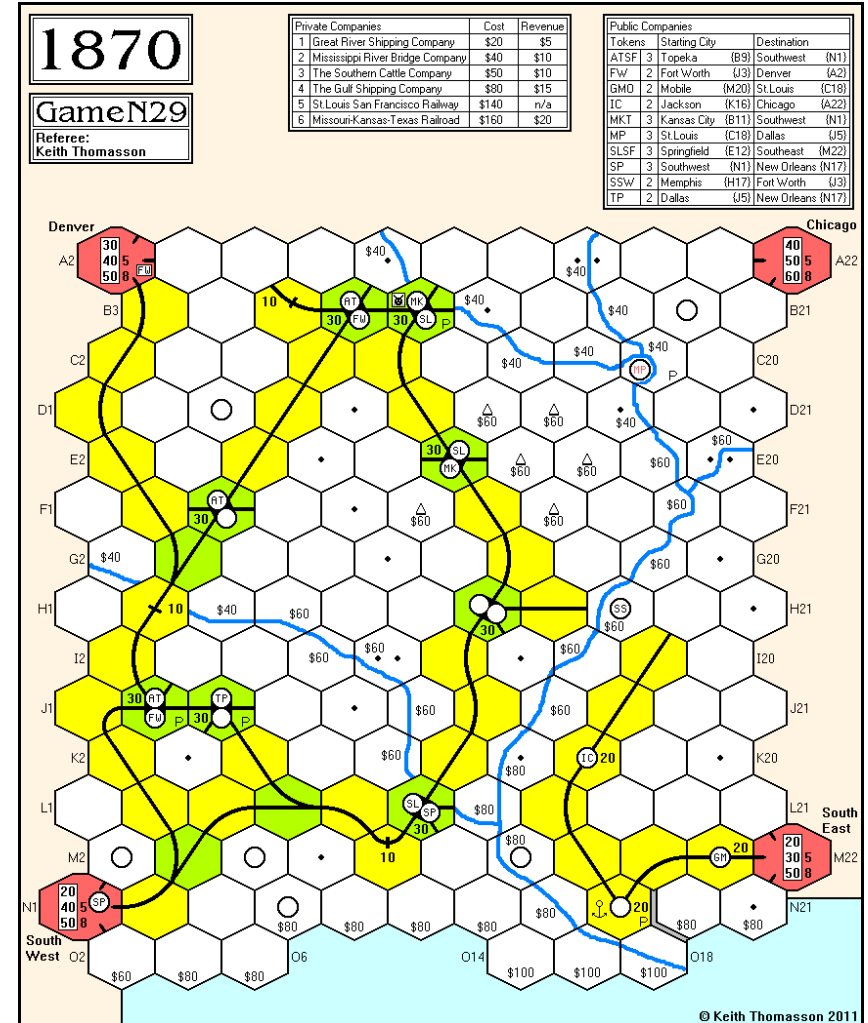③ 300 to the bank for a '4' train
④ 600 to the MKT for a '3' train
⑤ 40 to the bank for a token in L11
⑥ 450 to the bank for a '5' train
⑦ 430 to the ATSF for a '3' train
⑧ 1 to the GMO for a '4' train

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Pete Campbell	74	114	188	1,388	19.3▼	10
Lyndon Gurr	89	154	243	1,887	26.2▲	11
Willem Moene	67	84	151	1,219	16.9▼	10
Don Smith	31	154	185	1,055	14.6▲	7
Mark Frueh	66	161	227	1,657	23.0▲	13

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	-	-	6P	-	-	-	6P	-
✪ Lyndon Gurr	-	7P	-	-	-	-	-	-	-	6P
Willem Moene	-	-	6P	6P	-	-	-	-	-	-
Don Smith	1	-	1	-	1	-	5P	-	-	-
Mark Frueh	6P	-	1	-	1	-	-	5P	-	-

	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
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)	100E	180B	110A	68E	110D		110F	82B	90A	64F
Company credit	520	135	209	719	684		128	80	100	230
Redeemed shares	1	3	-	-	-		-	-	-	-
Tokens	D	-	1+D	1+D	1+D	3+D	D	1+D	1+D	1+D
Trains	3	4 3	4	4	3		4 3	5 3	4 3	5

Bank cash: 8,201   Certificate limit: 13   Trains: 2 x '5', 3 x '6'...
Current operating order: FW, SLSF, MKT, GMO, SSW, ATSF, SP, IC, TP

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
1/1	2/1	3/2	4/5	5/1	6/2	7/8	8/10	9/7	55/1	56/1	57/3	58/3
69/1	14/-	15/-	16/2	17/2	18/2	19/2	20/2	23/3	24/2	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/1	45/2
46/2	47/2	63/5	70/2	145/2	146/2	147/2	170/4					

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}

1870
Game N29
Referee: Keith Thomasson

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| Orders required for the following rounds	By the early deadline
OR9, SR7	Adjudication can pause between rounds if requested

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ACQUIRE 56	Two mergers, but no reformed chains.	ROUND 8

John	10-G	Buys 3 Luxor @ 200.
Michael	7-A	American takes over Tower, bonuses for Colin {2,000} and Willem {1,000}, Colin swaps 2 for 1, sells 10 for 2,000, Willem sells 9 for 1,800, retains 1. Buys 3 Imperial @ 800.
Tony	8-I	Worldwide takes over Luxor, bonuses for John {2,000} and Willem {1,000}, Willem swaps 6 for 3, John swaps 6 for 3, sells 1 for 200. Buys 3 Continental @ 900.
Colin	10-F	Buys 3 Continental @ 900.
Willem	12-D	No purchases.
John	8-D	No purchases.
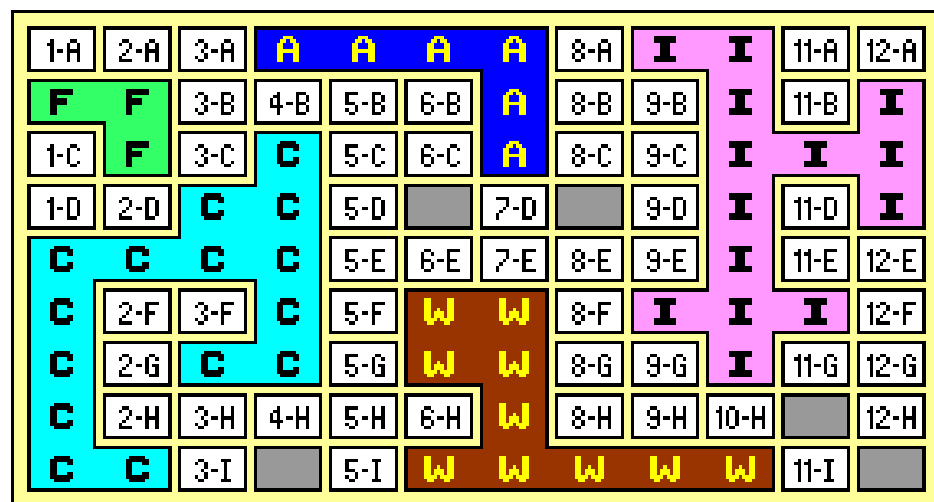
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	-	3	-	-	5	4	1,300	22,800
Willem Moene	-	1	-	8	6	1	-	6,100	25,400
John Colledge	-	-	3	-	3	-	9	3,600	28,400
Michael Graystone	-	-	12	2	-	5	3	1,700	33,900
Tony Wilcock	-	-	7	1	1	3	-	8,900	21,100
Bank Stock	25	24	-	14	15	11	9		
Chain Size	-	-	6	3	10	15	14		
Chain Value	-	-	700	400	700	900	900		

Playing sequence
Michael, Tony, Colin, Willem, John, Michael again

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ACQUIRE 57	Festival moves around a bit before settling on a new location.	ROUND 7

Kevin	6-B	Worldwide takes over Continental, bonuses for Kevin {5,000} and Richard {2,500}, Kevin swaps 6 for 3, retains 1, Richard swaps 4 for 2, sells 1 for 500. {Uses '3 Free' Power} Takes 3 Worldwide.
Michael		{Uses 'Place 4 Tiles' Power}
	1-F	American takes over Festival, bonuses for Michael {5,000} and Colin {2,500}, Michael retains 7, Colin swaps 6 for 3, Richard sells 1 for 500, John swaps 4 for 2, sells 1 for 500. {Dead tiles: 1-C 2-C 3-C 4-D}
	6-G	Forms Festival, one free share.
	5-G	Tower takes over Festival, bonus for Michael {4,500}, Michael retains 8.
	7-I	Forms Festival, one free share. Buys 3 Imperial @ 800.
Colin	2-A	{Uses '3 Free' Power} Takes 3 Festival.
Richard	2-E	Buys 1 Worldwide @ 800.
John	9-F	Luxor takes over Imperial, bonuses for Michael {8,000} and John {4,000}, John sells 1 for 800, Michael swaps 2 for 1, sells 1 for 800. {Dead tiles: 9-B} Buys 3 Festival @ 500.
Kevin	11-D	{Uses 'Buy 5' Power} Buys 5 Luxor @ 800.
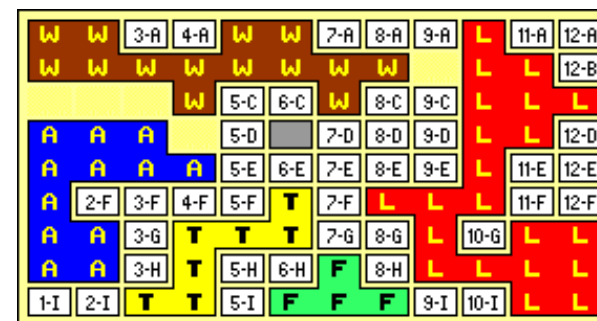
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	12	3	3	-	-	3,900	26,700
Kevin Lee	5	4	-	-	12	1	-	3,000	31,000
Michael Graystone	1	9	6	9	-	-	-	16,100	43,600
Colin Sharpe	7	12	3	3	-	-	-	2,600	34,600
Richard Lunn	3	-	1	-	10	-	-	2,700	17,900
Bank Stock	9	-	3	10	-	24	25		
Chain Size	21	7	12	4	14	-	-		
Chain Value	800	600	800	500	800	-	-		

Powers used: John: T5/P4   Kevin: 3F/B5/T5/P4   Michael: B5/T5/P4   Colin: 3F/B5/T5/P4   Richard: T5

Playing sequence
Michael, Colin, Richard, John, Kevin, Michael again

▲▲

AGRICOLA 4	More pigs and sheep, and a horse.	ROUND 10

Kevin pays 1 food for a pig {Animal Handler}. Jim gained 1 food {Well} and 2 stone {Stone cart}. Marcus gains 2 food {Beehive}.

Actions
....
John   Family Growth - Carp Pond

         John will gain 1 food at the start of rounds 11 and 13

Kevin   +3 wood {gains 6 wood, 2 food} {Mushroom Collector}

Jim   +1 pig {gains 2 pigs}

Marcus   Plough 1 field {ploughs 3 fields} {Crooked Plough}
....
John   Take 1 reed, 1 stone, 1 food {gains 1 reed, 1 stone, 1 food}

Kevin   Fences {costs 8 wood}

Jim   Start Player - Horse

         Jim gains 2 points if he has no animals of one or more types

Marcus   +1 stone {gains 3 stone}

Kevin   Clay Deposit {gains 5 clay}

Marcus   +1 sheep {gains 2 sheep} {east 1 for 2 food}

Marcus   Take 1 vegetables {gains 1 vegetable}

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

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}
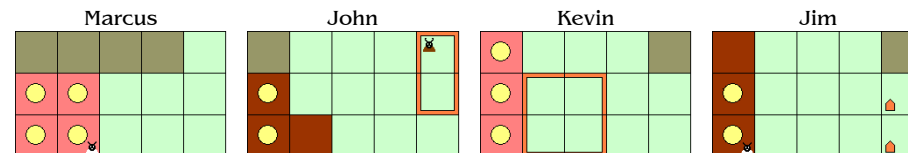
Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	4	4	-	1/-	1/-	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	3	-	Clay/4		4	14
Occupations	Academic, Reed Collector							
Improvements	Beehive {1}, Crooked Plough {used}, Cooking Hearth {1}, Wood Cart							

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

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	2	1	1	1/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	7	2	2	1	Clay/3		3	7
Occupations	Animal Handler, Mushroom Collector, Plough Maker, Tinsmith							
Improvements	Baking Tray, Clay Deposit, Clay Oven {2}, Fireplace {1}							

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

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

▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲

BATTLE! 4	Your Attribute research order is: MACPSDERBHX	ROUND 14

Research: *Blob* researches Hover, *Free Friends* researches Build.
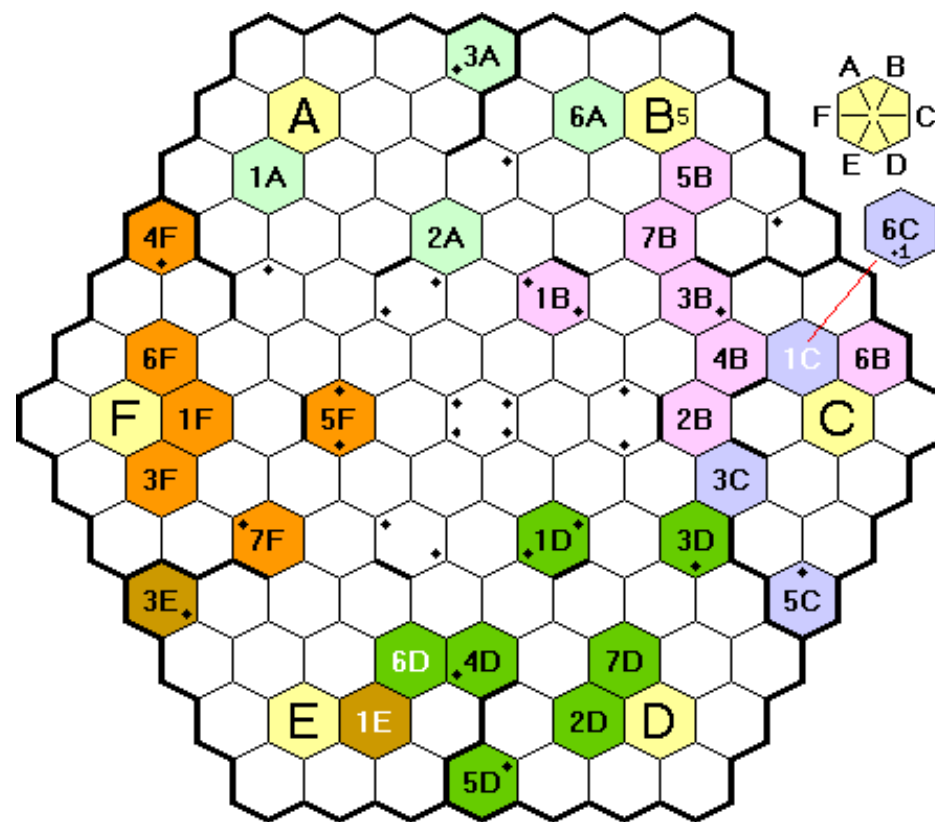
New units: 1C {A}, 7D {A}, 1E {C}, 1F {C}.

Moves: *Anon* moves his top speed unit next to *Blob*'s base, while *Blob* builds a bridge from his base to the units attacking *Chaos*. 6D is the only unit to fail in its attempted move, as *Elp* put a new unit in the way. *Free Friends* withdraws to consolidate and increase his options for strengthening units.

Combat: 6A⇨Blob base {5 hits}, 3B⇨1C {10 hits ✳}, 3C⇨2B {2 hits targeted at Power}, 6C⇨3B {2 hits due to Elite(c)}, 6D⇨1E {8 hits ✳}, 1E⇨6D {6 hits ✳}.
✳ = destroyed

Builds: None.

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	4	5	5	0	2/0	6	1	1		
Blob Steve Ham	+ Hover Level 10 Base at 5pp	10	✦✦✧1B	3	3	1	2	1/0	1	1	1		
			2B	0	0	1	1						
			✦3B	3	5	1	1	1/0	6	2	1		
			4B										
			5B	2	0	0	2						
			6B										
			7B	2	1	0	1	2/3	1	1			
Chaos Marcus Pratt	No research Level 10	12	3C	3	1	0	0	1/0	1	2	1	0	1
			✦✧5C	2	0	0	2						
			6C	2	3	1	0	1/0	2	3	2	1	1
Dynamo Mark Stretch	No research Level 5	15	✦✧1D	1									
			2D	3	2								
			✦3D										
			✦4D	2	3	1							
			✦5D	2	1	1							
Elp Michael Graystone	No research Level 6	11	✦3E	2									
Free Friends John Marsden	+ Build Level 9	15	1F	0	0	0	0	0/0	1				
			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								

Blob looks to be in trouble. If *Anon*'s 6A gets another full strength strike on his base he will be out, so he will have to do some base repairs to prevent that from happening. But how do you peel away a unit with a defence of 6 to stop it from hitting again and again? We shall see what he can come up with.

Chaos has the first unit to take to the skies, which is what the +1 means beneath 6C. The unit is not actually off the map. The red line shows its location, above the on/off again (currently off) unit 1C.

Elp is hanging on to his empire. Mind you, all you have to do in this game is hang on if the others are bashing the living daylights out of each other.

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

BREAKING AWAY 20

The finish line is in sight.

ROUND 12

Pos	Riders	New
115	Tyred Tom	3
104	Ptosphes	3
103	Motomachi Chukagai Bashamichi Painted Lady	4
102	Kalvan Shin Takashima	7
101	Sigmund Nihon Odori Richard Lunn	9
100	Dennis Frank Ijyb	12
99	Fast Tom Swallowtail Jessica Jim Reader	14
98	Red Admiral Greg Payne	15
97	Top Tom	15
96	-	
95	-	
94	-	
93	-	
92	-	
91	-	
90	Rylla Brimstone Big Tom Terence	3
89	Hestophes	7

Dennis Frank (1) — *Otherwhen*

A	Kalvan (1)	3	3	7	7
B	Rylla		3	3	3
C	Ptosphes		3	3	14
D	Hestophes		3	3	7

Steve Ham (16) — *Same Again Boys*

A	Dennis Frank (6)	3	4	12	15
B	Richard Lunn (2)		3	4	9
C	Greg Payne (8)		4	4	15
D	Jim Reader		3	8	14

Kevin Lee (7) — *Butterfly Beauties*

A	Red Admiral (4)	3	3	4	15
B	Swallowtail (3)		3	4	14
C	Brimstone		3	3	4
D	Painted Lady		3	3	4

Richard Lunn (12) — *Team Tom*

A	Fast Tom (8)	3	10	14	
B	Top Tom (4)	4	11	15	
C	Big Tom	3	3	3	
D	Tyred Tom	3	4	5	

Greg Payne (19) — *Early Dungeon Threats*

A	Sigmund (10)	3	3	3	9
B	Jessica (6)		3	3	14
C	Ijyb (2)		4	4	12
D	Terence (1)		3	3	4

Jim Reader (20) — *Minatomirai Sen*

A	Motomachi Chukagai (8)	4	4	4	
B	Nihon Odori (7)	3	7	9	
C	Bashamichi (5)	4	8	15	
D	Shin Takashima	3	7	7	

Tyred Tom will be unable to cross the finish line next time, but can put himself in prime position so that nobody can stop him from winning.

Quite what will happen further down the field remains somewhat more uncertain.

Orders required
Cards for round thirteen

BREAKING AWAY 21

Kudos was due to *Mitre* rather than *Kudov*.

ROUND 2

Pos	Riders	New
15	Healer Human	3
14	Mitre Block Yatesy Granny Weatherwax Silver Fur	5
13	Red Fur Nanny Ogg Boardy Leonard Makes-Things Liggy	10
12	Kudov Scudder ✧ Wiggy ✧ Magrat Garlick Givens	15
11	Agnes Nitt	15
10	Conshohocken Hazz	15
9	-	
8	-	
7	Catasauaqua	3
6	Tamaqua	4
5	-	
4	-	
3	Suquehanna	3

Dennis Frank — *Fuzzy Riders*

A	Red Fur	3	5	10	15
B	Healer		3	5	10
C	Silver Fur		3	5	6
D	Makes-Things		3	3	10

Jim Reader — *Team Lenape*

A	Catasauaqua	3	8	10	15
B	Conshohocken		7	15	15
C	Tamaqua		3	4	14
D	Suquehanna		3	13	13

Mike Reeves — *HasBeens*

A	Yatesy	1	3	5	15
B	Boardy		3	10	12
C	Wiggy		3	8	15
D	Liggy		3	3	10

Allan Stagg — *Beanz*

A	Mitre		5	14	15
B	Kudov		8	15	15
C	Hazz		2	15	15
D	Human		1	3	5

Mark Stretch — *Witches Abroad*

A	Granny Weatherwax	5	6	6	10
B	Nanny Ogg		8	10	12
C	Magrat Garlick		3	8	15
D	Agnes Nitt		3	5	15

Rob Thomasson — *Hard Boiled*

A	Block		5	9	15
B	Scudder		3	13	15
C	Leonard		7	7	10
D	Givens		5	9	15

Apart from a few stragglers, you're in a nice tight block, giving rise to more than a few top value replacement cards.

Kudov really does have the most points in hand now, closely followed by *Conshohocken* and *Catasauaqua*.

Orders required
Cards for round three

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BUS BOSS 327-CD

It's going to be a close one.

ROUND 11

Cornwall and Devon

Round 11 Runs

				CRAB	SNAIL	PEAR	BLY	BPA	
36	8♦	Clovelly	① PEAR	20				-3	+2	19
	A♣	England	② BPA	10			-2	-3		5
			✘ BLIGHTY				+3		+3	6
37	Q♣	Totnes	① CRAB	20		-1				19
	Q♥	Lostwithiel	② BPA	10		-3	-2			5
			✘ SNAIL		+1				+3	4
			✘ PEAR						+2	2
38	7♥	Plymouth	① CRAB	16		-8	-2	+4		10
	8♠	Helston	② SNAIL	9	+8				-1	16
			③ BLIGHTY	5		-4				1
			✘ PEAR		+2					2
			✘ BPA			+1				1
39	9♣	Torquay	① PEAR	20	-2			-3		15
	Q♠	St.Ives	② BLIGHTY	10	-2		+3			11
			✘ CRAB				+2	+2		4
40	9♠	The Lizard	① SNAIL	20			+6/-4			22
	6♦	Bideford	② PEAR	10		+4/-6		-2		6
			✘ BLIGHTY				+2			2
41	2♠	Wadebridge	① CRAB	16		-2	+1	+3		18
	10♣	Paignton	② PEAR	9	-1	-2				6
			③ BLIGHTY	5	-3	-2				0
			✘ SNAIL		+2		+2	+2		6
42	K♦	Launceston	① BLIGHTY	16		+1			+3	20
	5♠	Falmouth	② SNAIL	7				-1		6
			② BPA	7				-3		4
43	K♥	Fowey	① BLIGHTY	15		+1/-2				14
	Q♦	Tintagel	① SNAIL	15				+2/-1	-3	13
			✘ BPA			+3				3
44	9♥	Liskeard	① PEAR	15		+3				18
	7♦	Torrington	① SNAIL	15			-3			12

BPA was excluded from run 44 because his route was too long. PEAR may have taken BLIGHTY's build from Redruth to Falmouth and drawn it to Helston in error. This explain why your payments changed for run 40.

Round 11 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:	36	37	38	39	40	41	42	43	44	Routes	Score
CRAB	281	-	19	10	4	-	18	-	-	-	-	332
SNAIL	224	-	4	16	-	22	6	6	13	12	-	303
BLIGHTY	246	6	-	1	11	2	0	20	14	-	-	300
PEAR	205	19	2	2	15	6	6	-	-	18	-	273
BPA	144	5	5	1	-	-	-	4	3	-	-	162

Round 12 Runs

45.	3♥ -	2♦	Princetown to Coombe Martin
46.	6♥ -	9♦	Plymouth to Okehampton
47.	3♠ -	A♦	Newquay to Lynton
48.	10♦ -	J♣	Holsworthy to Brixham
49.	5♦ -	7♣	Barnstaple to Teignmouth
50.	10♠ -	J♥	Lands End to Bodmin
51.	8♥ -	7♠	Saltash to Camborne
52.	K♠ -	8♣	Padstow to Newton Abbot

Runs
Enter up to 5

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BUS BOSS 329-FRA

A second cross-channel ferry goes into business.

ROUND 3

France

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
Tours - Bordeaux . . . . 75 - 11 . . . 64

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
Le Mans - Nantes - La Rochelle . . . . 77 - 12 . . . 65

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
Paris - Mulhouse . . . . 78 - 13 . . . 65

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Le Mans - Rennes - Lorient, buys Calais to Dover ferry . . . . 76 - 17 . . . 59

Lost In France Together (LIFT) (Bob Coull, Black)
Paris - Le Mans, Lyon - Geneva . . . . 68 - 12 . . . 56

Bob, your first option was one point over the allowance, which is why it did not happen.

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

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BUS BOSS 331-SCT	We're heading north of the border.	NEW GAME

Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Don Shailer	10 Winterton Drive, Aylesbury, Bucks, HP21 9BD
Roger Trethewey	Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA

This map mixes a cluster of small routes around Glasgow and Edinburgh with long routes to the north and south. All the players will find copies of the map included with their zines, or if they're a PDF subscriber, sent separately.

Routes
Buy in the order Mark, Don, Roger, Pete, Jim
Don't forget company names and colour preferences

This is a sample from the new edition of 1830 - the company mat for the B&O. What looks like a column of certificates is actually a set of icons showing the progression of the phases, reminding people how many operating rounds there are in the current group, which tiles are in play, what the train limit is, when privates can be bought, which trains leave the game, and when the privates close.

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INDUSTRIAL WASTE 2	Everybody's waste stays in the green - just.	ROUND 8

Actions for round 8

Alan	Innovation	Materials Required down to 1
Mike	Innovation	Waste Reduction down to 2
Pete	Waste Removal	Waste down to 2, +1 waste for everyone else
Marcus	Raw Materials {4}	Pete bids 1 and gets them
Alan	Waste Disposal	Waste down to 5
Mike	Growth	Growth up to 17
Pete	Raw Materials {3}	Pete bids 1 and gets them
Marcus	Waste Disposal	Waste down to 6
Alan	Order	Produces 1 good for 17 million with 4 waste
Mike	Order	Produces 5 goods for 17 million with 2 waste
Pete	Hiring/Firing	Discarded
Marcus	Growth	Growth up to 19
Alan	Waste Removal	Waste down to 8, +1 waste for everyone else
Mike	Waste Disposal	Waste down to 1
Marcus	Advisor	Pay off loan

Card Combinations for round 9

Mike chose group 4	Bribery - Innovation - Order
Pete chose group 5	Advisor - Growth - Order - Raw Materials
Marcus chose group 2	Advisor - Hiring/Firing - Waste Disposal
Alan chose group 3	Bribery - Innovation - Waste Disposal

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

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	16	0	16	1	39
Pete Campbell	17	0	10	3	35
Marcus Pratt	1	0	6	7	38
Alan Harvey	29	10	3	8	40

The following card combinations were drawn for round 10.

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

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

▲▲

OUTPOST 28	The first Moon Bases are sold.	ROUND 15

Commander Actions

Marcus Auctioned a Moon Base for 200. David joined at 212, Lyndon at 213. Marcus and David dropped out at 213. Lyndon got it for 213 (w:6,7,7,7,10 n:88,88)

▸ Auctioned a Moon Base for 200. David joined at 212 and dropped out at 213. Marcus got it for 213 (o:2,4 w:30 t:7,10,12,13,44,44 m:15,15,17)

▸ Bought one Population Unit (w:6)

Mark Auctioned a Scientists for 50. David joined at 51 and dropped out at 60. Mark got it for 60 reduced to 10 after Data Library discounts (r:10)

▸ Auctioned a Scientists for 50. David joined at 51 and dropped out at 60. Mark got it for 60 reduced to 10 after Data Library discounts (r:10)

▸ Bought five Robots (w:4,7 r:11,14,14)

Willem Auctioned an Ecoplants for 30. David joined at 31 and dropped out at 60. Willem got it for 60 (o:5 t:11,44)

▸ Bought one New Chemicals Factory (o:5,5 w:6,7,7,7 t:9 r:14)

David Auctioned an Outpost for 100. Pete joined at 103, Jim at 104. Pete dropped out at 105, Jim at 117. David got it for 117 reduced to 107 after Ecoplants discounts (o:1,1 w:30,30 t:10,10,11 m:14) plus a free Titanium Factory

▸ Bought one Population Unit (o:2,3)

Lyndon Passed

Pete Bought two Titanium Factories (w:30 t:7,11,13)

Jim Bought two Robots (t:10,10)

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

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,6w,7t	14 (14)	1 (14)	1o,3w,1W,3t,1T,3m,1mo (229,20)
2	Lyndon	3o,5w,1r,4n	8 (9)	4 (8)	2o,2w,1W,3r,1N,1mo (227,15)
3	Mark	2o,3w,4r	5 (5)	7 (5)	2o,4w,7r (125,10)
4	Willem	2o,3w,5t,1n	11 (13)	0 (0)	3o,3w,2t,1T,2r,2m,1n (174,15)
5	David	2o,8w,2t	12 (18)	0 (0)	4o,8w,2t,3r,6m (229,25)
6	Pete	2o,4w,9t	7 (10)	5 (7)	1o,3w,1t,5T (254,25)
7	Jim	2o,4w,7t	8 (8)	5 (8)	10t (100,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Marcus	WH, HE, Nod, OL, OL, Rob, Eco, OP, MB	....	64 (560)
2	Lyndon	WH, Nod, Rob, Lab, MB	....	51 (380)
3	Mark	DL, DL, DL, DL, Sci, Sci, Sci, Rob, Lab, Lab, Lab, Lab	......	47 (565)
4	Willem	HE, Nod, Sci, OL, Eco, Eco, Eco, OP	....	46 (335)
5	David	WH, Nod, Sci, OL, OL, Eco, OP, OP	....	40 (420)
6	Pete	WH, WH, HE, Rob, OP	....	32 (230)
7	Jim	HE, Nod, Rob	....	26 (105)

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

Orders required

Round sixteen auctions, bids and purchases

▲▲

OUTPOST 29	Bids should be by specific values, not by reference to types of cards.	ROUND 7

Commander Actions

Marcus Bought one Population Unit (o:1,2,3,4)

Lyndon Bought one Water Factory (w:9 t:11)

▸ Bought one Population Unit (w:5,7)

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

Pete Auctioned a Warehouse for 26 and got it (o:3,4 w:5,6,8)

Jim Bought one Population Unit (o:2,3 w:5)

Willem Bought one Water Factory (o:2 w:9,9)

Mark Bought one Titanium Factory (w:30)

PO	Name	Factories	Operators	Colony Cards	Production		VPs	
1	John	2o,4w	6p (8,0)	DL, HE, Nod	4o,4w	(40,10)	10	(70)
2	Lyndon	2o,4w,1t	6p (8,0)	HE, Nod	2o,1W,1t	(46,10)	10	(55)
3	Pete	2o,5w	7p (8,0)	WH, Nod	2o,7w	(55,15)	10	(50)
4	Jim	2o,4w	6p (8,0)	HE, Nod	2o,7w	(55,10)	9	(55)
5	Marcus	2o,4w	7p (8,0)	HE, Nod	2o,2W	(66,10)	9	(55)
6	Mark	2o,4w,2t	5p (5,0)	HE	2o,4w,3t	(64,10)	8	(30)
7	Willem	2o,2w	3p (5,0)	DL, DL, DL, DL	4o,2w	(26,10)	7	(60)

Data Library	0	Sold out	Orbital Lab 1	(4 more)
Warehouse	3	(1 more)	Robots 2	(3 more)
Heavy Equipment .	0	Sold out	Laboratory 0	(5 more)
Nodule	0	Sold out	Ecoplants 0	(5 more)
Scientists	1	(4 more)	Outpost 0	(5 more)

Orders required

Round eight auctions, bids and purchases

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RAILWAY RIVALS 2148-LE   A close call.   GAME OVER

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

Bob Coull (LOSER, 1st): It's a pity to win on the back of somebody else's selection misfortune, but I guess we have all experienced the frustrations of making a wrong choice when playing games.

Jim Reader (2nd, BUM): Blast - what an incredibly stupid mistake to make, and I can't even blame my lousy handwriting for this one. I have usually aimed for an E-W route on this map, so thought I would try something different and headed south first and this worked very well, with some lovely 30 point races in the early race rounds. I was slowly getting pegged back in the later rounds as the limitations of my line were exposed. However, I did think I had enough to secure the win… Congratulations to Bob for persevering and thanks to Keith and my other opponents for another enjoyable game.

Roger Trethewey (FWTDR, 5th): Congratulations to BOB the LOSER. I couldn't see who was going to win this one. It was very tight for the three of you. Well done. And thanks to Keith for your patience.

Jim may be able to claim a moral victory, but the plaudits still go to Bob. It can seem hard for someone to miss the obvious, but I bet we've all done it at some time. ◄

▲▲

RAILWAY RIVALS 2157-KA   Very few payments to rivals are made.   ROUND 9

Kansas

Round 9 Runs

				MWE	KRAP	WEAR	HICK	CAR	
15	45	Elkhart/Liberal	① WEAR	30					30
	26	Coffeyville/Galena							
16	53	Goodland	① MWE	30					30
	15	Lawrence/Paola							
17	52	Oakley/Scott City	① HICK	16					16
	24	Independence/	② MWE	7				+3	10
		Parsons	② CAR	7	-3				4
18	✪5	Colorado	① WEAR	11					11
		Missouri	② KRAP	7					7
			③ HICK	5					5
			③ MWE	4					4
			⑤ CAR	3					3

19	34	Hutchinson/Wellington	① WEAR	10			+3	13
	42	Dodge City/Englewood	① CAR	10				10
			① HICK	10		-3		7
20	64	Herington/Junction City	① KRAP	15				15
	44	Garden City/Sublette	① HICK	15				15
21	11	Kansas City	① MWE	16				16
	✪4	Colorado	② KRAP	9				9
			③ CAR	5				5
22	32	Wichita	① KRAP	20				20
	66	Belleville/Marysville	② WEAR	10				10

Round 9 builds

Mid-Western Express (MWE) (Tony Bromley, Purple)
Dodge City - I13 - D10, V4 - S3 - Sharon Springs.
    -10 (builds) +3 (towns) +1 (KRAP) -1 (WEAR) -1 (HICK) = -8

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
Topeka - Troy, P24 - S26, X38 - Atchison.   -10 (builds) -1 (MWE) +1 (CAR) = -10

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
A82 - Sabetha, N27 - McPherson, M23 - Lyons.   -6 (builds) +3 (towns) +1 (MWE) = -2

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
None.   +1 (MWE) = +1

Central American Railways (CAR) (Don Shailer, Orange)
Downs - W22 - X22 - X24 - W25 - Concordia, M33 - O32 - Q33. -10 (builds) -1 (KRAP) = -11

Scores

	Runs:	15	16	17	18	19	20	21	22	Builds	Score
KRAP	178	-	-	-	7	-	15	9	20	-10	219
MWE	153	-	30	10	4	-	-	16	-	-8	205
WEAR	87	30	-	-	11	13	-	-	10	-2	149
CAR	118	-	-	4	3	10	-	5	-	-11	129
HICK	80	-	-	16	5	7	15	-	-	+1	124

Round 10 Runs

23.	53 - 34	Goodland to Hutchinson/Wellington
24.	66 - 31	Belleville/Marysville to Wichita
25.	41 - 63	Great Bend/Pratt to Abilene/Salina
26.	14 - ✪4	Sabetha/Troy to Colorado
27.	54 - 16	Colby/Oberlin to Topeka
28.	46 - 26	Johnson/Syracuse to Coffeyville/Galena
29.	✪5	Colorado to Missouri

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

  ◄

RAILWAY RIVALS 2160-KT

Three solo runs define the leaders.

ROUND 7

Kansas

Round 7 Runs

				CUES	GREAT	BB	COLIN	REBUS	
1	61 Somerset	①	BB	11	+6/-6			-1		10
	55 Cincinnati	①	REBUS	10	-2			+2/-1		9
		③	CUES	5			+6/-6	+2/-3	+2	6
		④	COLIN	4	+3/-2		+1		+1/-2	5
2	24 Owensboro	①	BB	9	+9/-6	+3/-2				13
	34 Nashville	①	GREAT	9			+2/-3	+1		9
		①	{REBUS}	4						4
		①	{COLIN}	4		-1				3
		④	CUES	4			+6/-9			1
3	33 Nashville	①	REBUS	30			-2	-1		27
	56 Cincinnati	✘	BB						+2	2
		✘	COLIN						+1	1
4	13 Dyersburg	①	COLIN	30						30
	◉2 Illinois/Indiana									
5	11 Cairo	①	COLIN	15				+3		18
	26 Louisville	①	BB	15			-3			12
6	41 Rockwood	①	BB	30	-5			-5		20
	62 Pikeville	✘	COLIN				+5			5
		✘	CUES				+5			5
7	45 Chattanooga	①	CUES	20			-8			12
	◉1 Missouri/Arkansas	②	GREAT	10						10
		✘	BB		+8					8

Round 7 builds

Connections Uniting Eastern States (CUES) (Bob Coull, Green)
A78 - A75, Z28 - Frankfurt, K11 - I10 - Jackson, Q15 - Hopkinsville, Q31 - Q32.
-10 (builds) +1/-3 (GREAT) +1 (COLIN) +1/-2 (REBUS) = -12

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Z27 - Z28 - A80, A79 - Frankfurt, L12 - R9.
-10 (builds) +3/-1 (CUES) -2 (BB) -1 (COLIN) = -11

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
T11 - Q10, Maysville - E88 - C89 - Ashland.   -10 (builds) +2 (GREAT) +1 (COLIN) = -7

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
Y30 - W31 - W32 - U33 - T32 - S33 - R32 - Q33 - P32.
-10 (builds) -1 (CUES) +1 (GREAT) -1 (BARGAIN BUCKET) +1/-2 (REBUS) = -12

REB's 'r' US (REBUS) (Rob Thomasson, Red)
P40 - P42, C82 - C83 - Maysville, F80 - G81.   -8 (builds) +2/-1 (CUES) +2/-1 (COLIN) = -6

Scores

	Runs	1	2	3	4	5	6	7	Builds	Score
COLIN	69	5	3	1	30	18	5	-	-12	119
B-BUCKET	34	10	13	2	-	12	20	8	-7	92
REBUS	49	9	4	27	-	-	-	-	-6	83
GREAT	50	-	9	-	-	-	-	10	-11	58
CUES	46	6	1	-	-	-	5	12	-12	58

Round 8 Runs

8.   43 - 23   Knoxville to Hopkinsville
9.   21 - 53   Evansville to Ashland
10.   63 - 35   Middlesboro to Bowling Green
11.   52 - ◉4   Lexington to Virginia/West Virginia
12.   66 - 14   Bristol to Jackson
13.   42 - 15   Knoxville to Memphis
14.   32 - ◉3   Columbia to Ohio

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

RAILWAY RIVALS 2178-MA

BUM follows MIST for quite a while.

ROUND 2

Malta   {15 points for these builds}

Rails Across Malta (RAM) (Pete Campbell, Blue)
L18 - L12 - M11 - M10 - N10 - N6 - Golden Bay - P6.
    22

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)
O20 - O18 - Naxxar, O21 - Birkirkara - R23 - Gzira - R26 - Sliema, P18 - Mosta - P15.
    32 +30 (towns) +14 (BUM) = 76

Bloody Useless Management (BUM) (Jim Reader, Yellow)
L18 - L15 - Imdina - Rabat, L20 - Birkirkara - R23 - Gzira - R26 - Sliema.
    25 +12 (towns) -14 (MIST) = 23

One Man's Railways (OMR) (Mark Stretch, Red)
L18 - L15 - M14 - M10 - N10 - N6 - Golden Bay - Ghajn Tuffieha.
    25 +6 (towns) = 31

Maltese Rails (MR) (Roger Trethewey, Black)
Paola - K26 - K21 - Zebbug - J20 - J19 - I18 - I16 - J16 - Rabat.
    38 +6 (towns) = 44

Jim, your last build was over the allowance and therefore did not happen.

Builds
Up to 14 points excluding payments to rivals

SAINT PETERSBURG 3

Six more workers take up their tools.

PHASE 5-W

Round 5 - Worker Phase

Kevin	Bob	Tony	Rob
+ Lumberjack	+ Gold Miner	+ Ship Builder	+ Shepherd
✘	+ Czar and Carpenter from hand	✘	+ Ship Builder
✘	Upgrade Czar and Carpenter to Wharf from hand		

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	22	18	18r + 0vp	1r + 6vp	9r + 0vp	Building	3
Rob	30	7	27r + 2vp	0r + 3vp	11r + 2vp	Trading	16
Kevin	28	21	15r + 0vp	5r + 9vp	6r + 1vp	Worker	5
Bob	32	24	27r + 3vp	0r + 0vp	8r + 7vp	Aristocrat	12

Players	Cards in hand	Cards in play
Tony	Library, Administrator	Gold Miner x 2, Ship Builder x 2, Weaving Mill, Catherine the Great's Palace, Market, Builder, Secretary
Rob	Hermitage, Market, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd x 2, Ship Builder x 4, Market x 2, Observatory, Author x 3, Warehouse Manager, Judge
Kevin	Mistress of Ceremonies, Senator	Fur Trapper x 2, Lumberjack x 2, Shepherd, Customs House x 2, Firehouse, Harbour, Administrator, Controller
Bob	Pub	Fur Shop, Fur Trapper, Gold Miner x 2, Lumberjack, Weaving Mill, Wharf, Pub, Warehouse, Judge, Minister of Foreign Affairs, Pope

Orders required
Round five Building phase led by Tony

SOPWITH T353FW

No shots fired, but it's only a matter of time.

ROUND 12

	Pilot	Starts	Moves	Ends	A:D:P
1 ♠	*The Brown Baron* Michael Graystone	I3-E	A, I, 0 {1 kill} {Airfield: A1}	K5-W	12:12:17
3	*Wizard Prang* Jim Reader	I6-E	A, A, A, land {Airfield: J19}	J19-SW	16:08:00
6 ♠	*Glider* Hugo Griffin	J16-NE	LT, LT, LT {1½ kills} {Airfield: J1}	G4-SW	00:09:26

Numbers follow hexes in this direction

Letters follow hexes in this direction
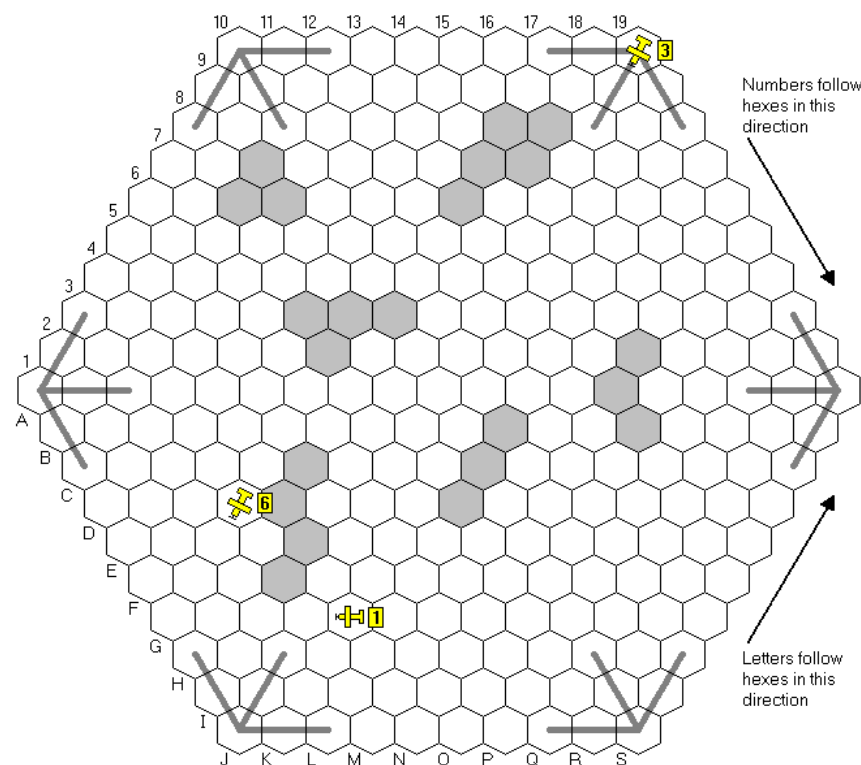
The clouds moved north east. No shots this time, as *The Brown Baron* seems to be able to anticipate *Glider*'s every move.

PREVIEW

The games intended to start this time actually got under way, which is a good thing. I've even got a spreadsheet to help me with the 1825 game, which means that illegal lays will be caught without me having to spot the error myself.

Mind you, the checks are all about whether the tile can go in the specified hex or upgrade the existing tile, rather than whether the company itself is entitled to place the tile, so I still to be somewhat vigilant.

Next time we'll bring a new 1870 into play, and start our 58th game of Acquire. Beyond that, the future remains somewhat murky.

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

#186:   1870, Acquire
#187:   Railway Rivals

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 2	Minstrel 350
Aug 10	Ode 324, Save Your XXs For Me 86/87, Variable Pig 130
Aug 17	Fury of the Northmen 2
Aug 18	...mais n'est-ce pas la gare 121
Sep 8	Save Your XXs For Me 88
Sep 10	Ode 325

RATINGS

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

			The rating system is:
-	David Smith	3.591	
-	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	

WHO PLAYS WHAT

John Boocock 1825-X31, 1829-A30, 1861-R29, Agr4, OP29

Tony Bromley RR-2157-KA

Pete Campbell . . . 1829-A30, 1830-V2-U28, 1861-F31, 1870-N29, BB-327-CD, BB-331-SCT, IW2,OP28, OP29, RR-2157-KA, RR2178-MA

John Colledge . . . Acq56, Acq57

Bob Coull BB-329-FRA, 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 1861-R29, 1861-F31, 1870-N29, OP28, OP29

Steve Ham Bat4, BA20, RR-2160-KT

Alan Harvey 1830-V2-U28, IW2

Mike Head IW2

Mike Hutton 1825-X31, 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

Willem Moene . . . 1825-X31, 1830-T29, 1861-F31, 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, BB-331-SCT, OP28, OP29, RR-2157-KA, RR-2178-MA, Sop353

Mike Reeves BA21

Lionel Robbins . . . 1825-X31, 1829-A30, 1861-F31

Adam Romoth . . . 1856-E31

Don Shailer BB-331-SCT, RR-2157-KA

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

John Shelley 1825-X31, 1829-A30, 1830-T29, 1856-E31, 1861-R29

David Smith OP28

Don Smith 1830-T29, 1830-V2-U28, 1856-E31, 1861-R29, 1861-F31, 1870-N29

Allan Stagg Bat4, BA21

Mark Stretch 1830-V2-U28, Bat4, BA21, BB-331-SCT, OP28, OP29, RR-2178-MA

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

Roger Trethewey . BB-327-CD, BB-331-SCT, RR-2178-MA

Tony Wilcock Acq56, StP3

OUTSIDE EDGE

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CONTENTS

DEADLINES

Wednesday October 5th 2011
18xx games - Friday September 30th

Future deadlines: 18xx games: November 4th   Other games: November 9th

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.