

FOR WHOM THE DIE ROLLS

October 2011

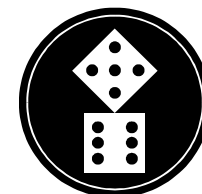
Published by Keith Thomasson

Issue 186

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #186, 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...

1870 Lyndon Gurr, Willem Moene, Lionel Robbins, Adam Romoth, John Shelley
Acquire Bob Coull, Michael Graystone, Kevin Lee, John Marsden, Tony Wilcock

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

⇨④ 1825 Howard Bishop
⇨④ 1826 Pete Campbell
⇨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
⇨④ 1861 Pete Campbell
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨⑤ 7 Wonders Allan Stagg, Jim Reader
⇨② 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
⇨④ Acquire Colin Sharpe
⇨③ Acquire (Special Powers) Colin Sharpe
⚡ 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
⇨① Bus Boss Bob Coull, Michael Graystone, Kevin Lee, Jim Reader
⚡ Railway Rivals Jim Reader, Steve Ham, Michael Graystone, John Marsden, Kevin Lee
⚡ Railway Rivals Bob Coull, Don Shailer, John Marsden, Colin Sharpe, Jim Reader

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

START

Welcome to issue #186. As in the past couple of years, the deadline for the next issue has been set for November, but do not be surprised if that issue is delayed until December.

ESSEN

Not long after I finished the last issue, I found the Essen preview on BoardGameGeek. The one that BoardGameNews used to do a few years ago is still much better than this one, but you take what you can get.

The first thing I did was to hide the comments so that I could concentrate on the list, although it was frustrating that when moving from one page to another it forgot I had chosen this option. After a couple of hours I had gone through the entire list and made my own notes on what to watch out for. Given that there were 427 entries at the time I did this, some serious whittling down was required.

So, what gems, flawed or otherwise, does Essen have in store for us this year?



7 Wonders: Catan Island is a mini-expansion for 7 Wonders, available for a donation, with all proceeds going to Aktion Deutschland Hilft. The basic power for civilization is probably to trade two resources for one other, while the second wonder stage looks like the thief in Settlers of Catan, and will probably give you money while causing other players to lose money.



Coney Island is this year's release from Argentum Verlag, who usually produce interesting games. Two years ago they brought us the wonderful Hansa Teutonica. Coney Island is by Michael Schacht, and is all about building the best amusement park. You might immediately think Zooloretto, but we'll have to see if it is similar to that or different enough to stand alone.



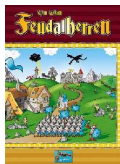
Dominion: Hinterlands is the sixth expansion for Dominion, which must be coming to a close. There was apparently enough material for seven releases or seven expansions when they started. No doubt interesting, but each new expansion seems to generate less interest. Perhaps this one can renew some the flagging interest and revitalise the game.



Two years ago we saw Dungeon Lords hit a high and subside fairly quickly. This year we have Dungeon Petz, with most of the talk seemingly about the Z at the end of Petz rather than the game itself. This is a standalone game set in the Dungeon Lords universe, where you are setting yourself up in business breeding and selling pets to those very same lords.



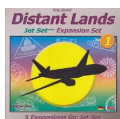
F3 stands for 'For Fame & Fortune'. This claims to be an addictive card-drafting game of high stakes Fortune Hunting. The objective is to collect the best Fortune Hand from several rounds of drafting. The twist is that players control the number of cards to draft, points they score, and Fortune Hands they make through a common mechanism that leads to many strategic decisions and tactical plays. Okay... need to see that in action.



Feudality is a game by Tom Wham (Awful Green Things from Outer Space, Dragon Lairds, Iron Dragon, Great Khan Game, King of the Tabletop, Kings & Things, Mertwig's Maze, Snit Smashing). That's just a few of the games he has designed over the last thirty-plus years. They're usually a little quirky but usually great fun as well. This one is set a long time ago in Europe, when ages were pretty dark and the distribution of wealth left a lot to be desired. You're on the side that has, and wants more. Along the way there may be wars, invasions, tournaments, taxes, and a lot of other nonsense. Could be fun.



The Forgotten Planet is by Michele Quondam, whose work includes Medievalia, One More Barrel and Rio de la Plata. His games always fascinate me, and I've pre-ordered this one, which is about a gold rush, or more accurately an energy crystal rush, one a forgotten planet at the edge of the galaxy.



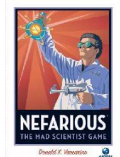
Jet Set: Distant Lands is a collection of five expansions for Jet Set from Wattsapoag Inc. These include extra short/long/final flight cards, the Investor and Business cards previously available through the BoardGameGeek store, Hubs to add bonuses for specific cities, and the Distant Lands boards, which add intercontinental flights.



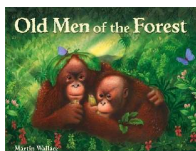
K2: Broad Peak is an expansion for last year's K2, and includes a double-sided board, new tokens and rules. The first challenge is a race to the top, lasting three fewer days than normal, with no tents and fewer acclimatisation cards. The second is to traverse the Broad Peaks, with extra points for traversing all of the mountain and reaching each of the three peaks on this board.



Last Will is from Vladamir Suchy (League of Six, Shipyard, 20th Century). In this game the aim is to spend all the money you have faster than anyone else. If you do, you will be considered to be enjoying your money the most and earn the right to the millions from your uncle's estate. The game ends when someone is declared bankrupt.



Nefarious is by Mr.Dominion, Donald X Vaccarino, proving he is not a one-game wonder. He's actually got two new games for this Essen, with Kingdom Builder as well. Nefarious is about mad scientists, you and the other players. You are racing to complete crazy inventions before everyone else does. With two 'twist' cards drawn at the start of each game, the game plays differently each time.



Old Men of the Forest is a Martin Wallace/Treefrog game, about collecting resources that let you rescue orangutans, but you must avoid wasting resources while you are doing this.

All profits from the sale of this game will be donated to the Orangutan Foundation UK.



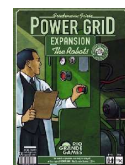
Readers of this zine will be familiar with Outpost, with nearly 30 games having run in these pages. This is the deluxe 20th anniversary edition from Stronghold Games. This version uses the Expert rules by default, which suits us because we do as well. In addition the game will include Tom Lehmann's Kicker expansion. While it will be available at Essen, it won't be available through retail channels until later in the year.



Poseidon's Kingdom is this year's Fragar Games release, with plenty of cute painted miniatures to match up their previous offerings. There should be some copies available at the show, depending on how many they were able to make once they completed the 900 pre-orders.



Power Grid: The First Sparks takes the Power Grid system back in time to the Stone Age. This game is faster than Power Grid, with important decisions to be made from the start. The power plant cards are replaced by technology cards such as Spear, Bow, Fishing Rod, Basket and Speech. Choose the right technology to improve your clan's chances, and be the first to grow to a size of 13 and win the game.



Power Grid: The Robots is an expansion for Power Grid that lets you place an automated player in the game. This is great for two players, but you can include a robot in games with up to five players as well. The robot is built from a number of phase tiles, giving many different types of automated play.



In Space Maze the players are trying to steal an ancient relic from a massive structure floating in space. Your alien looters are moving through the maze, but can only move through doors that match their colour. The trick is that the doors are red, blue and yellow, but the aliens are green, orange and purple. You have to have a combination of the right door colours to get through, such as yellow and blue, allowing a green alien to pass through.



Undermining is a resource collection gam in which you need to fulfill mining contracts and develop your abilities so that you can beat your opponents to the best stuff. Your mining vehicle - known as the UMVee - can be upgraded to help you do what you need to do. Don't worry about getting in someone else's way, it's just that the tunnels can be so tight...



Upon a Salty Ocean is based around Rouen, the main French port in the 16th century. The city's wealth depends on fishing and the trading of salted fish. You have to build the best shipping empire and become the richest merchant of Rouen when the king comes to visit the city. And all in just five rounds.

There you have it, my selection from the show. There's more on the list I drew up, but this is what I have space for here. See you after the show!



1825-X31

Willem sits out the round, and the Midland does not get floated.

SR1

Stock Round 1

Lionel	John Shelley	Willem	Mike	John Boocock
+ LNWR/Dir	+ LNWR new	✗	✗	+ LNWR new
+ LNWR new	+ LNWR new {floated}	✗	+ LNWR new	+ LNWR new
+ LNWR new	+ LNWR new	✗	+ Midland/Dir	+ Midland new
✗	+ Midland new	✗	✗	✗
✗	✗	Priority for SR2		

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Lionel Robbins	474	-400	74	504	20.0	4
John Shelley	444	-390	54	504	20.0	5
Willem Moene	429	0	429	504	20.0	1
Mike Hutton	344	-280	64	504	20.0	3
John Boocock	294	-290	4	504	20.0	4

Portfolio	Privates	LNWR	Mid	NER	Cal	NBR	GCR	GNR	L&YR	GSWR
Lionel Robbins	A&F	4D	-	-	-	-	-	-	-	-
John Shelley	TWW	3	1	-	-	-	-	-	-	-
Willem Moene	C&HP	-	-	-	-	-	-	-	-	-
Mike Hutton	S&D	1	2D	-	-	-	-	-	-	-
John Boocock	L&M	2	1	-	-	-	-	-	-	-

Bank (new)	-	6	10	10	10	10	10	10	10	10
Price (new)	100	90	82	76	76	71	71	71	71	71
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	100	90	-	-	-	-	-	-	-	-
Company credit	1,000	-	-	-	-	-	-	-	-	-
Tokens	4	4	4	4	4	4	4	4	4	3
Trains	-	-	-	-	-	-	-	-	-	-
Bank cash: 14,375		Certificate limit: 18		Trains: 5 x '2', 5 x '3'						

Tiles	Tile number/Availability					One Operating Round between Stock Rounds					
1/2	2/2	3/2	4/4	5/4	6/4	7/6	8/10	9/9	55/2	56/2	69/2
115/1											

I managed to raise potential confusion by stating that the K3 kit (phase four) was not included, and then mentioning that phase four starts with the sale of the first '6' train. This is not the kit, this refers to the trains and tiles included in Unit 2 that allow the game to move into phase four without needing the K3 kit.

I also omitted tile 81 from the tile sheet. This is identical to tile 40, but is green and is an update for tile 8. There is one of tile 81 in the game.

I am not sure if this was a query on tile quantities, but to be clear, there are two of tile 40 in the game. One comes with Unit 2, the other is added from K1.

1825 Units 2-3

GameX31

Referee:
Keith Thomasson

Track may leave the grid if it connects to these areas

Track may leave the grid if it connects to these areas

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Minor Companies			
Company	Home	Base	Train
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
M&C	K7	MC	3T 370
North Staffs	Q13	NS	3T 370

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



1829-A30

The LSWR gets some support and is floated.

OR7 - SR8

OR7	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	8:T14:6	▶T10	110	Yes	-	180▲	420	2 2 2
GWR	RT	7:U19:4	▶W17	70	Yes	①	126▲	200	3 2 2
Mid	JS	5:Q17:5	▶S15	100	Yes	①	100▲	160	3 2 2

Notes: ① 300 to the bank for a '3' train

Stock Round 8

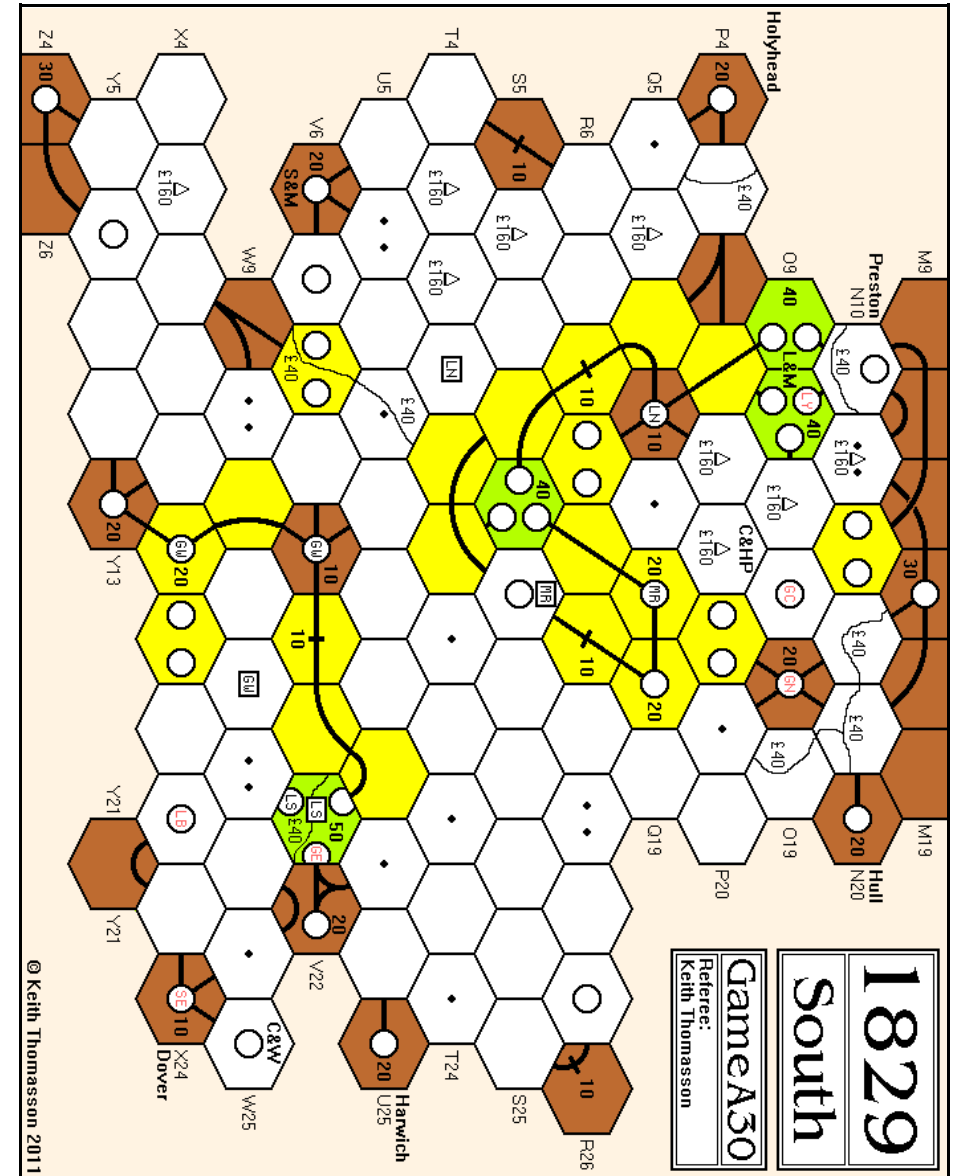
John Shelley	Lionel	John Boocock	Pete	Rob
✗	+ LSWR new	+ LSWR new	✗	✗
✗	+ LSWR new	- 1 Midland + LSWR new (floated)	+ LSWR new	✗
+ Midland pool	✗	✗	✗	✗
✗	Priority for SR9			

Cash Flow	b/f	OR7	SR8	c/f	Value	%	Certs
Pete Campbell	27	62	-76	13	1,115	22.0▲	6
Rob Thomasson	19	54	0	73	985	19.5▲	7
John Shelley	89	71	-100	60	940	18.6▲	7
Lionel Robbins	132	56	-152	36	1,000	19.8▲	8
John Boocock	40	62	-52	50	1,024	20.2▼	7

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	5D	1	-	1	-	-	-	-	-	-
Rob Thomasson	S&M	-	7D	-	-	-	-	-	-	-	-
John Shelley	-	1	-	7D	-	-	-	-	-	-	-
⊕ Lionel Robbins	-	2	2	2	2	-	-	-	-	-	-
John Boocock	L&M	2	-	1	4D	-	-	-	-	-	-

Bank (new)	Hull...	-	-	-	3	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)		180	126	100	76						
Company credit		420	200	160	760						
Tokens		5	4	4	5	5	4	4	4	3	3
Trains		2 2 2	3 2 2	3 2 2	-						
Bank cash:		19,768	Certificate limit: 18				Trains: 4 x '3', 5 x '4'				

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds	
1/2	2/2	3/2	4/3	5/3	6/2	7/2	8/3	9/8	10/3	12/3	13/3	14/3		
15/3	16/1	17/1	18/1	19/2	20/2	21/1	22/1	23/4	24/4	25/2	26/2	27/2		
28/1	29/1	30/1	31/1											



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



1830-T29

Just the one round as the dust settles from new train purchases.

OR7

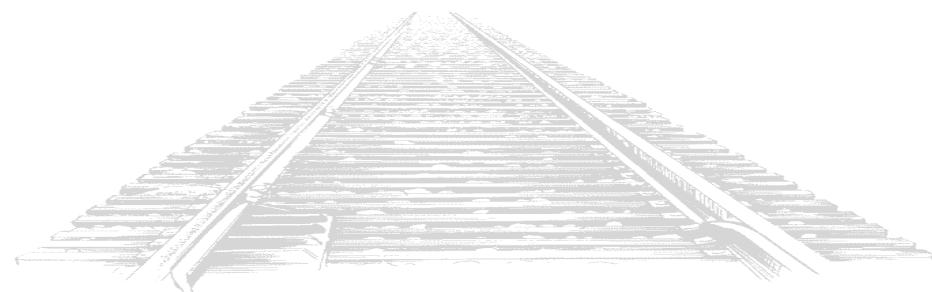
OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	WM	58:B20:1	-	-	① ②	90A	139	5
B&M	WM	61:E23:4	180	Yes	①	100B	121	5 4
C&O	DS	55:G7:2	110	No	-	82B	810	4
NYC	JS	63:E19:1	160	No	③	76C	1	4
B&O	MF	9:G11:2	300	Yes	④	90E	491	-
PRR	RT	7:H8:3	230	No	-	71F	268	5
NYNH	JS	8:D18:4	180	No	⑤	67G	238	6 4
Erie	MF	59:E11:5	-	-	-	65F	710	-

- Notes: ① 450 to the bank for a '5' train
 ② 411 to the B&M for a '3' train
 ③ 447 to the NYNH for a '3' train
 ④ 100 to the bank for a token in H10
 ⑤ 630 to the bank for a '6' train

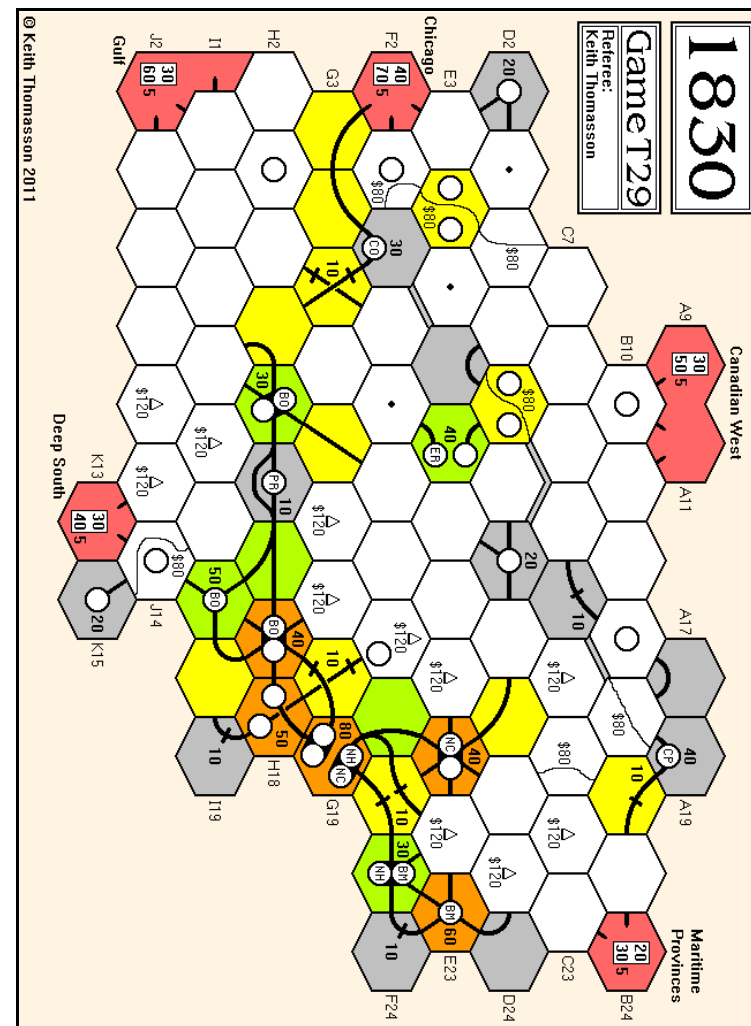
Cash Flow	b/f	OR7	c/f	Value	%	Certs
Don Smith	4	0	4	572	12.4	6
Mark Frueh	6	150	156	998	21.6	9
Willem Moene	46	90	136	1,176	25.5	9
Rob Thomasson	3	48	51	892	19.3	10
John Shelley	1	30	31	983	21.3	11

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

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)	100B	90E	82B	90A	65F	76C	67G	71F
Company credit	121	491	810	139	710	1	238	268
Trains	5 4	-	4	5	-	4	6 4	5
Bank cash: 8,844	Certificate limit: 13					Trains: 1 x '6', Diesels		
Current operating order:	B&M, B&O, CPR, C&O, NYC, PRR, NYNH, Erie							



Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
1/-	2/1	3/2	4/2	7/2	8/5	9/6	55/-	56/1	57/4	58/1	69/-	14/2		
15/1	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/-	29/1	53/1		
54/1	59/1	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	62/-		
63/1	64/1	65/1	66/1	67/-	68/1	70/1								



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



1830-V2-U28

A pair of assisted Diesel purchases.

OR12 - SR8

The C&O only ran for 170 in OR11 - I missed the CPR's blocking token in E15.

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	63:I19:1	-	-	①	170C▼	0	D
NYC	PC	29:F14:1	430	Yes	-	185C▲	215	5 5
PRR	AH	7:B8:4	-	-	②	120D▼	0	D
B&M	MS	24:C13:3	160	Yes	-	142A▲	70	6
NYNH	AH	9:B4:3	190	Yes	-	140C▲	120	5
Erie	PC	8:C21:5	270	Yes	-	90E▲	54	D
C&O	PC	7:B14:4	280	Yes	③	76E▼	28	6
CPR	DS	9:B10:1	220	Yes	-	71D▲	0	D

- Notes: ① 1,100 to the bank for a Diesel, mostly funded by 770 from Don, requiring the sale of 3 C&O (▼71E) and 3 B&O (▼170C)
 ② 1,100 to the bank for a Diesel, mostly funded by 857 from Alan, requiring the sale of 1 B&O (▼)
 ③ 40 to the bank for a token in I19

Stock Round 8

Alan	Mark	Don	Pete
+ B&M new	+ NYC pool	✗	✗
✗	+ NYC pool	✗	✗
✗	+ NYC pool	✗	✗
✗	+ Erie pool	✗	✗
✗	✗	Priority for SR9	

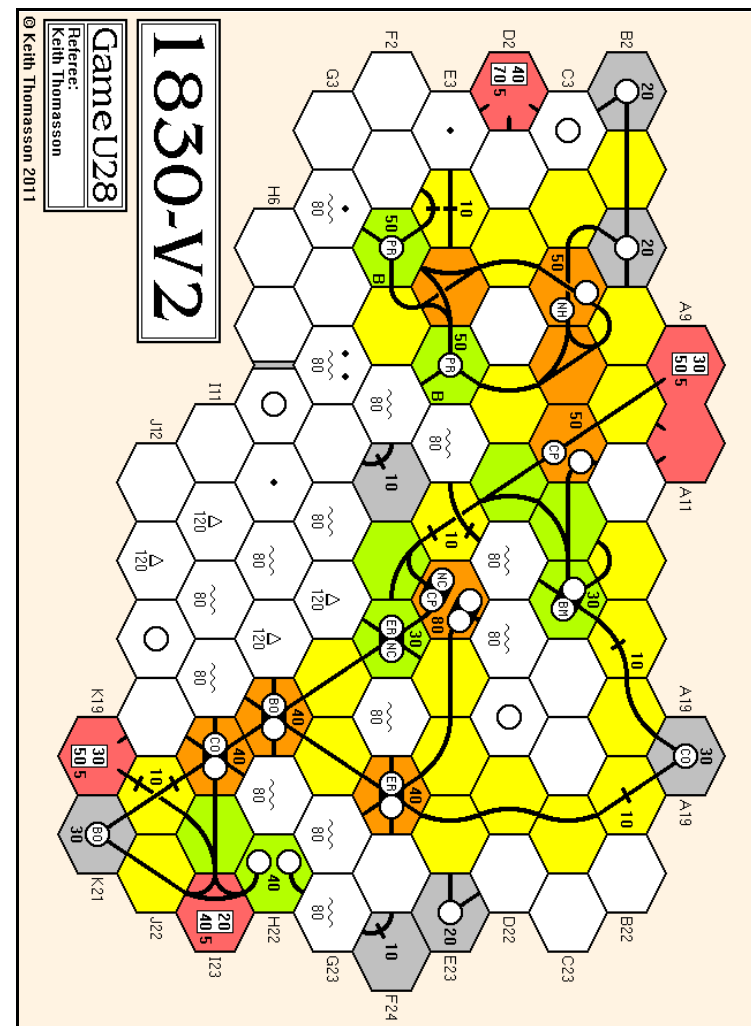
Cash Flow	b/f	OR12	SR8	c/f	Value	%	Certs
Don Smith	24	359	0	375	1,646	19.0▼	9
Pete Campbell	285	404	0	679	2,354	27.2▲	12
Alan Harvey	780	-437	-100	243	2,448	28.2▼	16
Mark Stretch	491	191	-645	37	2,220	25.6▲	15

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

Bank (new)	3	-	1	-	-	-	2	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	5	4	-	1	2	1	1
Price (pool)	142A	170C	76E	76C	90E	185C	140C	120D
Company credit	70	0	28	0	54	215	120	0
Tokens	2	1	2	2	1	2	1	2
Trains	6	D	6	D	D	5 5	5	D

Bank cash: 10,179 Certificate limit: 16 Trains: Diesels
 Current operating order: NYC, B&O, B&M, NYNH, PRR, Erie, C&O, CPR

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



Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1856-E31

Don will buy a '3' train, won't he?
Somebody? Anybody?

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	9:O10:2	50	Yes	-	80C▲	220	1	2
WR	MF	-	50	Yes	①	75D▲	220	2	2
GW	AR	56:E18:5	50	Yes	①	70E▲	280	2	2
LPS	JS	7:B15:1	100	Yes	①	65F▲	230	2	2
CPR	RT	9:N7:3	40	Yes	①	65F▲	265	2	2

Notes: ① Government loan secured

Stock Round 3

Rob	Don	Adam	Mark	John
x	x	x	+ WR new	+ LPS new
x	x	x	x	x
Priority for SR4				

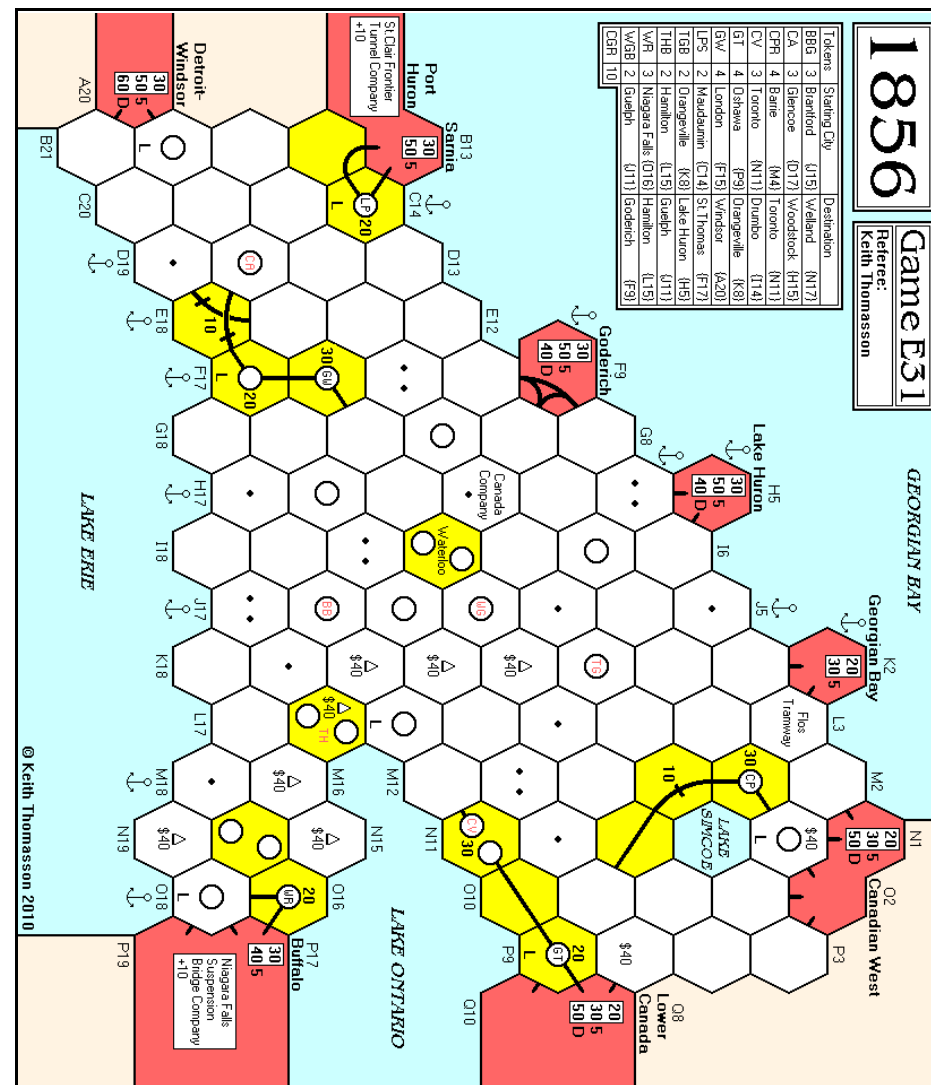
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Adam Romoth	24	30	0	54	334	19.3▼	3
Mark Frueh	35	40	-75	0	365	21.1▼	4
John Shelley	25	45	-65	5	350	20.2▲	5
Rob Thomasson	20	32	0	52	347	20.1▼	3
Don Smith	20	25	0	45	335	19.4▼	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	GLSC	-	-	-	-	-	3P	-	-	-	-	-
Mark Frueh	WSR, NFSBC	-	-	-	-	-	-	-	-	-	-	3P
John Shelley	FT	-	-	-	-	-	-	5P	-	-	-	-
Rob Thomasson	SCFTC	-	-	3P	-	-	-	-	-	-	-	-
Don Smith	CC	-	-	-	-	3P	-	-	-	-	-	-

Bank (new)	10	10	7	10	7	7	5	10	10	10	7
Price (par)			65		80	70	65				75
Bank (pool)			-		-	-	-				-
Price (pool)			65F		80C	70E	65F				75D
Company credit			265		220	280	295				295
Loans			2		1	2	2				2
Tokens	3	3	3	3	3	3	1	2	2	2	2
Trains			2		2	2	2				2

Bank cash: 10 489 Certificate limit: 13 Trains: 5 x '3' 4 x '4'

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
1/1	2/1	3/3	4/3	5/-	6/1	7/6	8/13	9/11	55/1	56/-	57/3	58/2
69/1												



Orders required for the following rounds

By the early deadline

OR3, SR4

1861-R29

One new company
and some reorganisation.

SR5

Stock Round 5

Don	John Shelley	John Boocock	Lyndon
+ MKV/Dir {200} Starts in K12	- 1 SW {4+} + SE new	+ NW pool	+ MKN new
+ NW new	- 1 SW + MK new	+ GRR new	✗
✗	- 1 SW + GRR new	✗	✗
✗	+ MKN new	✗	✗
✗	✗	Priority for SR6	

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Don Smith	558	-550	8	1,583	21.6	8
John Shelley	66	-10	56	1,766	24.1	9
John Boocock	413	-370	43	1,633	22.3	7
Lyndon Gurr	142	-120	22	2,342	32.0	14

Portfolio	Privates	D	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Don Smith	MRR	-	-	-	-	2D	-	6D	-	1	
John Shelley	-	-	1	1	1	-	-	1	6D	1	
John Boocock	-	2D	5D	-	1	-	-	1	-	-	
Lyndon Gurr	-	-	-	5D	6D	-	-	-	-	5D	

Bank (new)	-	4	4	2	8	10	2	4	-	
Bank (pool)	-	-	-	-	-	-	-	-	3	
Price	110E	220B	120D	120D	200A		150D	150C	200B	
Company credit	140	1,049	749	340	400		418	745	680	277
Loans	-	-	-	-	-		-	-	-	-
Tokens	-	-	2	2	3	3	1	2	1	4
Trains	3	4 3 3	3	4 4 3	-		5 3	3	5	4

Bank cash: 10,073	Certificate limit: 16	Trains: 2 x '5', 2 x '6'.
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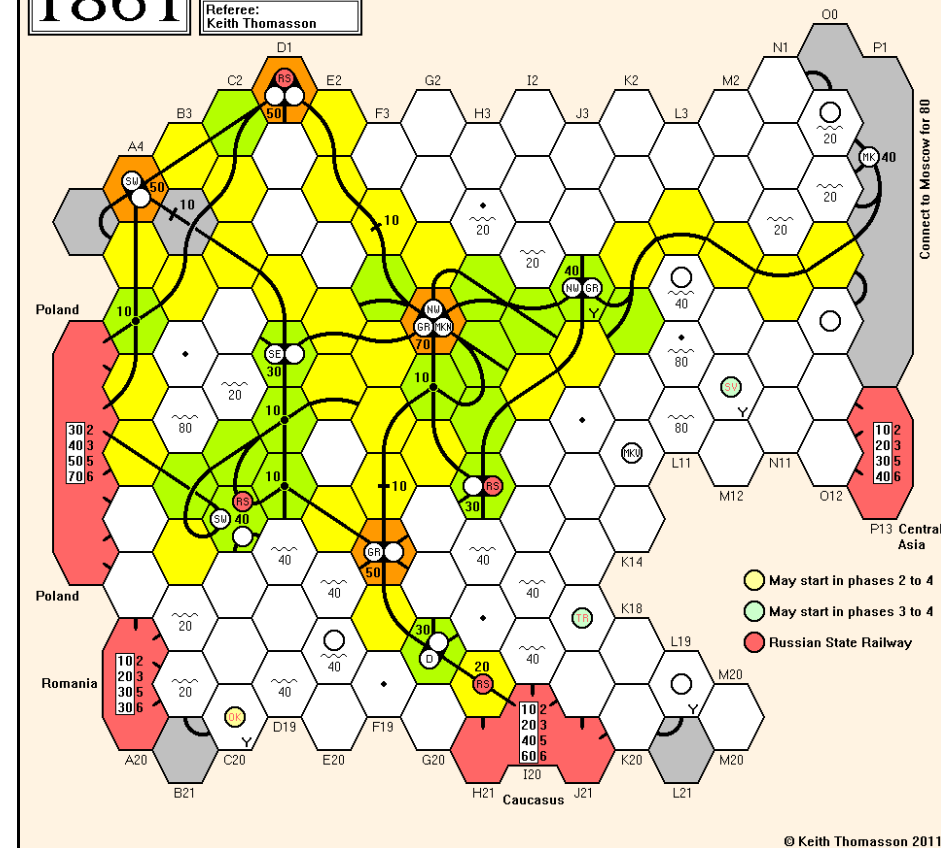
Current operating order: D, GRR, SW, MKV, NW, SE, MKN, MK, RSR

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
3/2	4/3	5/2	6/2	7/2	8/2	9/2	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

1861

GameR29
Referee:
Keith Thomasson



Orders required for the following rounds

By the early deadline

OR9, MR6



1861-F31

The last three early minors are bought.

SR2

Stock Round 2

Lyndon	Lionel	Willem	Don	Pete
115 on KB	✗	✗	✗	✗
KB for 115	100 on MV	✗	✗	✗
✗	MV for 100	✗	100 on OK	✗
✗	✗	✗	OK for 100	✗
✗	✗	✗	✗	✗
Priority for SR3				

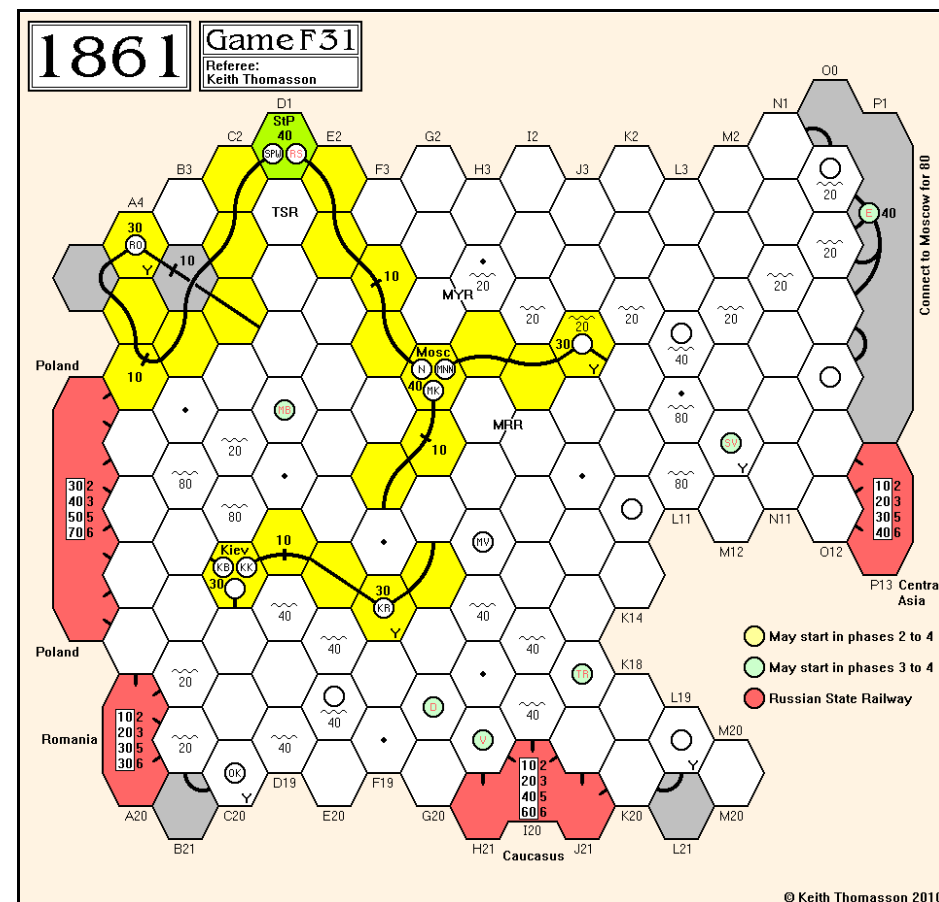
Cash Flow	b/f	SR2	c/f	Value	%	Certs
Willem Moene	117	0	117	312	18.9▲	2
Don Smith	102	-100	2	322	19.5▲	3
Pete Campbell	102	0	102	332	20.1▲	3
Lyndon Gurr	117	-115	2	342	20.7▼	3
Lionel Robbins	102	-100	2	347	21.0▲	4

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Willem Moene	MRR	-	-	-	-	2D	-	-	-	-	-
Don Smith	MYR	2D	-	-	-	-	-	-	2D	-	-
✱ Pete Campbell	TSR	-	-	2D	2D	-	-	-	-	-	-
Lyndon Gurr	WVR	-	2D	-	-	-	2D	-	-	-	-
Lionel Robbins	BSSC	-	-	-	-	-	-	2D	-	2D	2D

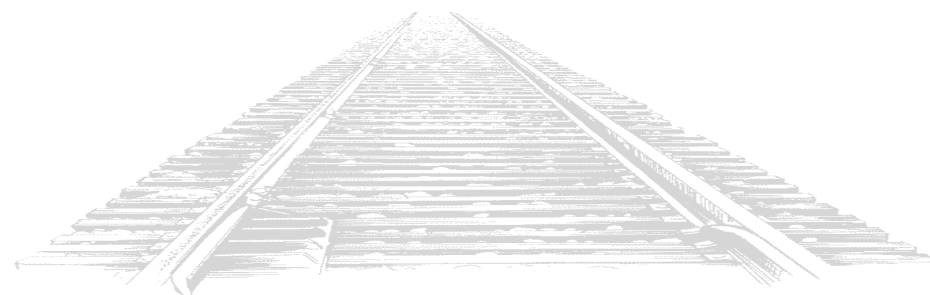
Bank (new)	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price	80F	55H	50H	50H	60G	70F	50H	50H	50H	50H
Company credit	100	115	30	30	50	75	100	100	35	40
Loans	-	-	-	-	-	-	-	-	-	-
Tokens	-	-	-	-	-	-	-	-	-	-
Trains	2	-	2	2	2	2	-	-	2	2
Bank cash: 14,100	Certificate limit: 13						Trains: 3 x '2', 7 x '3'...			
Current operating order:	N, MNN, MK, KB, SPW, KK, RO, KR, MV, OK									

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												

✱ Yellow track tiles are unlimited



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



<div>1870-N29</div>									
The ATSF does the second connection run.									
<div>OR9 - SR7</div>									

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	170:J5:1	-	270	Yes	200B	216	4
SLSF	DS	4:B13:3	8:B15:4	210	Yes	120E	88	4
MKT	PC	63:H13:1	-	110	Yes	120D	134	5
GMO	WM	15:K16:2	-	120	Yes	120A	193	4
ATSF	MF	63:B9:1	-	120	Yes	110D	82	5
ATSF	MF	Connection run	-	210	Yes	120D	103	
SSW	PC	57:H17:3	7:H19:5	190	Yes	100A	76	4
SP	MF	8:M12:1	57:M14:3	210	Yes	90B	84	5
IC	WM	27:H19:5	-	100	No	64E	189	6 4
TP	LG	170:J5:4	-	140	Half	64F	328	5

- Notes:
- 40 to the bank for terrain costs
 - 100 to the bank for a token in H13
 - 450 to the bank for a '5' train
 - 40 to the bank for a token in K16
 - Destination marker placed in N1
 - 60 to the bank for terrain costs
 - 40 to the bank for a token in H13
 - 80 to the bank for terrain costs
 - 630 to the bank for a '6' train

Stock Round 7

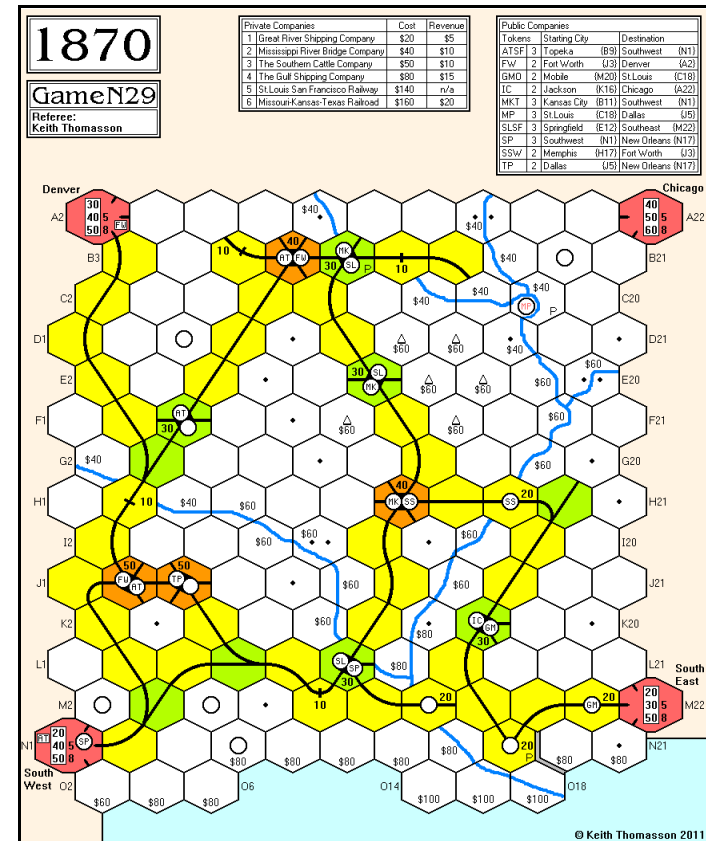
Lyndon	Willem	Don	Mark	Pete
- 1 TP (▼60G)	+ SP pool	+ SP new	+ TP pool	+ GMO new
+ MP/Pres (90)				
+ MP new	+ TP new	+ TP new	+ TP new	+ IC new
+ MP new	✗	✗	+ TP new	+ IC new
+ MP new	✗	✗	✗	✗
- 1 MP (▼82C)	✗	✗	✗	✗
+ IC new				
✗	Priority for SR8			

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	1	2	6P	-	-	-	6P	-
Lyndon Gurr	-	7P	-	1	-	4P	-	-	-	5P
Willem Moene	-	-	6P	6P	-	-	-	1	-	1
Don Smith	1	-	1	-	1	-	5P	1	-	1
Mark Frueh	8P	-	1	-	1	-	-	5P	-	3

Bank (new)	-	-	1	1	-	5	-	3	4	-
Price (par)	68	68	100	72	72	90	100	100	100	68
Bank (pool)	-	-	-	-	2	1	5	-	-	-
Price (pool)	140C	225A	120A	64E	120D	82C	120E	90B	100A	64E
Company credit	103	216	193	189	134		88	84	76	328
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	-	-	D	1+D	D	3+D	D	1+D	D	1+D
Trains	5	4	4	6 4	5		4	5	4	5
Bank cash: 9.693	Certificate limit: 13				Trains: 2 x '6', 3 x '8'...					
Current operating order: FW, ATSF, SLSF, MKT, GMO, SSW, SP, TP, IC										

Cash Flow	b/f	OR9	SR7	c/f	Value	%	Certs
Pete Campbell	188	180	-244	124	1,692	18.5▼	13
Lyndon Gurr	243	231	-368	106	2,393	26.2▼	14
Willem Moene	151	72	-158	65	1,323	14.5▼	12
Don Smith	185	161	-168	178	1,312	14.4▼	9
Mark Frueh	227	392	-196	423	2,425	26.5▲	16

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



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1870-A32

It's time for the Mississippi and surrounding areas.

NEW GAME

Welcome to the latest 1870 game. The dealing order for this game is as follows.

John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Adam Romoth	E-mail only - nospam {at} adam-romoth {dot} de
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ

You start with 420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	20	Revenue	5
Mississippi River Bridge Company	MRBC	Cost	40	Revenue	10
Southern Cattle Company	SCC	Cost	50	Revenue	10
Gulf Shipping Company	GSC	Cost	80	Revenue	15
St.Louis San Francisco Railway	SLSF	Cost	140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	160	Revenue	20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be 100.

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

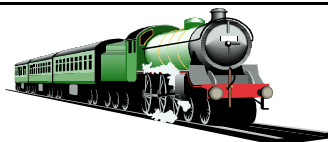
If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. It's an easy one to avoid once you know the problems it can cause.

Maps and tile sheets are enclosed for Lyndon and Lionel. John, Willem and Adam can get these from the web site (www.fwtwr.com/18xx/) if they need them. Please be sure to use my tile sheets for this game. Other tile sheets or sources may not use the same tile facings. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

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

SR1, Private Companies only, starting with John

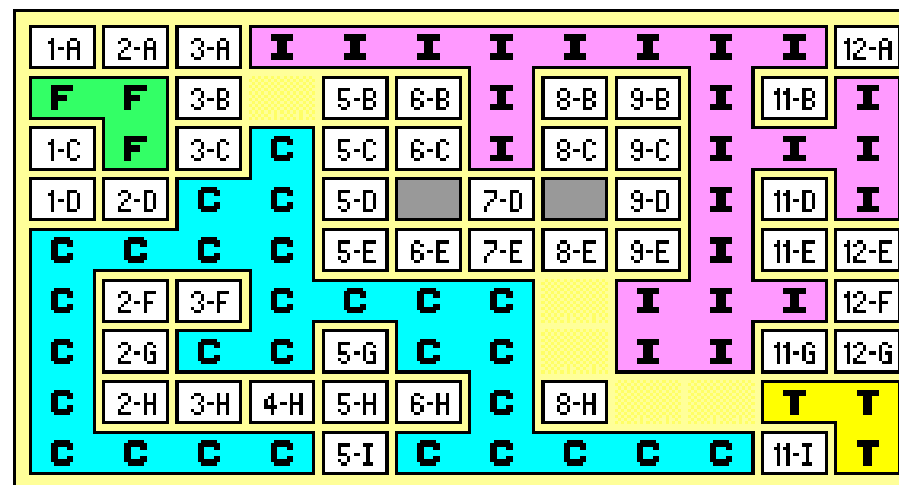


ACQUIRE 56

Two mergers and one chain reformed.

ROUND 9

Michael	8-A	Imperial takes over American, bonuses for Michael {7,000} and Tony {3,500}, Michael swaps 12 for 6, Tony swaps 6 for 3, sells 1 for 700, Colin sells 3 for 2,100, John sells 3 for 2,100. {Dead tiles: 4-B} Buys 3 Continental @ 900.
Tony	11-A	Buys 3 Continental @ 900.
Colin	5-F	Continental takes over Worldwide, bonuses for Willem {7,000} and John {3,500}, Willem swaps 6 for 3, John sells 3 for 2,100, Tony sells 1 for 700. {Dead tiles: 8-F 10-H} Buys 2 Continental @ 1,000.
Willem	12-H	Forms Tower, one free share. No purchases.
John	9-G	{Dead tiles: 8-G 9-H} Buys 3 Tower @ 300.
Michael	3-I	Buys 3 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	-	-	-	-	7	4	1,400	17,400
Willem Moene	-	2	-	8	-	4	-	13,100	26,400
John Colledge	-	3	-	-	-	-	9	10,400	30,800
Michael Graystone	-	-	-	5	-	8	9	4,800	43,300
Tony Wilcock	-	-	-	1	-	6	3	11,100	20,500
Bank Stock	25	20	25	11	25	-	-		
Chain Size	-	3	-	3	-	28	23		
Chain Value	-	300	-	400	-	1000	1000		

Playing sequence

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



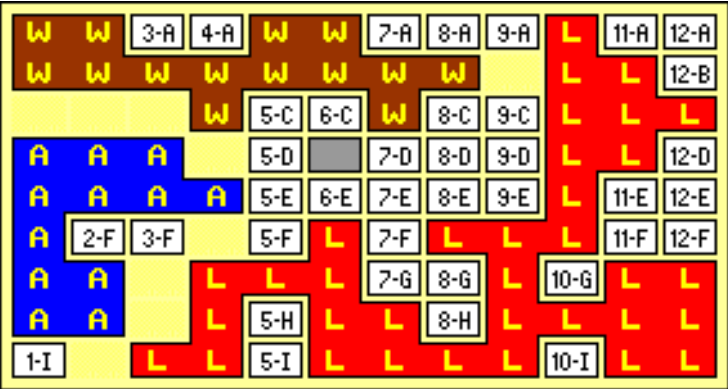
ACQUIRE 57

Just two turns before we close.

ROUND 8

Michael 9-I Luxor takes over Festival, bonuses for Michael {5,000}, John {1,300} and Colin {1,300}, Michael swaps 8 for 4, sells 1 for 500, Colin swaps 2 for 1, sells 1 for 500, John sells 3 for 1,500. {Uses '3 Free' Power} Takes 3 Luxor.

Colin 6-H Luxor takes over Tower, bonuses for Colin {6,000} and Michael {3,000}, Colin swaps 2 for 1, sells 10 for 6,000, Kevin sells 4 for 2,400, Michael sells 9 for 5,400. {Dead tiles: 2-I 3-G 3-H 4-F} Buys 3 American @ 800. Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	12	-	3	-	-	6,700	26,700
Kevin Lee	5	-	-	-	12	1	-	5,400	27,500
Michael Graystone	8	-	6	-	-	-	-	30,000	48,500
Colin Sharpe	9	-	6	-	-	-	-	14,000	37,900
Richard Lunn	3	-	1	-	10	-	-	2,700	18,200
Bank Stock	-	25	-	25	-	24	25		
Chain Size	34	-	12	-	14	-	-		
Chain Value	900	-	800	-	800	-	-		

Colin brings the game to a close, as he cannot catch Michael and is secure in second place.

1st	Michael Graystone	48,500
2nd	Colin Sharpe	37,900
3rd	Kevin Lee	27,500
4th	John Colledge	26,700
5th	Richard Lunn	18,200

Congratulations to Michael and thanks to everyone for the game. We'll round it up next time, so let me know how it was for you.



ACQUIRE 58

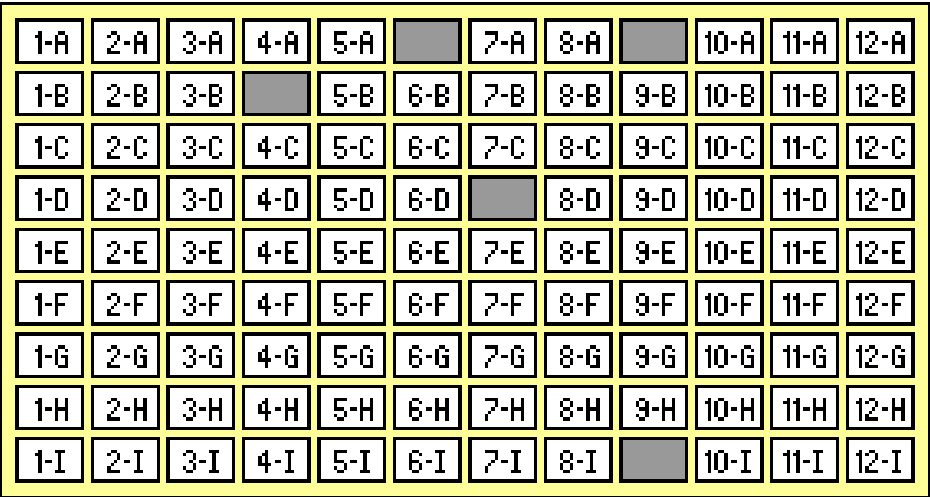
A new standard game.

NEW GAME

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

Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 ORW
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Kevin Lee 14 Rother Close, West End, Southampton, SO18 3NJ

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



There are no instant opportunities for starting larger-than-average chains here, so you'll have to apply your wiles and skill to the process.

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





AGRICOLA 4

You are supposed to say how you feed your family.

ROUND 11

Jim gains 1 food {Well}. John gains 1 food {Carp Pond}. Kevin converts 4 clay into 6 food {Tinsmith}.

Actions

Jim Family Growth - Millstone {costs 1 stone}
Whenever Jim bakes 1 or more grain into bread, he gains 2 additional food
 Marcus Sow and/or Bake Bread - sows 1 grain and 1 vegetable
 John +2 wood {gains 5 wood}
 Kevin +1 clay {gains 7 clay}
 Jim Catch Fish {gains 3 food}
 Marcus Take 1 vegetable {gains 1 vegetable}
 John Take 1 reed, 1 stone, 1 food {gains 1 reed, 1 stone, 1 food}
 Kevin Plough 1 field - ploughs 2 field {Plough Maker} {costs 1 food}
 Marcus Travelling Players {gains 2 food}
 John +1 stone {gains 1 stone}
 Kevin Building and/or Stables - builds a room {costs 2 reeds, 5 clay}
 Marcus +1 cow {gains 1 cow} {cooks house sheep for 2 food}

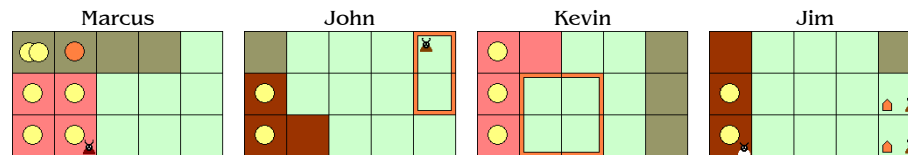
Harvest

Jim Feeds the family {5 food}
 Marcus Harvests 1 grain, 1 vegetable - feeds the family {8 food}
 John Feeds most of the family {5 food} and takes 1 begging card
 Kevin Feeds the family {6 food}

+1 wood {5 wood}	+2 wood {2 wood}	+3 wood {7 wood}	+1 clay {1 clay}	+2 clay {8 clay}	Private clay pit {5 clay} {3 food⇒Jim}
Clay Deposit {5 clay} {1 food⇒ Kevin}	+1 reed {4 reeds}	+1 food Catch fish {1 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 {1 stone}
Renovate then 1 Imp	Take 1 vegetable	+ 1 pig {2 pigs}	+1 stone {2 stone}	+1 cow {1 cow}	Plough 1 field and/or Sow

The remaining Major improvements and their costs are:

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



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	4	-	1/2	2/1	-	-	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	3	-	Clay/4		4	16
	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
	-	1	1	-/-	-/-	-	1	-
One Begging Card [-3]	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	5	6	Wood/3		3	-4
	Occupations		Farmer, Village Elder					
	Improvements		Carp Pond {1}, Greenhouse {1}, Potato Dibber					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows	
	1	3	1	1/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	5	-	2	1	Clay/4		3	14	
	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	2	-
One Begging Card {-3}	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	3	1	Wood/3		3	5
	Occupations		Clay Digger, Conservator, Pig Catcher					
	Improvements		Horse {2}, Lasso, Millstone, Raft {1}, Stone Cart, Well {4}					

Orders required

Actions for the family starting with Jim

Next Harvest - after round 13



BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 15

Blob didn't destroy 1C last time, 3B attacked 6C instead, which I ignored because I thought it out of range when it was within reach. I mailed Marcus with this the morning after the deadline, but not having heard anything a week later, have had to proceed with what I have received.

There was also the small (or not so small) matter of the rule that says you cannot repair your base while an enemy unit is adjacent, so *Blob's* problems will cease this time, as he cannot stop his base from being destroyed.

Research: *Anon* researches Build.

New units: 2C {C}, 6D {B}, 1E {B}.

Moves: 6A tries to move round B's base, but the rules on movement apply when next to bases as well as units, so he stays put. 3B wanted to move north after hovering up one level, but 3B has not got any hover capability, so he stayed put. 7B went home to see what he could do to help, while 2D and 4D headed for E's base. 3C used elite to disengage from 2B, while 6C came down to earth. *Free Friends* re-establish their defensive wall.

Combat: 1A⇒6F {2 hits}, 6A *Blob* base {5 hits *}, 1B⇒1A {4 hits}, 3B⇒1C {really and truly this time} {6 hits *}, 7B⇒6A {+1 vs defence} {0 hits}, 6C⇒2B {4 hits targeted at Conversion *}, 2D⇒1E {4 hits *}, 4D⇒*Elp* base {3 hits}, 1E⇒4D {6 hits}.
* = destroyed

Builds: None.

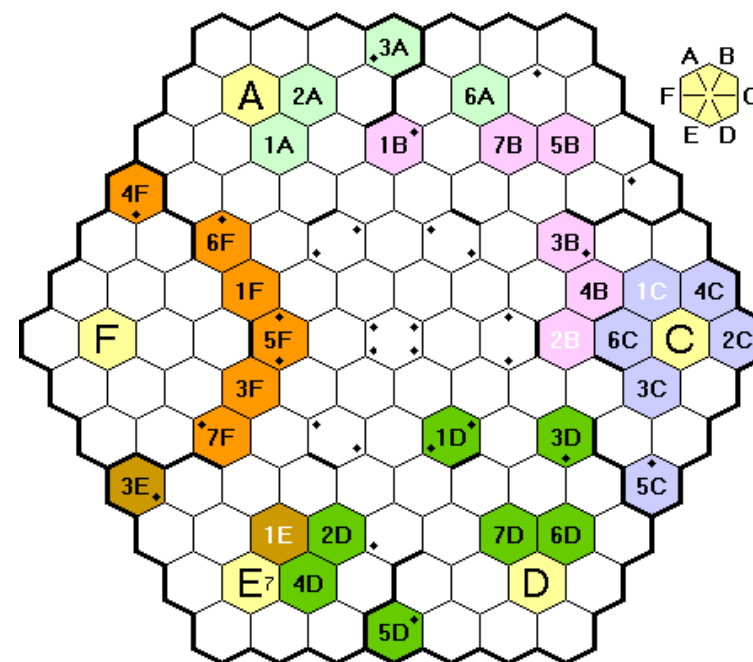
Conversion: 2C converts 6B into 4C.

I believe the intention *Chaos* had by targeting Conversion on 2B was to avoid destroying the unit, but when it was down to zero on all attributes, the next hit took it out completely.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	+ Build Level 9	12	1A	1	1	0	0	0/0	0	1			
			2A	2	1								
			◆◆3A	2	0	0	2						
			6A	4	5	5	0	2/0	6	1	1		
<i>Blob</i> Steve Ham	Defunct {Sixth}	-	◆1B	3	3	1	2	1/0	1	1	1		
			◆3B	3	5	1	1	1/0	6	2	1		
			4B										
			5B	2	1	0	4	2/0	0	1			
			7B	2	1	0	1	2/1	1	1			
<i>Chaos</i> Marcus Pratt	No research Level 10	13	2C	0	0	1							
			3C	3	1	0	0	1/0	1	2	1	0	1
			4C										
			◆◆5C	2	0	0	2						
			6C	1	2	0	0	0/0	1	2			

<i>Dynamo</i> Mark Stretch	No research Level 5	15	◆◆1D	1	1								
			2D	3	2								
			◆3D										
			4D										
			◆5D	2	1	1							
			6D										
<i>Elp</i> Michael Graystone	No research Level 6	8	◆3E	2									
<i>Free Friends</i> John Marsden	+ Build Level 9	16	1F	2	2	0	0	0/0	1	0	1		
			3F	2	0	1	0	2/2	0	1			
			◆4F	1									
			◆◆5F	1	2	0	2	0/0	1				
			◆6F	2	2	1	1	2/4	1				
			◆7F	2	2								

Blob's units remain on the map. Starting next time, after Conversion attempts, each attribute on a *Blob* unit will be reduced by 1. This will make them easier to convert in future rounds. If a unit has no attributes when the time to reduce them comes, it will be removed.



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



BREAKING AWAY 20

Just one more round will see the first eight riders home.

ROUND 13

Pos	Riders	New
120	Tyred Tom	3
119	-	
118	Bashamichi Ptosphes	3
117	-	
116	-	
115	Dennis Frank	3
114	-	
113	Fast Tom Red Admiral Swallowtail Jessica Greg Payne Jim Reader	3
112	Top Tom llyb	9
111	-	
110	Sigmund Richard Lunn	3
109	Kalvan Shin Takashima	5
108	Nihon Odori	7
107	Motomachi Chukagai	8
106	Painted Lady	9

Dennis Frank (1) <i>Otherwhen:</i>	
A Kalvan (1)	3 3 5 7
B Rylla	Dropped
C Ptosphes	3 3 3
D Hestophes	Dropped
Steve Ham (16) <i>Same Again Boys:</i>	
A Dennis Frank (6)	3 3 4 12
B Richard Lunn (2)	3 3 4
C Greg Payne (8)	3 4 4
D Jim Reader	3 3 8
Kevin Lee (7) <i>Butterfly Beauties:</i>	
A Red Admiral (4)	3 3 3 4
B Swallowtail (3)	3 3 4
C Brimstone	Dropped
D Painted Lady	3 4 9
Richard Lunn (12) <i>Team Tom:</i>	
A Fast Tom (8)	3 3 10
B Top Tom (4)	4 9 11
C Big Tom	Dropped
D Tyred Tom	3 3 4
Greg Payne (19) <i>Early Dungeon Threats:</i>	
A Sigmund (10)	3 3 3 3
B Jessica (6)	3 3 3
C llyb (2)	4 4 9
D Terence (1)	Dropped
Jim Reader (20) <i>Minatomirai Sen:</i>	
A Motomachi Chukagai (8)	4 4 8
B Nihon Odori (7)	3 7 9
C Bashamichi (5)	3 4 8
D Shin Takashima	3 5 7



The tail-enders - *Rylla*, *Brimstone*, *Big Tom*, *Terence* and *Hestophes* - have all been dropped, so can relax and watch the finish on the big screens.

Tyred Tom is poised to cruise over the line and take the top spot on the podium. *Team Tom* are going to win the team race. It all ends next time.

Orders required

Cards for round fourteen



BREAKING AWAY 21

Breaking away is best done on your own.

ROUND 3

Pos	Riders	New
28	Mitre	3
27	Kudov Scudder	4
26	-	
25	Hazz	3
24	-	
23	Boardy Liggy	3
22	-	
21	Nanny Ogg	3
20	Healer ◇ Wiggy ◇ Magrat Garlick Leonard Tamaqua	4
19	Block Yatesy Granny Weatherwax Silver Fur	9
18	Red Fur	13
17	Conshohocken Givens	14
16	Agnes Nitt Suquehanna Makes-Things Human	15
15	Catasauqua	15

Dennis Frank <i>Fuzzy Riders:</i>	
A Red Fur	3 10 13 15
B Healer	3 4 10
C Silver Fur	3 6 9
D Makes-Things	3 10 15
Jim Reader <i>Team Lenape:</i>	
A Catasauqua	3 10 15 15
B Conshohocken	14 15 15
C Tamaqua	3 4 4
D Suquehanna	3 13 15
Mike Reeves <i>HasBeens:</i>	
A Yatesy	1 3 9 15
B Boardy	3 3 12
C Wiggy	3 4 15
D Liggy	3 3 3
Allan Stagg <i>Beanz:</i>	
A Mitre	3 5 15
B Kudov	4 8 15
C Hazz	2 3 15
D Human	3 5 15
Mark Stretch <i>Witches Abroad:</i>	
A Granny Weatherwax	6 6 9 10
B Nanny Ogg	3 10 12
C Magrat Garlick	3 4 15
D Agnes Nitt	3 15 15
Rob Thomasson <i>Hard Boiled:</i>	
A Block	9 9 15
B Scudder	3 4 13
C Leonard	4 7 10
D Givens	9 14 15



Mitre makes a break for it, only to find that Kudov and Scudder are right behind him. So much for that bonus.

After a couple of gaps the field is solid, and the replacement cards work their way up to the maximum for those at the back.

Orders required

Cards for round four





BUS BOSS 327-CD

Some things stayed
close right until the end.

ROUND 12

Cornwall and Devon

Round 12 Runs

			CRAB	SNAIL	PEAR	BLY	BPA	
45	3♥ Princetown 2♦ Coombe Martin	① PEAR 20 ② BPA 10 ✗ SNAIL ✗ CRAB	-3	-4	+2 +4		-2 +3	14 9 4 3
46	6♥ Plymouth 9♦ Okehampton	① BPA 13 ① SNAIL 12 ③ BLIGHTY 5		+1/-4			+4/-1	10 15 5
47	3♣ Newquay A♦ Lynton	① PEAR 20 ② BPA 10			-4		+4	24 6
48	10♦ Holsworthy J♣ Brixham	① PEAR 11 ① SNAIL 10 ③ BLIGHTY 5 ③ CRAB 4 ✗ BPA	-2 -1 -5 +6	-3	+3 +2	+5	-6	6 12 0 6 6
49	5♦ Barnstaple 7♣ Teignmouth	① BPA 16 ② CRAB 7 ② PEAR 7 ✗ SNAIL		-4	+1		+4	12 8 6 4
50	10♠ Lands End J♥ Bodmin	① BLIGHTY 20 ② SNAIL 10		-2		+2		18 12
51	8♥ Saltash 7♠ Camborne	① CRAB 16 ② BLIGHTY 9 ③ SNAIL 5 ✗ BPA ✗ PEAR	+8/-6		-1	+6/-8	-2	14 11 2 2 1
52	K♠ Padstow 8♣ Newton Abbot	① PEAR 11 ① CRAB 10 ③ BLIGHTY 5 ③ SNAIL 4 ✗ BPA		-2 +1/-2 -2 +2/-1 +1			-1 -1 -1	8 8 2 8 4

Scores

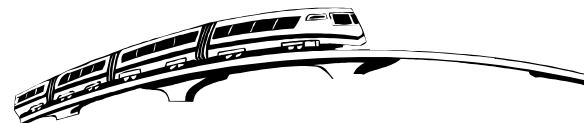
	Runs:	45	46	47	48	49	50	51	52	Score
CRAB	332	3	-	-	6	8	-	14	8	371
SNAIL	303	4	15	-	12	4	12	2	8	360
BLIGHTY	300	-	5	-	0	-	18	11	2	336
PEAR	273	14	-	24	6	6	-	1	8	332
BPA	162	9	10	6	6	12	-	2	4	211

Kevin's PEAR made a good run on Jim's BLIGHTY, and for a brief while was ahead on points, but when the whole round was done, he was behind by just four points.

Meanwhile, Mike's SNAIL got closer to Pete's CRAB but was never ahead, and the final positions matched those at the end of the last round.

1st	Pete Campbell	CRAB	371
2nd	Mike Hutton	SNAIL	360
3rd	Jim Reader	BLIGHTY	336
4th	Kevin Lee	PEAR	332
5th	Roger Trethewey	BPA	211

Congratulations to Pete, and thanks to everyone for the game. We'll have the usual round-up next month, so let me have your view of the game.



RAILWAY RIVALS 2178-MA

It's already turned into
a game of two halves.

ROUND 3

Malta (14 points for these builds)

Rails Across Malta (RAM) (Pete Campbell, Blue)

N9 - Mgarr, L25 - L26 - J27 - Luqa, J27 - J29, M25 - Hamrun - P24 - R25, P6 - Q6.
22 +3 (towns) -2 (MIST) -1 (BUM) -5 (MR) = 17

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)

Naxxar - U15 - St .Pawl, U14 - Bugibba - Qawra, St.Pawl - T11 - T10 - U9 - U8.
76 +18 (towns) +5 (OMR) = 99

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

Qormi - E26 - Zurrieg - Qrendi, I24 - Luqa - H27 - Airport.
23 +12 (towns) -1 (MR) = 34

One Man's Railways (OMR) (Mark Stretch, Red)

N9 - Mgarr, M14 - Mosta - Q16 - Bugibba - Qawra, Q16 - Naxxar, L16 - Imdina.
31 +3 (towns) -5 (MIST) = 29

Maltese Rails (MR) (Roger Trethewey, Black)

K26 - J27 - Luqa, Paola - O28 - Three Cities - Zabbar, K33 - Marsaskala, K33 - Marsaxlokk, J28 - Airport.
44 +30 (towns) +5 (RAM) +1 (BUM) = 80

Builds

Up to 16 points excluding payments to rivals





Bus Boss 329-FRA

No other European countries connected, but they're close.

ROUND 4

France
Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
Clermont Ferrand - Narbonne 65 - 11 ... 54

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
Reims - Amiens - Dieppe, buys Dieppe to Newhaven ferry 65 - 17 ... 48

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Paris - Nevers, Calais - Dunkerque 59 - 12 ... 47

Lost In France Together (LIFT) (Bob Coull, Black)
Lyon - Marseille 56 - 10 ... 46

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
Bordeaux - Bayonne, Nancy - Strasbourg 64 - 12 ... 52

Routes
Buy in the order Colin, Michael, Bob, Jim, John



Bus Boss 331-SCT

First choices for everyone.

ROUND 1

Scotland
One Man's Routes (OMR) (Mark Stretch, Red)
Gretna - Motherwell 100 - 13 .. 87

Tartan Army Bus Services (TABS) (Don Shailer, Purple)
Ayr - Girvan - Stranraer 100 - 12 .. 88

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)
Glasgow - Coatbridge - Edinburgh 100 - 12 .. 88

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)
Cumbernauld - Stirling - Perth 100 - 10 .. 90

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Stirling - Falkirk - Coatbridge - Motherwell 100 - 12 .. 88

Routes
Buy in the order Don, Roger, Pete, Jim, Mark



INDUSTRIAL WASTE 2

Mike joins Marcus on the green front.

ROUND 9

I got a couple of things wrong last time. Pete's workers were not reduced to 4, and that error affected his cash. Mike only had 5 raw materials - I showed his cash of 16 by mistake.

Actions for round 9
Mike Innovation Waste Reduction down to 1
Pete Order {Advisor} Produces 3 goods for 24 million with 5 waste
Marcus Waste Disposal Waste down to 4
Alan Waste Disposal Waste down to 5
Mike Order Produces 5 goods for 17 million with 1 waste
Pete Raw Materials {3} No bids
Marcus Hiring/Firing Discarded
Alan Innovation Waste Reduction down to 3
Marcus Takes a loan to cover his basic costs

Card Combinations taken for round 10
Pete chose group 4 Growth - Order - Innovation - Waste Disposal
Marcus chose group 5 Advisor - Advisor - Order - Raw Materials
Alan chose group 3 Bribery - Innovation - Waste Disposal - Waste Removal
Mike chose group 2 Bribery - Growth - Waste Disposal - Waste Removal

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

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	24	-	0	2	48
Pete Campbell	35	-	7	8	44
Marcus Pratt	6	10	6	4	31
Alan Harvey	24	10	3	5	41

The following card combinations were drawn for round 11.

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

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



OUTPOST 28

This is indeed the last round.

ROUND 16

Commander Actions

Marcus Auctioned a Planetary Cruiser for 227 and got it (o:2 w:4,5,8,30 t:8,10,11,44 m:17,18,20 mo:50)

Lyndon Auctioned a Space Station for 120. Willem joined at 121, David at 122, Pete at 132. Lyndon dropped out at 132, Pete at 134, David at 143. Willem got it for 143 (o:1 t:12,44 r:12,16 m:19,19 n:20)

- Auctioned a Space Station for 120. David joined at 121, Pete at 132. Lyndon dropped out at 132, Pete at 133. David got it for 133 (o:2,3,4 w:7,7,7,7 t:9 r:11,13,15 m:16,16,16)
- Auctioned a Planetary Cruiser for 160. Pete joined at 172 and dropped out at 173. Lyndon got it for 173 (w:30 n:88 mo:55)
- Bought four Robots (o:4 w:5 r:15,16)
- Bought one Ore Factory (o:4 w:8)

Mark Bought two New Chemicals Factories (o:3,4 w:5,8,8 r:9,12,13,13,14,14,17)

WillemPassed

David Bought seven Population Units (o:5 w:9,9 t:12)

- Bought six Ore Factories (w:8 m:17,17,18)

Pete Auctioned a Planetary Cruiser for 172 and got it for 172 (t:44,44,44,44)

- Bought three Population Units (o:3 w:4,6,10 t:9)

Jim Bought two Robots (t:8,12)

- Bought one Titanium Factory (t:9,10,11)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Marcus	WH, HE, Nod, OL, OL, Rob, Eco, OP, PC, MB		78 (720)
2	Lyndon	WH, Nod, Rob, Lab, PC, MB		69 (540)
3	David	WH, Nod, Sci, OL, OL, Eco, OP, OP, SS		56 (540)
4	Willem	HE, Nod, Sci, OL, Eco, Eco, Eco, OP, SS		55 (455)
5	Mark	DL, DL, DL, DL, Sci, Sci, Sci, Rob, Lab, Lab, Lab		52 (565)
6	Pete	WH, WH, HE, Rob, OP, PC		49 (390)
7	Jim	HE, Nod, Rob		28 (105)

Marcus probably didn't expect to find no opposition to his first auction of a Planetary Cruiser, but it was enough to take him over the target and end the game.

1st	Marcus Pratt	78 (720)
2nd	Lyndon Gurr	69 (540)
3rd	David Smith	56 (540)
4th	Willem Moene	55 (455)
5th	Mark Stretch	52 (565)
6th	Pete Campbell	49 (390)
6th	Jim Reader	28 (105)

He even won in the process. David lifted himself from fifth to third, but didn't have enough steam to overtake Lyndon in second. We'll pack this one away next time, so please let me know your thoughts on the game.



OUTPOST 29

Marcus denies Willem the Scientists.

ROUND 8

Commander Actions

John Bought one Titanium Factory (o:3,3,4 w:6,6,8)

- Bought one Population Unit (o:3 w:7)

Lyndon Bought one Titanium Factory (w:30)

- Bought one Population Unit (t:13)

Pete Auctioned an Orbital Lab for 57 and got it (o:2,2 w:5,7,7,7,8,9,10)

Jim Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:5 w:4,5,6)

Marcus Auctioned a Scientists for 68 and got it (o:3,5 w:30,30)

Mark Auctioned a Robots for 50 and got it (w:4,4,7 t:11,12,13) plus a free Robot

- Bought one Robot (o:2 w:8)

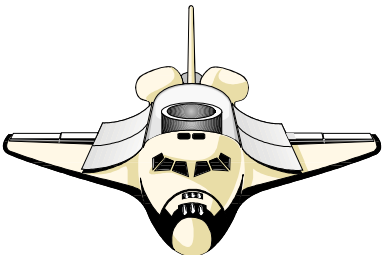
WillemBought one Water Factory (o:1,3 w:8,8)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Pete	2o,5w	7p (8,0)	WH, Nod, OL	2o,5w,1m (58,15)	13 (100)
2	Mark	2o,4w,2t	5p,2r (5,5)	HE, Rob	2o,4w,2t (54,10)	13 (80)
3	John	2o,4w,1t	7p (8,0)	DL, HE, Nod	2o,4w,1t (44,10)	12 (70)
4	Lyndon	2o,4w,2t	7p (8,0)	HE, Nod	3o,1W,2t (59,10)	12 (55)
5	Marcus	2o,4w	7p (8,0)	HE, Nod, Sci	2o,1W,1r (49,10)	11 (95)
6	Jim	2o,4w	6p (8,0)	WH, HE, Nod	3o,8w (65,15)	10 (80)
7	Willem	2o,3w	3p (5,0)	DL, DL, DL, DL	2o,3w (27,10)	7 (60)

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

Orders required

Round nine auctions, bids and purchases





RAILWAY RIVALS 2157-KA

KRAP extends his lead.

ROUND 10

Kansas

Round 10 Runs			MWE	KRAP	WEAR	HICK	CAR	
23	53 Goodland	① MWE	15					13
	34 Hutchinson/Wellington	① HICK	15			+6	-3	6
		✗ KRAP						5
		✗ WEAR				+3		3
24	66 Belleville/Marysville 31 Wichita	✗ CAR						3
		① HICK	13				-1	6
		① KRAP	12		-6			12
		③ WEAR	5			+6		11
25	41 Great Bend/Pratt 63 Abilene/Salina	✗ CAR				+1		1
		① KRAP	30					30
		① MWE	16					16
		② KRAP	9					9
26	14 Sabetha/Troy ☉4 Colorado	③ WEAR	5					5
		① MWE	16					15
		② KRAP	9				+5	14
		③ CAR	5		-5			0
27	54 Colby/Oberlin 16 Topeka	③ CAR						
		① HICK	13					13
		① WEAR	12					12
		③ CAR	5					-1
28	46 Johnson/Syracuse 26 Coffeyville/Galena	✗ MWE					+6	6
		① WEAR	16					16
		② HICK	9					9
		③ MWE	5					5
29	☉5 Colorado Missouri							

Round 10 builds

Mid-Western Express (MWE) (Tony Bromley, Purple)

T22 - Downs. -3 (builds) = -3

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)

None.

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)

None.

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)

None.

Central American Railways (CAR) (Don Shailer, Orange)

None.

Scores

	Runs:	23	24	25	26	27	28	29	Builds	Score
KRAP	219	5	12	30	9	14	-	-	-	289
MWE	205	13	-	-	16	16	6	5	-3	258
WEAR	149	3	11	-	5	-	12	16	-	196
HICK	124	6	6	-	-	-	13	9	-	158
CAR	129	3	1	-	-	0	-1	-	-	132

Round 11 Runs

30. 52 - 23 Oakley/Scott City to Chanute/El Dorado
31. 65 - 22 Concordia/Manhattan to Emporia/Garnett
32. 33 - 11 Newton/Winfield to Kansas City
33. 21 - ☉1 Fredonia/Ottawa to Nebraska
34. 12 - 42 Kansas City to Dodge City/Englewood
35. 62 - 55 Hays/Lyons to Norton
36. ☉6 Colorado to Missouri

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



RAILWAY RIVALS 2160-KT

REBUS rises to the top.

ROUND 8

GREAT's build last time went via A78 rather than Z28.

Kansas

Round 8 Runs			CUES	GREAT	BB	COLIN	REBUS	
8	43 Knoxville 23 Hopkinstville	① CUES	13		+1			14
		② GREAT	7					7
		② REBUS	6					6
		④ BB	4	-1				3
9	21 Evansville 53 Ashland	① BB	20			+4		24
		② COLIN	10		-4			6
10	63 Middlesboro 35 Bowling Green	① REBUS	20					20
		② GREAT	10	-1		-4		5
		✗ BB			+4			4
		✗ CUES			+1			1
11	52 Lexington ☉4 Virginia/ West Virginia	① COLIN	15					15
		① BB	15				-2	13
		✗ REBUS			+2			2

12	66 Bristol 14 Jackson	① CUES 20					+1	21
		② {GREAT} 5						5
		{REBUS} 5	-1					4
13	42 Knoxville 15 Memphis	① GREAT 15	+8					23
		① CUES 15		-8				7
14	32 Columbia 33 Ohio	① REBUS 30				-2		28
		✕ COLIN					+2	2

Round 8 builds

Connections Uniting Eastern States (CUES) (Bob Coull, Green)

Z31 - C83, K7 - E4. -9 (builds) +4/-1 GREAT) +10 (BB) +5/-1 (COLIN) +1/-1 (REBUS) = +8

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

A80 - B80 - B82 - C83 - E82, O18 - O17, R9 - T8, U22 - V21.

-10 (builds) +1/-4 (CUES) +1/-2 (BB) +4/-2 (COLIN) -1 (REBUS) = -13

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)

Q10 - H5 - H4.

-10 (builds) -10 (CUES) +2/-1 (GREAT) -2 (COLIN) = -21

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)

R16 - P15 - Clarksville - O17 - K19.

-10 (builds) +1/-5 (CUES) +2/-4 (GREAT) +2 (BB) -2 (REBUS) = -16

REB's 'r' US (REBUS) (Rob Thomasson, Red)

M33 - K32, Columbia - D20 - D21 - Tullahoma, D20 - C20.

-10 (builds) +1/-1 (CUES) +1 (GREAT) +2 (COLIN) = -7

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
REBUS	85	6	-	20	2	4	-	28	-7	136
COLIN	119	-	6	-	15	-	-	2	-16	126
B-BUCKET	92	3	24	4	13	-	-	-	-21	115
CUES	58	14	-	1	-	21	7	-	+8	109
GREAT	58	7	-	5	-	5	23	-	-13	85

Round 9 Runs

15.	12 - 54	Paducah to Maysville
16.	16 - 36	Memphis to Tullahoma
17.	65 - 25	Johnson City to Louisville
18.	64 - 36	Hazard to Alabama
19.	44 - 51	Morristown to Frankfurt
20.	46 - 31	Chattanooga to Clarksville
21.	22 - 35	Henderson to North Carolina/Georgia

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



SAINT PETERSBURG 3

Two busy, two quiet.

PHASE 5-B

Round 5 - Building Phase

Tony	Rob	Kevin	Bob
✕	+ Market	+ Firehouse	✕
✕	+ Market from hand	+ Mistress of Ceremonies from hand	✕
✕	Market ⇒ Hermitage from hand	+ Firehouse to hand	✕
✕	Observes Trading cards - to hand	+ Hospital to hand	✕



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	23	24	18r + 0vp	1r + 6vp	9r + 0vp	Building	3
Rob	15	14	27r + 2vp	3r + 8vp	11r + 2vp	Trading	15
Kevin	5	33	15r + 0vp	5r + 12vp	12r + 4vp	Worker	5
Bob	32	24	27r + 3vp	0r + 0vp	8r + 7vp	Aristocrat	8

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	Chamber Maid, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd x 2, Ship Builder x 4, Hermitage, Market x 3, Observatory, Author x 3, Judge, Warehouse Manager
Kevin	Firehouse, Hospital, Senator	Fur Trapper x 2, Lumberjack x 2, Shepherd, Customs House x 2, Firehouse x 2, Harbour, Administrator, Controller, Mistress of Ceremonies
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 Aristocrat phase led by Bob



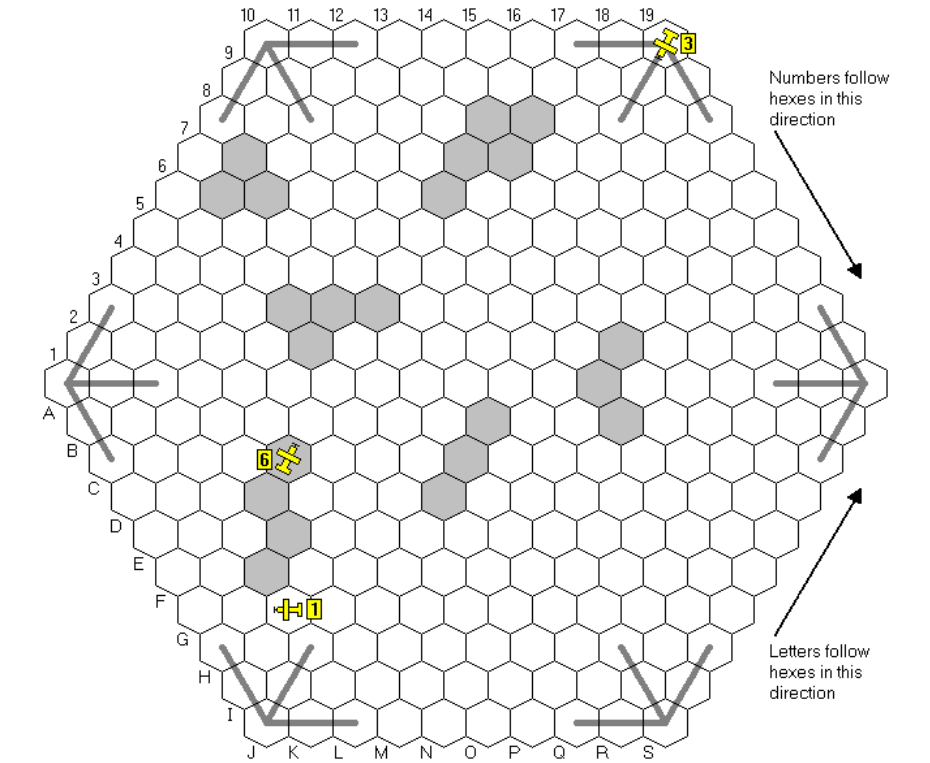


SOPWITH T353FW

Cat and mouse...

ROUND 13

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>The Brown Baron</i> ♠ Michael Graystone	K5-W	A, A, 0 (1 kill) {Airfield: A1}	I3-W	12:12:17
3	<i>Wizard Prang</i> Jim Reader	J19-SW	Park and repair {Airfield: J19}	J19-SW	16:10:00
6	<i>Glider</i> ♠ Hugo Griffin	G4-SW	I, A, A (1 ½ kills) {Airfield: J1}	G5-NE	00:09:26



The clouds moved west. *Glider* heads away from home while *The Brown Baron* gets into a lurking position. *Wizard Prang* repairs his kite.

PREVIEW

Whether the next issue comes out in November or December, we have a game of 6 nimmt! and a Railways Rivals slated to appear. There is room for one more in the 6 nimmt! game.



After that, the next Bus Boss will launch, together with the first Homesteaders game. There's room for one more in that one as well.

If I'm feeling in the right mood, I might even start some more games, but promising to do so is almost certain to jinx the idea, so I'll just keep an open mind on the subject.

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

- #187: 6 nimmt!. Railway Rivals
- #188: Bus Boss, Homesteaders



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Sep 11	Minstrel 351
Sep 18	...mais n'est-ce pas la gare? 122
Sep 19	Fury of the Northmen 3
Sep 30	Devolution 87
Oct 12	Save Your XXs For Me 89
Oct 14	Minstrel 352

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	3.478	5 points for a win
- Tony Bromley	3.400	3 points for second
- Lyndon Gurr	3.360	1 point for third
▼ Pete Campbell	3.200	
- Mark Frueh	2.923	
▲ Marcus Pratt	2.792	
- Lionel Robbins	2.727	
- Steve Thomas	2.611	
- Tony Robbins	2.318	
- Alan Harvey	2.294	
▲ Michael Graystone	2.264	
- Rob Thomasson	2.234	
- Stephen Webb	2.226	
▲ Colin Sharpe	2.025	
▲ Bob Coull	2.000	

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

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

Mike Eddleston	4.000
Lew Stansby	3.635
Ken Boucher	3.296
David Hilbert	2.816
Pete Campbell	2.788
Rob Thomasson	2.588
Victor Cronshaw	2.537
John Boocock	2.308
Mick Haytack	2.111
Michael Graystone	2.105
Willem Moene	2.007
Neil McConnell	2.000
Greg Payne	2.000

The rating system is:

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

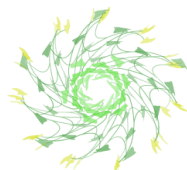
- ✧ Completed games and winners:

1830 e894	Rob Thomasson
Puerto Rico e931	Pete Campbell
Carcassonne e937 {Inns & Cathedrals}	John Colledge
Puerto Rico e941	John Boocock
Acquire e943 {Special Powers}	Michael Graystone
Acquire e949 {Special Powers}	Mick Haytack
Ingenious e950	Dan Zacharias

- ✧ New games and start dates:

Saint Petersburg e953	Sep 13th
Puerto Rico e954	Sep 13th
Carcassonne e955 {River}	Sep 19th
Acquire e956	Sep 19th
Ra e957	Sep 19th
Carcassonne e958 {Inns & Cathedrals}	Sep 25th
Puerto Rico e959	Oct 6th

✧



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	1825-X31, 1829-A30, 1861-R29, Agr4, OP29	Willem Moene	1825-X31, 1830-T29, 1861-F31, 1870-N29, 1870-A32, Acq56, OP28, OP29
Tony Bromley	RR-2157-KA	Greg Payne	BA20
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	Marcus Pratt	Agr4, Bat4, IW2, OP28, OP29
John Colledge	Acq56, Acq57	Jim Reader	Agr4, BA20, BA21, BB-327-CD, BB-329-FRA, BB-331-SCT, OP28, OP29, RR-2157-KA, RR-2178-MA, Sop353
Bob Coull	Acq58, BB-329-FRA, RR-2160-KT, RR-2178-MA, StP3	Mike Reeves	BA21
Dennis Frank	BA20, BA21	Lionel Robbins	1825-X31, 1829-A30, 1861-F31, 1870-A32
Mark Frueh	1830-T29, 1856-E31, 1870-N29	Adam Romoth	1856-E31, 1870-A32
Michael Graystone	Acq56, Acq57, Acq58, Bat4, BB-329-FRA, RR-2160-KT, Sop353	Don Shailer	BB-331-SCT, RR-2157-KA
Hugo Griffin	Sop353	Colin Sharpe	Acq56, Acq57, BB-329-FRA, RR-2160-KT
Lyndon Gurr	1861-R29, 1861-F31, 1870-N29, 1870-A32, OP28, OP29	John Shelley	1825-X31, 1829-A30, 1830-T29, 1856-E31, 1861-R29, 1870-A32
Steve Ham	BA20, RR-2160-KT	David Smith	OP28
Alan Harvey	1830-V2-U28, IW2	Don Smith	1830-T29, 1830-V2-U28, 1856-E31, 1861-R29, 1861-F31, 1870-N29
Mike Head	IW2	Allan Stagg	Bat4, BA21
Mike Hutton	1825-X31, BB-327-CD	Mark Stretch	1830-V2-U28, Bat4, BA21, BB-331-SCT, OP28, OP29, RR-2178-MA
Kevin Lee	Acq57, Acq58, Agr4, BA20, BB-327-CD, RR-2157-KA, StP3	Rob Thomasson	1829-A30, 1830-T29, 1856-E31, BA21, RR-2160-KT, StP3
Richard Lunn	Acq57, BA20	Roger Trethewey	BB-327-CD, BB-331-SCT, RR-2178-MA
John Marsden	Acq58, Bat4, BB-329-FRA	Tony Wilcock	Acq56, Acq58, StP3



OUTSIDE EDGE

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

Wednesday November 9th 2011
18xx games - Friday November 4th

Future deadlines: 18xx games: December 2nd Other games: December 7th

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.