

# FOR WHOM THE DIE ROLLS

December 2011

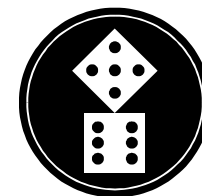
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Issue 188

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



£2.00



## INSIDE STORY

This is FOR WHOM THE DIE ROLLS #188, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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## WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ⚙ means a list is full.

*Games starting in this issue...*

None.

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

⇨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
⇨③	1861	Pete Campbell, Lyndon Gurr
⇨⑥	18C2C	Pete Campbell, John Boocock
⇨③	7 Wonders	Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
⇨②	18Rh1 Rhineland	Willem Moene, Pete Campbell, Alan Harvey
⇨②	Acquire	Colin Sharpe, Michael Graystone, Lyndon Gurr
⇨②	Acquire (Special Powers)	Colin Sharpe, Michael Graystone
⚙	Agricola	Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
⇨⑤	Baltimore & Ohio	Alan Harvey
⇨①	Homesteaders	Michael Longdin, Rob Thomasson, Howard Bishop
⇨⑥	Outpost	Willem Moene, Marcus Pratt, Lyndon Gurr, Pete Campbell
⇨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...*

①/⑦	Battle!	Pete Campbell, Mark Stretch, Marcus Pratt, Allan Stagg, Steve Ham
③	Breaking Away	Steve Ham, Jim Reader, Kevin Lee
⚙	Bus Boss	Bob Coull, Michael Graystone, Kevin Lee, Jim Reader, Pete Campbell
⚙	Railway Rivals	Bob Coull, Don Shailer, John Marsden, Colin Sharpe, Jim Reader, Steve Ham, Pete Campbell

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

## START

Welcome to issue #188. This issue is later than intended, as I made a basic mistake, something I should have learned long ago. I was short of some orders, so sent out chasers. I got some replies but not everything, so I waited. And when you wait, you can end up losing time and ending up with exactly what you had when you started waiting, which was nothing.

Then Christmas arrived, and rather stole the impetus for doing anything more, so here I am in the week between Christmas and New Year, finishing things off. Because this issue is now so late in December, I will declare the January issue to be off the calendar. The next published issue will be in February. Rather than start new games that do nothing for two months, I have put back the new games to the February issue. If I get organised, I'll have plenty of time to get those ready in advance.

Looking ahead to 2012, is anyone planning to visit UK Games Expo? This takes place on May 25-27. I am asking because I am looking for volunteers to help out on the Heron Games stand, not for the entire show, but for a couple of hours here and there. I can offer a trade pass in exchange for your services. Set up will be on the Friday afternoon and it would be useful if you were available then. If you are interested, let me know.

Last time I gave a short review of Walnut Grove, and mentioned that one of the designers, Touko Tahkokallio, had been busy with Eclipse also being released. That has now hit the shelves and gone, as the initial print run was sold out to pre-order. It will be available again in April, but there seems little point in talking about something you cannot get, so here's a brief look at something else.



Principato is yet another new game by Touko Tahkokallio. This is set in Italy during the Renaissance. You own a principality and strive for prestige and wealth.

To gain this, you populate your player board with fields/farms outside the city wall, palaces/banks inside, and catapults/condottiere/militia on the walls themselves.



You start the game with one field, one farm, one palace, one bank, one food cube, one money cube, one favour cube (wild - can be food or money) two action cards and two goal cards. The game plays over three years, each year represented by a deck of action cards, with from 5 to 7 (for 2 to 4 players) on view. These cards let you gain money and food cubes, which can be used to gain tokens or cubes for your principality. Some cards allow you to recruit painters, sculptors and writers, who are worth points at the end of the game. When you play a card, you may be required to exchange it for one of those in the general supply. Instead of playing a card you can do an exchange, or take a favour (wild) cube. At the end of your turn, one card is removed from the table and another action card revealed. When the action deck for the year runs out, you allocate food and money to your military units on the wall and score for those units - or lose points if they are not supplied with what they want.

There are a couple of military scoring cards in the decks, so there will be five of these rounds during the game. At the very end of the game you tot up the points you gained from the military scoring rounds, the painters, sculptors and writers you were able to recruit, and any bonuses from your goal cards, and the winner is the player with the most points.



1830-T29

Comments from the top spots.

GAME OVER

1st	Willem Moene	1,493	37.9%
2nd	Rob Thomasson	870	22.1%
3rd	Mark Frueh	777	19.7%
4th	Don Smith	514	13.0%
5th	John Shelley	288	7.3%

Willem Moene (1st): A short but enjoyable game, of course my thanks go to Keith and my fellow players. Sometimes in a game of 1830 you're just in the right spot. I was able to float the B&M at \$100, which is a nice price, but I also was second in the next stock round, which gave me an assured opportunity to float a second company. Very nice indeed! I was just in time buying in the C&A, as John bought a '4' train too many (a recipe for bankruptcy) which gave Rob the first '5' train.

Now most companies were train locked, so the other '5' trains remained unsold. The CPR was the last company available, but luck was with me again as no one tampered with the share prices. The CPR and the B&M were the first two companies to run, and I could get both the remaining '5' trains. I'm not sure what Mark's intentions were with the Erie, but not buying any train was never going to help (at least buying the last '6' train would've saved a few bucks).

I can't say I understood Rob running for credits with the PRR in OR7 for that matter, as clearly there was no way that John was able to avoid going bankrupt with normal play. In my experience playing for the long term in 1830 is not always rewarded... It seems more prudent to keep a close watch on the short term, as more likely than not someone is on a forced march on the bankruptcy track, and mostly the winner in these cases isn't the player who built the nicest track or has the best routes in the long run. These skills are more rewarded in other games of the 18xx family.

Rob Thomasson (2nd): For me this game was all about trying to breathe life into the PRR after it had been throttled by the B&O. And just when that seemed to have been achieved I looked up and the game was over with me in second place - better than I expected and possibly deserved. Congratulations to Willem on a clear victory and thanks to all - especially Keith - for the game.

.....

Nobody wanted to own up to what went wrong, so we will have to draw our own conclusions. People sometimes just get caught out rather than making any fundamental mistakes. ☒



INDUSTRIAL WASTE 2

Thank you, and goodnight.

GAME OVER

1st	Pete Campbell	51
2nd	Mike Head	47
3rd	Marcus Pratt	45
4th	Alan Harvey	40

All was quiet from the coalface. They're probably too washed out from the stress of keeping it all together. I felt I was more organised than the first game, which has to be a good thing, but I really feel the need to consider rewording of some of the options. ☒



BUS BOSS 329-FRA

Five of the first nine runs are available.

ROUND 6

France.....  
Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)  
Lorient - Nantes, Caen - Rouen ..... 35 - 12 ... 24

Lost In France Together (LIFT) (Bob Coull, Black)  
Dijon - Nevers, Geneva - Italy ..... 34 - 12 ... 22

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)  
Limoges - Toulouse ..... 40 - 10 ... 30

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)  
Amiens - Belgium, Marseille - Nice ..... 42 - 12 ... 30

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)  
Nimes - Narbonne - Perpignan ..... 36 - 9 ..... 27

FROGGIE also ordered Mulhouse to Switzerland, but he bought that route last time.

Round 7 Runs		
1.	6♥ - 2♠	Orleans to Lyon
2.	4♦ - A♠	Perpignan to Switzerland
3.	5♦ - 2♣	Toulouse to Cherbourg ..... (not yet available)
4.	Q♣ - K♦	Lille to Lorient ..... (not yet available)
5.	Q♠ - 2♥	Nice to Paris
6.	A♦ - 8♥	Spain to Dijon ..... (not yet available)
7.	4♣ - 2♦	Le Mans to Bayonne
8.	3♦ - A♥	Pau to Paris ..... (not yet available)
9.	7♠ - 7♥	Nimes to Nevers

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





1825-X31

The NBR joins the ranks of operating companies.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	8:P10:6	7:O13:5	100	Yes	100▲	400	2 2
Mid	MH	6:Q15:1	-	-	②	76▼	460	2 2

Notes: ① 100 to the bank for terrain costs  
② 360 to the bank for two '2' trains

#### Stock Round 3

Mike	John Boocock	Lionel	John Shelley	Willem
✗	- 1 LNWR + Cal/Dir	+ LNWR pool	- 1 LNWR + NBR/Dir	+ Cal new
✗	✗	✗	- 1 LNWR + NBR new	✗
✗	✗	✗	+ NBR new	✗
✗	✗	✗	- 1 LNWR + NBR new	✗
✗	✗	✗	- Midland + NBR new (floated)	✗
✗	✗	✗	✗	Priority for SR4

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Lionel Robbins	79	45	-100	24	554	20.8▲	5
John Shelley	72	40	-80	32	548	20.5▲	6
Willem Moene	113	12	-76	49	504	18.9▼	6
Mike Hutton	79	0	0	79	459	17.2▼	4
John Boocock	34	60	-52	42	604	22.6▲	4

Portfolio	Privates	LNWR	Mid	NER	Cal	NBR	GCR	GNR	L&YR	GSWR
Lionel Robbins	A&F	5D	-	-	-	-	-	-	-	-
John Shelley	TWW	-	-	-	-	6D	-	-	-	-
✗ Willem Moene	C&HP	-	4	-	1	-	-	-	-	-
Mike Hutton	-	-	5D	-	-	-	-	-	-	-
John Boocock	L&M	2	-	-	2D	-	-	-	-	-

Bank (new)	-	-	10	7	4	10	10	10	10
Price (new)	100	82	82	76	76	71	71	71	71
Bank (pool)	S&D	3	1	-	-	-	-	-	-
Price (pool)	100	76	76	76	76	-	-	-	-
Company credit	400	460	-	-	760	-	-	-	-
Tokens	3	2	4	4	4	4	4	4	3
Trains	2.2	2.2	-	-	-	-	-	-	-

Bank cash: 14,774 Certificate limit: 18 Trains: 1 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	6/3	7/5	8/8	9/8	55/2	56/2	69/2	114/1
115/1												

## 1825 Units 2-3

Game X31

Referee: Keith Thomasson

Track may leave the grid if it connects to these areas

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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

OR3, SR4



1829-A30

Yes, Rob, it is time for  
that dealing round...

SR9

Stock Round 9

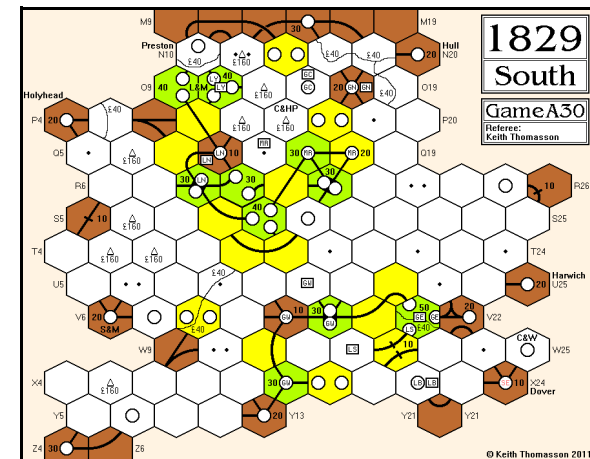
Lionel	John Boocock	Pete	Rob	John Shelley
+ LSWR new	+ LSWR new	✗	✗	+ LSWR new
+ GNR/Dir	+ GNR new	+ GNR new	+ GNR new	+ GNR new {floated}
- 1 LNWR + GNR new	✗	+ GNR new	+ LNWR pool	+ GNR new
+ GNR new	- 1 LNWR + LBSC/Dir	+ LBSC new	- 1 GNR + LBSC new	+ LBSC new
+ GNR pool	+ LBSC new	- 1 LSWR + LBSC new	✗	- 1 LSWR + LBSC new
✗	+ LBSC new	✗	✗	- 1 GNR + LBSC new
✗	✗	✗	- 1 LBSC - 1 LNWR + GER/Dir	+ GER new
✗	✗	✗	+ GER new	- 1 GNR + GER new
✗	✗	✗	+ GER new {floated}	- 1 LBSC + GER new
✗	✗	✗	+ GER new	- 1 LBSC + GER new
✗	✗	✗	✗	- 1 LBSC + GER new
✗	✗	✗	- 1 GWR + GCR/Dir	- 1 GER + GCR new
✗	✗	✗	+ GCR new	- 1 GER + GCR new
✗	✗	✗	- 1 GWR + GCR new {floated}	- 1 GER + GCR new
✗	✗	✗	+ GCR new	- 2 GER + 2 GCR new
✗	✗	✗	✗	- 2 GCR + L&YR/Dir
✗	✗	✗	✗	- 3 GCR + 3 L&YR new
✗	✗	✗	✗	- 1 LNWR + L&YR new {floated}
✗	✗	✗	✗	+ GWR pool
✗	✗	✗	✗	✗
Priority for SR10				

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Pete Campbell	226	-209	17	1,578	22.0▲	9
Rob Thomasson	349	-305	44	1,499	20.9▲	13
John Shelley	347	-292	55	1,445	20.2▲	12
Lionel Robbins	254	-206	48	1,401	19.6▲	12
John Boocock	196	-190	6	1,241	17.3▼	11

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	5D	1	-	-	2	2	-	-	-	-
Rob Thomasson	S&M	-	5D	-	-	-	-	5D	5D	-	-
John Shelley	-	-	1	7D	-	-	-	-	-	6D	-
✗ Lionel Robbins	-	1	2	2	3	5D	-	-	-	-	-
John Boocock	L&M	1	-	1	5D	1	4D	-	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	-	4	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP C&W	3	1	-	2	2	4	5	5	-	-
Price (pool)		225	160	126	67	71	67	64	61	58	
Company credit		80	100	120	160	710	670	640	610	580	
Tokens		4	3	3	4	5	4	4	4	3	3
Trains		3222	322	322	33	-	-	-	-	-	-
Bank cash: 19,850		Certificate limit: 18						Trains: 1 x '3', 5 x '4'			

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/2	3/2	4/6	5/3	6/4	7/2	8/3	9/8	10/2	12/2	13/2	14/2	
15/1	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

OR10, OR11

Adjudication can pause between rounds if requested



1830-V2-U28

This looks like being the last stock round for the game.

OR15 - SR9

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	9:D16:2	270	Yes	①	260B▲	250	5
B&O	DS	-	360	Yes	-	240B▲	520	D
B&M	MS	45:D12:4	220	Yes	-	200A▲	70	6
NYNH	AH	43:B8:3	200	Yes	-	185C▲	180	5
PRR	AH	14:C3:2	360	Yes	-	170C▲	80	D
Erie	PC	23:D16:5	420	Yes	-	120D▲	165	D
C&O	PC	7:H20:4	520	Yes	①	100E▲	451	6 5
CPR	DS	-	310	Yes	-	100C▲	0	D

Notes: ① 80 to the bank for terrain costs

#### Stock Round 9

Don	Pete	Alan	Mark
+ B&O pool	+ NYC pool	- 1 NYC + B&M new	+ NYNH new
+ B&O pool	+ NYC pool	- 1 NYNH + B&M new	✗
+ B&O pool	+ NYC pool	- 1 NYNH + B&M new	✗
+ C&O pool	+ C&O new	- 1 NYNH + C&O pool	✗
+ Erie pool	✗	- 1 NYNH + C&O pool	✗
✗	✗	- 1 PRR + C&O pool	✗
✗	✗	✗	Priority for SR10

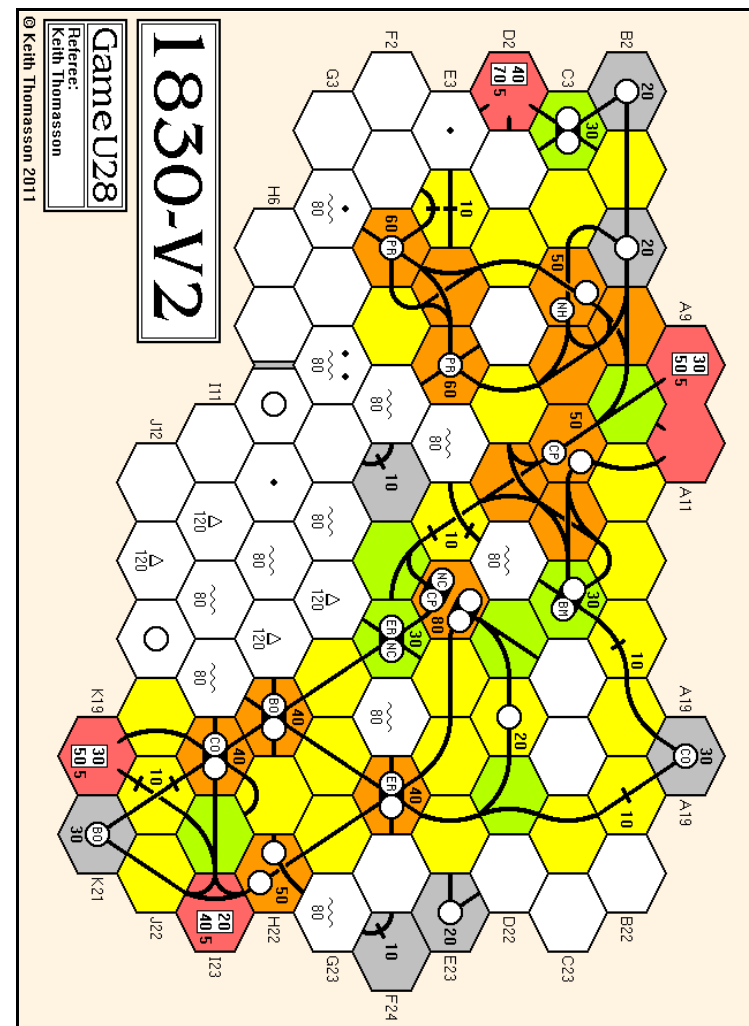
Cash Flow	b/f	OR15	SR9	c/f	Value	%	Certs.
Don Smith	993	357	-940	410	3,242	18.1▼	14
Pete Campbell	1,716	623	-880	1,459	5,029	28.0▲	16
Alan Harvey	1,075	520	570	2,165	4,991	27.8▲	16
Mark Stretch	890	462	-90	1,262	4,674	26.1▼	16

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

Bank (new)	-	-	-	-	-	-	1	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	2	-	-	-	-	5	2
Price (pool)	200A	240B	110D	112B	140C	300A	185C	170C
Company credit	70	520	451	0	165	250	180	80
Tokens	2	1	2	2	1	2	1	2
Trains	6	D	6.5	D	D	5	5	D

Bank cash: 4.988      Certificate limit: 16      Trains: Diesels  
Current operating order: NYC, B&O, B&M, NYNH, PRR, Erie, CPR, C&O

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



Orders required for the following rounds

By the early deadline

OR16, OR17, OR18





1856-E31

Just the one round as  
the first '4' train is sold.

OR4

The LPS did not buy the FT private from John last time. I must have been checking the wrong figures...

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	14:P9:3	130	Yes	①	100C	160	3	3
WR	MF	5:O18:1	160	Yes	① ②	90D	5	4	3 3
GW	AR	-	60	Yes	-	80E	125	3	3
LPS	JS	8:D13:3	120	Yes	① ③	75F	75	4	4
CPR	RT	9:O8:3	90	No	① ④ ③	50G	15	4	4 3

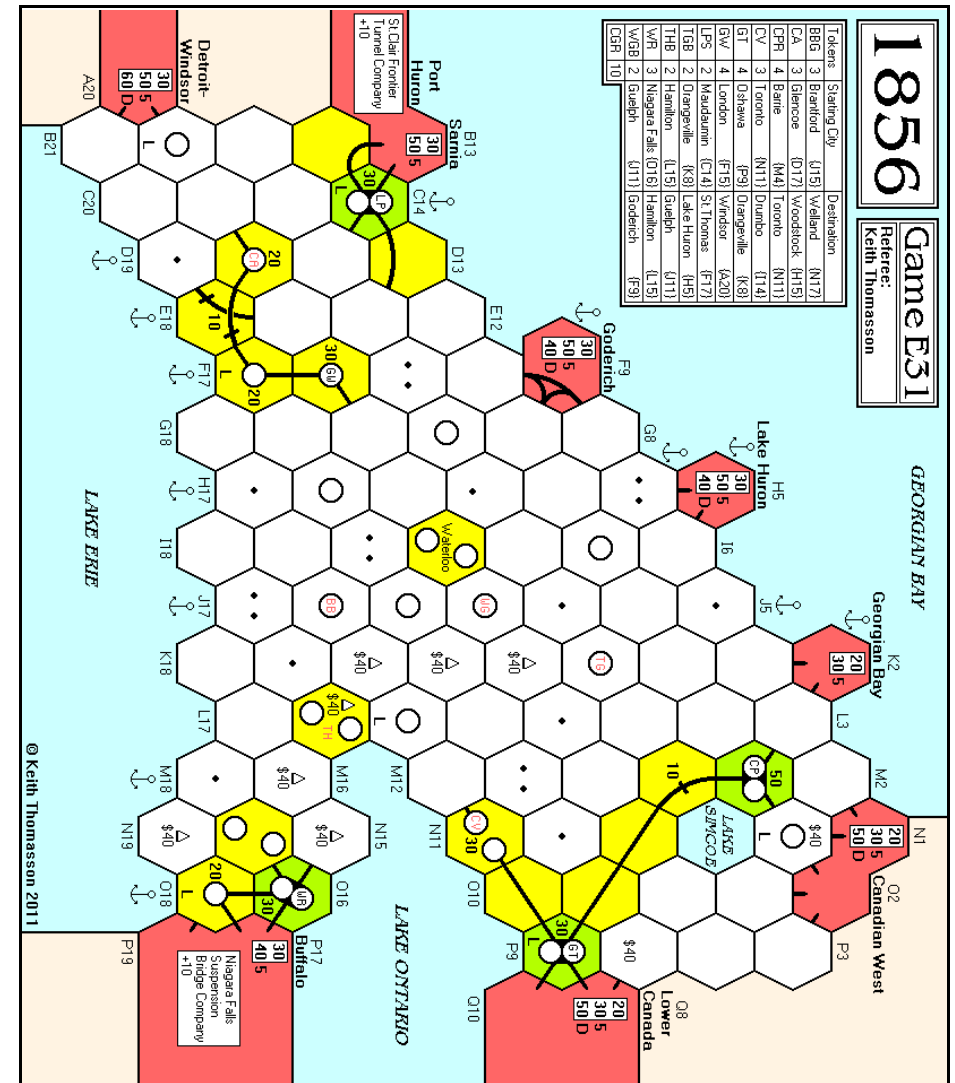
- Notes: ① Government loan secured  
 ② 225 to the bank for a '3' train  
 ③ 350 to the bank for a '4' train  
 ④ Destination reached - 65 released from escrow

Cash Flow	b/f	OR4	c/f	Value	%	Certs
Adam Romoth	4	42	46	521	20.1	5
Mark Frueh	41	90	131	621	24.0	5
John Shelley	5	77	82	552	21.3	6
Rob Thomasson	42	12	54	379	14.6	1-5
Don Smith	65	52	117	517	20.0	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	-	-	-	-	-	-	5P	1	-	-	-	-
Mark Frueh	WSR	-	-	-	-	-	-	-	-	-	-	5P
John Shelley	FT	-	-	-	-	-	-	6P	-	-	-	-
Rob Thomasson	-	-	-	5P	-	-	-	1	-	-	-	-
Don Smith	-	-	-	-	-	4P	-	-	-	-	-	-

Bank (new)	10	10	4	10	6	5	2	10	10	10	5
Price (par)			65		80	70	65				75
Bank (pool)			1		-	-	-				-
Price (pool)			50G		100C	80E	75F				90D
Company credit			15		160	125	75				5
Loans			4		3	3	4				4
Tokens	3	3	3	3	3	3	1	2	2	2	2
Trains			4 3		3	3	4				3 3
Bank cash:	11	190									
Certificate limit:	13										
Current operating order:	GT, WR, GW, LPS, CPR										

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/1	6/-	7/6	8/12	9/10	55/1	56/-	57/4	58/2	
69/1	14/2	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1	
28/1	29/1	59/2	120/1	121/1									



Orders required for the following rounds

By the early deadline

OR5, SR5

Adjudication can pause between rounds if requested



1861-R29

Both of the '7' trains are bought.

OR10 - SR6

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JB	8:J5:2	-	250	Yes	270B▲	617	-	7 4
SW	LQ	639:G8:1	-	270	Yes	245B▲	144	-	7 4
MKV	DS	44:I10:3	-	120	Yes	180A▲	37	3	-
NW	DS	9:K4:2	-	350	Yes	180D▲	765	-	5 5
SE	JS	640:F15:1	-	320	Yes	180C▲	239	-	5
MKN	LQ	45:H11:4	-	600	Yes	150D▲	180	-	5 4
MK	LQ	6:O2:3	-	380	Yes	150D▲	291	-	6
RSR			630	No	-		857	-	6 4

- Notes: ① 800 to the bank for a '7' train  
 ② One loan redeemed  
 ③ 1 to the MKV for a '5' train  
 ④ 80 to the bank for a token in F15  
 ⑤ 20 to the bank for terrain costs

Merger Round 7 - No action

Stock Round 6

John Boocock	Lyndon	Don	John Shelley
✗	+ GRR new	+ GRR new	+ GRR new
✗	+ GRR new	+ MK new	+ SW pool
✗	✗	✗	- 1 MK + SW new
✗	✗	✗	- 1 MKN + SW new
✗	✗	✗	✗
Priority for SR7			

Cash Flow	b/f	OR10	MR7	SR6	c/f	Value	%	Certs
Don Smith	277	261	0	-420	118	2,278	18.7▼	9
John Shelley	331	377	0	-705	3	2,943	24.2▲	11
John Boocock	687	220	0	0	907	2,737	22.5▼	6
Lyndon Gurr	462	685	0	-540	607	4,207	34.6▲	16

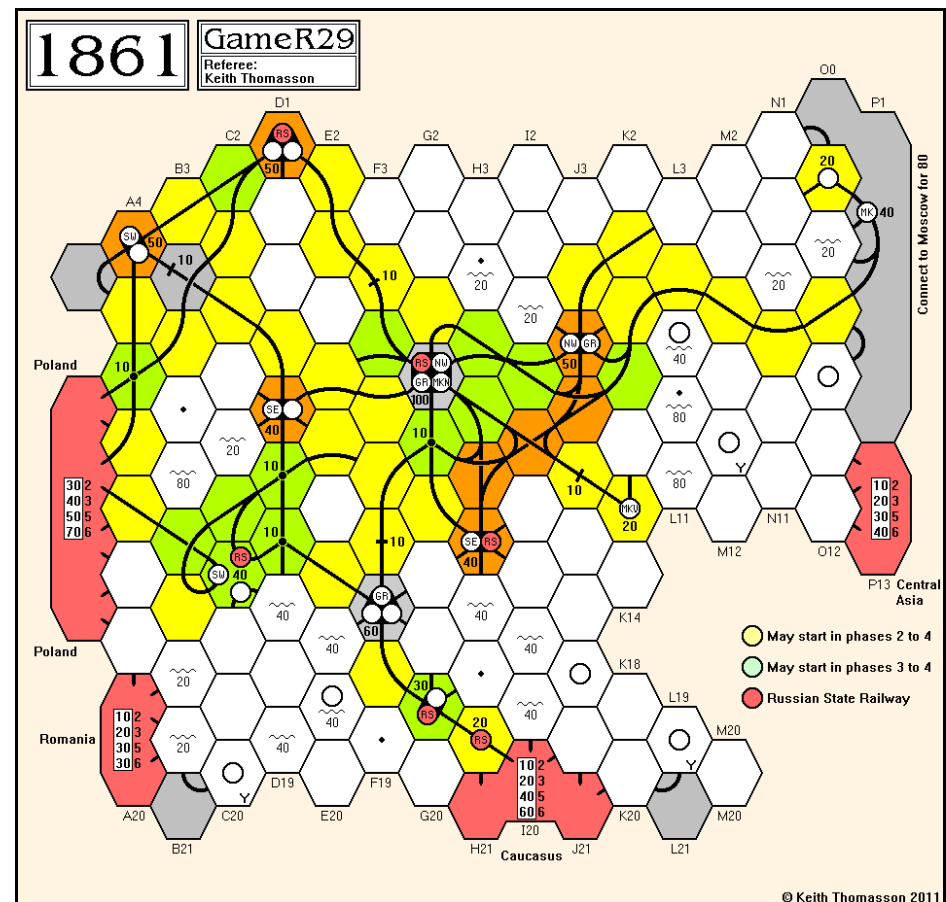
Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Don Smith	1	1	-	2D	-	6D	-	1	
John Shelley	2	-	-	-	-	1	6D	4	
✗ John Boocock	5D	-	1	-	-	1	-	-	
Lyndon Gurr	2	5D	6D	-	-	-	-	5D	

Bank (new)	-	3	2	8	10	2	4	-	
Bank (pool)	-	1	1	-	-	-	-	-	
Price	300A	150D	150D	180A		180D	180C	270A	
Company credit	1,697	441	180	37		765	239	634	857
Loans	-	-	-	3		-	-	-	-
Tokens	-	2	2	2	3	1	-	1	3
Trains	7 4	6	5 4	-		5 5	5	7 4	6 4

Bank cash: 8,515 Certificate limit: 16 Trains: 9 x '8'...  
 Current operating order: GRR, SW, NW, SE, MKV, MKN, MK, RSR

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
3/2	4/2	5/1	6/1	7/2	8/2	9/2	57/1	58/4	201/3	202/4	621/2	14/2	
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	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	619/2	622/2	624/1	625/1	
626/1	635/-	637/1	39/2	40/2	41/2	42/2	43/1	44/1	45/1	46/2	47/2	63/1	
611/3	623/2	636/1	638/1	641/-	801/1	911/3	639/-	640/-	642/1				

✗ Yellow track tiles are unlimited



Merger rounds 8 and/or 9 may not happen - it depends when the first '8' train is bought.

Orders required for the following rounds	By the early deadline
OR11, MR8, OR12, MR9	Adjudication can pause between rounds if requested





1861-F31

No mergers or conversions.

MR1 - SR3

Merger Round 1

No action.

Stock Round 3

Pete	Lyndon	Lionel	Willem	Don
240 on MB	✗	✗	✗	✗
MB for 245	240 on E	245 on E	✗	✗
✗	250 on E	✗	✗	✗
✗	E for 250	245 on D	✗	✗
✗	✗	D for 245	210 on V	✗
✗	✗	✗	V for 210	✗
✗	✗	✗	✗	Priority for SR4

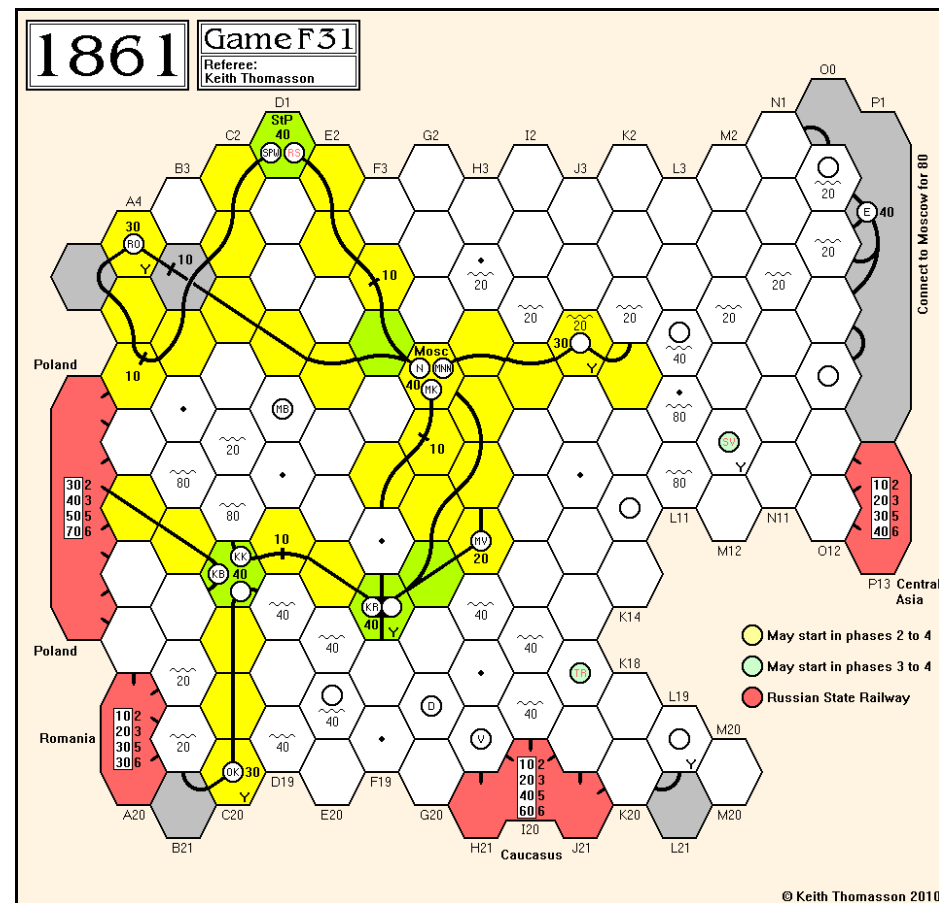
Cash Flow	b/f	MR1	SR3	c/f	Value	%	Certs.
Willem Moene	217	0	-210	7	422	16.4	3
Don Smith	157	0	0	157	517	20.1	3
Pete Campbell	252	0	-240	12	522	20.3	4
Lyndon Gurr	267	0	-250	17	547	21.3	3
Lionel Robbins	247	0	-245	2	562	21.9	4

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

Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	100F	55H	60H	60H	70G	90F	50H	50H	60H	50H	120D	120D	120D	100E	
Company credit	180	45	170	0	100	50	30	5	0	10	245	250	240	210	
Loans	-	-	-	-	-	-	-	-	-	2	-	-	-	-	
Tokens	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Trains	2	2	-	2	2	2	2	2	2	2	3	-	-	-	
Bank cash: 13,270	Certificate limit: 13										Trains: 6 x '3', 4 x '4'...				
Current operating order:	MB, E, D, N, V, MNN, MK, KK, RO, KR, KB, SPW, MV, OK														

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds				
3/1	4/4	5/2	6/1	7/2	8/2	9/2	57/2	58/2	201/3	202/1	621/2	14/2			
15/2	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/4	25/3	26/2	27/2			
28/2	29/2	30/2	31/2	87/2	88/2	204/2	207/5	208/2	619/2	622/1	624/1	625/1			
626/1	635/-	637/1													

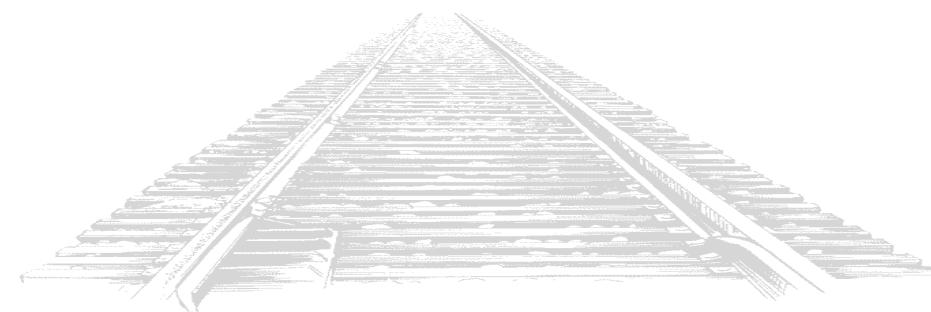
⚡ Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR5, MR2





1870-N29

Four connection runs  
in this single round.

OR11

OR11	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LQ	8:A6:4 9:A4:5	390	Yes	-	275A	136	5 4
ATSF	MF	9:I4:2 8:G6:5	220	Yes	-	180C	147	5
SLSF	DS	23:F13:1 -	150	Yes	-	160E	88	4
MKT	PC	41:L7:3 -	200	Yes	-	160C	134	5
MKT	PC	Connection run	230	No	①	160C	364	5
GMO	WM	15:M20:6 -	160	Yes	-	160A	26	6 4
SSW	PC	25:H9:3 -	230	Yes	-	140A	260	4
SP	MF	24:M16:4 -	190	Yes	-	100B	198	5
SP	MP	Connection run	150	Yes	②	120B	243	5
TP	LQ	Connection run	120	No	②	60F	120	6
TP	LQ	146:M10:1 -	190	No	-	55F	310	6
IC	WM	9:C20:2 9:B21:2	110	No	-	55E	522	4
IC	WM	Connection run	150	No	③	55E	672	4

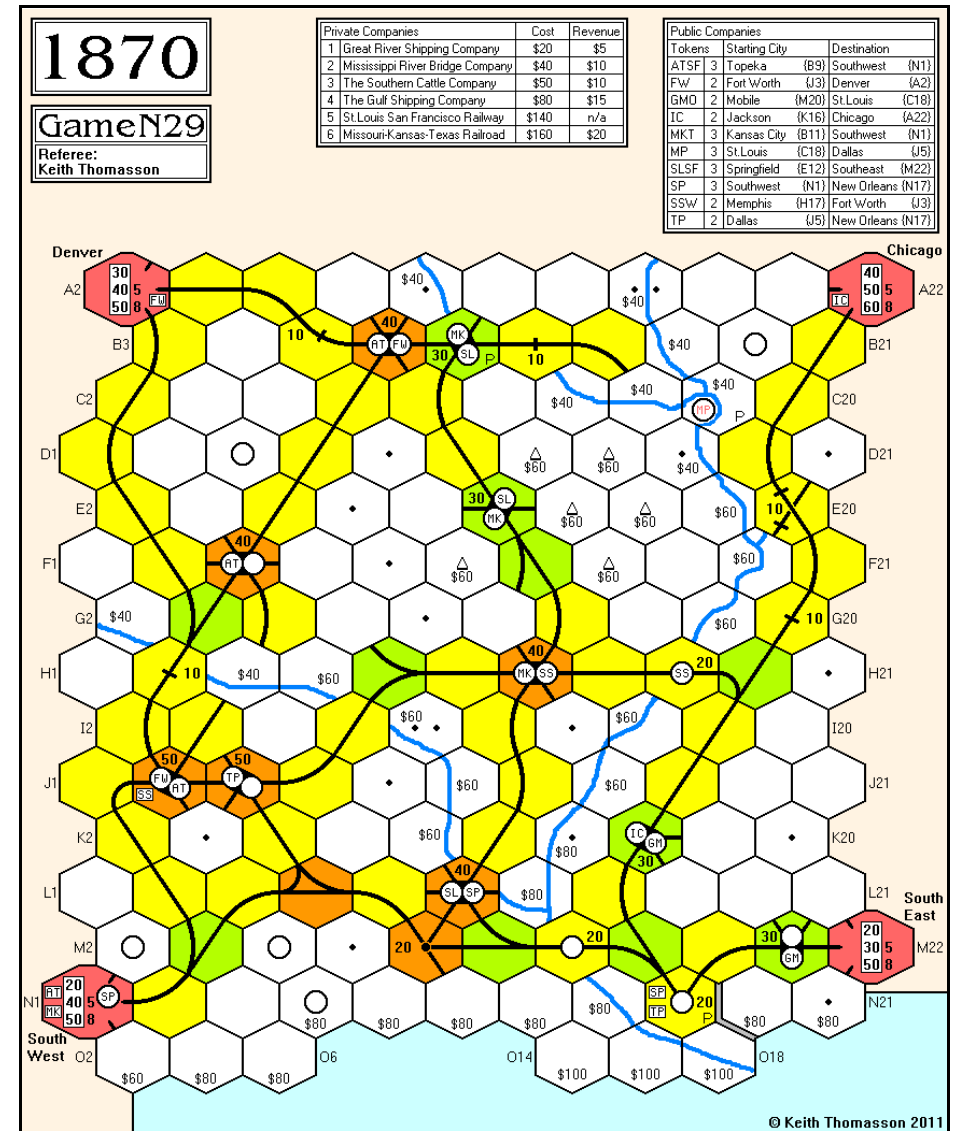
Notes: ① Destination marker placed in N1  
② Destination marker placed in N17  
③ Destination marker placed in A22

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Pete Campbell	464	274	738	2,808	21.3	11-13
Lyndon Gurr	191	273	464	3,047	23.1	9-14
Willem Moene	144	130	274	1,739	13.2	6-12
Don Smith	316	167	483	1,958	14.9	8-9
Mark Frueh	721	382	1,103	3,628	27.5	13-16

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)	180C	275A	160A	55E	160C	82C	160E	120B	140A	55F
Company credit	147	136	26	672	364		88	243	260	310
Redeemed shares	1	3	-	-	-			-	-	-
Tokens	-	-	D	1	-	3+D	D	1	-	1
Trains	5	5 4	6 4	4	5		4	5	4	6
<div>Bank cash: 6,692<div>Certificate limit: 13</div>Trains: 1 x '6', 3 x '8'</div>										
Current operating order: FW, ATSF, SLSF, MKT, GMO, SSW, SP, TP, IC										

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



Orders required for the following rounds

By the early deadline

OR12, SR8

Adjudication can pause between rounds if requested



1870-A32

Just one company  
to join the SLSF.

PUBLICS

Stock Round 1 - Public companies

Adam	Lyndon	Lionel	John	Willem
+ MKT/Pres (72)	+ FW/Pres (68)	+ FW new	✗	+ SLSF new
+ MKT new	+ FW new	+ FW new	✗	+ SLSF new
✗	+ FW new (floated)	+ SLSF new	✗	✗
✗	+ FW new	✗	✗	✗
✗	+ FW new	✗	✗	✗
✗	✗	Priority for SR2		

Cash Flow	b/f	Publics	c/f	Value	%	Certs
John Shelley	320	0	320	420	19.1▼	2
Willem Moene	240	-200	40	480	21.8▼	4
Adam Romoth	228	-216	12	460	20.9▲	4
Lyndon Gurr	420	-408	12	420	19.1▼	5
Lionel Robbins	370	-256	134	420	19.1▼	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	-	-	-	-	-	-
Willem Moene	MRBC	-	-	-	-	-	-	4P	-	-	-
Adam Romoth	MKT	-	-	-	-	4P	-	-	-	-	-
Lyndon Gurr	-	-	6P	-	-	-	-	-	-	-	-
✗ Lionel Robbins	SCC	-	2	-	-	-	-	1	-	-	-

Bank (new)	10	2	10	10	6	10	5	10	10	10
Price (par)		68				72		100		
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)		68F				72E		100A		
Company credit		680						1,000		
Redeemed shares		-						-		

Tokens	3+D	2+D	2+D	2+D	3+D	3+D	3+D	3+D	2+D	2+D
Trains										
Bank cash: 9,802	Certificate limit: 13					Trains: 7 x '2', 6 x '3'..				
Current operating order:	SLSF, FW									

Tiles	Tile number/Availability				One Operating Round between Stock Rounds							
1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5	58/4
69/1												

I don't know if Adam miscalculated. He asked for a starting price for the MKT of 71, which isn't a valid starting price option in 1870, and wanted to buy 50%. The difference of 1 in the price didn't matter - he could only afford 3 more shares with his cash in hand. As nobody came along to help, the MKT will have to wait for further investment before it starts operating.

# 1870

## GameA32

Referee:  
Keith Thomasson

Private Companies	Cost	Revenue
1 Great River Shipping Company	\$20	\$5
2 Mississippi River Bridge Company	\$40	\$10
3 The Southern Cattle Company	\$50	\$10
4 The Gulf Shipping Company	\$80	\$15
5 St.Louis San Francisco Railway	\$140	n/a
6 Missouri-Kansas-Texas Railroad	\$160	\$20

Public Companies	Tokens	Starting City	Destination
ATSF	3	Topeka (B9)	Southwest (N1)
FW	2	Fort Worth (J3)	Denver (A2)
GMO	2	Mobile (M20)	St.Louis (C18)
IC	2	Jackson (K16)	Chicago (A22)
MKT	3	Kansas City (B11)	Southwest (N1)
MP	3	St.Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following rounds

By the early deadline

OR1, SR2

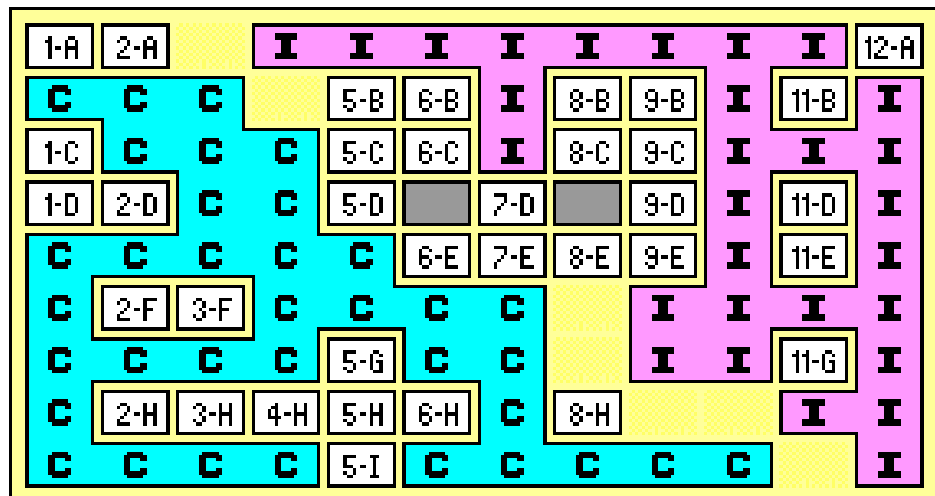


ACQUIRE 56

Just the one turn for this round.

ROUND 11

Colin 12-F Imperial takes over Tower, bonuses for John (3,000) and Tony (3,000), Colin sells 3 for 1,200, Willem sells 5 for 2,000, John sells 6 for 2,400, Michael sells 3 for 1,200, Tony sells 6 for 2,400. (Dead tiles: 11-I) Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	-	-	-	-	7	4	1,700	18,900
Willem Moene	-	-	-	-	-	4	-	21,400	25,800
John Colledge	-	-	-	-	-	-	9	14,900	31,400
Michael Graystone	-	-	-	-	-	8	9	9,100	45,400
Tony Wilcock	-	-	-	-	-	6	3	14,800	24,400
Bank Stock	25	25	25	25	25	-	-		
Chain Size	-	-	-	-	-	35	29		
Chain Value	-	-	-	-	-	1100	1000		

Colin brings this one to a quick close, with Michael in a strong, unassailable positions.

1st	Michael Graystone	45,400
2nd	John Colledge	31,400
3rd	Willem Moene	25,800
4th	Tony Wilcock	24,400
5th	Colin Sharpe	18,900

Round up time will happen next time, so let me have your views on the game.

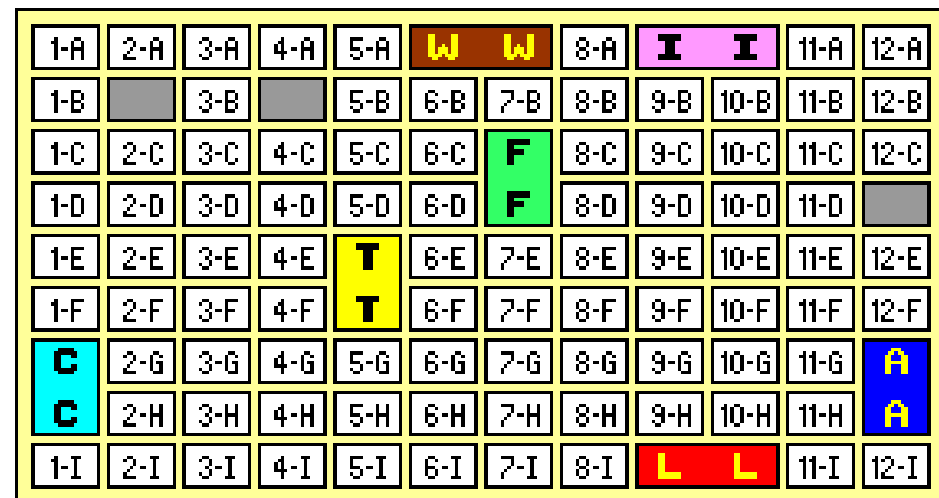


ACQUIRE 58

All chains are in play,  
and all of them are size 2.

ROUND 2

Bob 5-F Forms Tower, one free share. Buys 2 Tower @ 200, 1 Worldwide @ 300.  
 Tony 12-G No purchases.  
 John 2-B Buys 3 Festival @ 300.  
 Kevin 10-I Forms Luxor, one free share. Buys 3 Luxor @ 200.  
 Michael 12-D Buys 3 Worldwide @ 300.  
 Bob 12-H Forms American, one free share. Buys 3 American @ 300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	-	3	4	-	3,900	13,900
Bob Coull	-	3	4	4	1	-	-	3,500	17,300
Tony Wilcock	-	-	-	-	-	-	-	6,000	6,000
John Marsden	-	-	-	3	4	-	-	4,200	10,800
Kevin Lee	4	-	-	-	-	-	4	4,200	15,600
Bank Stock	21	22	21	18	17	21	21		
Chain Size	2	2	2	2	2	2	2		
Chain Value	200	200	300	300	300	400	400		

Playing sequence

Tony, John, Kevin, Michael, Bob, Tony again





## AGRICOLA 4

You can't cook animals without a Fireplace or Oven.

## ROUND 13

Kevin's farm display has been updated this time. John gains 1 food (Carp Pond).

### Actions

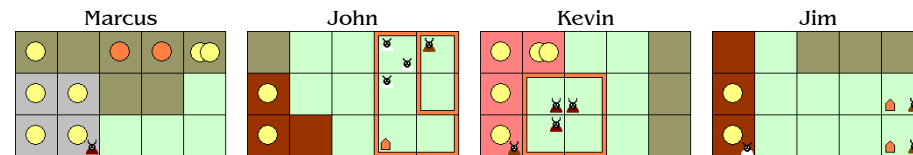
Marcus	Renovate (costs 1 reed, 4 stone)
John	Day Labourer (gains 2 food)
Kevin	Family Growth without space
Jim	Start Player - Millboard Plough (costs 2 wood)
Marcus	+2 wood (gains 6 wood (Wood Cart))
John	+1 Fish (Catch Fish) (gains 2 fish)
Kevin	Clay Deposit (gains 5 clay)
Jim	Plough 1 Field (ploughs 2 fields (Millboard Plough))
Marcus	+3 wood (gains 5 wood (Wood Cart))
John	Fences - builds 7 fences and 1 stable (costs 9 wood - (gains 1 cow (Farmer))
Kevin	+1 cow (gains 2 cows) (converts 2 pigs into 4 food)
Jim	Take 1 vegetable (gains 1 vegetable)
Marcus	Family Growth (Farm Steward) - Yoke (ploughs 2 fields)
Kevin	Sow and/or Bake Bread (bakes 1 grain into 5 food)

### Harvest

Marcus	Feeds the family (1 food, 1 cow, 2 vegetables)
John	Feeds two family members (4 food) and takes 1 begging card
Kevin	Feeds the family (4 clay (Tinsmith), 3 food)
Jim	Feeds one family member (1 food, 1 grain) and takes 2 begging cards

+1 wood {2 wood}	+2 wood {2 wood}	+3 wood {3 wood}	+1 clay {3 clay}	+2 clay {4 clay}	Private clay pit {2 clay} {3 food⇒Jim}
Clay Deposit {5 clay} {1 food⇒ Kevin}	+1 reed {2 reeds}	+1 food Catch fish {1 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 {2 sheep}	Family Growth then Minor Imp	+1 stone {3 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
Family Growth even without space	Renovate then Fences				

The remaining Major improvements and their costs are the same as last time.



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	7	-	3/3	1/2	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	-	10	Stone/4	5	27	
	Occupations Academic, Farm Steward, Reed Collector							
	Improvements Beehive {1}, Crooked Plough (used), Cooking Hearth {1}, Wood Cart, Yoke							

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	2	-/-	-/-	3	1	1
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	2	7	2	Wood/3	3	3	
Two Begging Cards {-6}	Occupations Farmer, Village Elder							
	Improvements Carp Pond {1}, Greenhouse {1}, Potato Dibber							

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	7	3	1	-/-	-/-	-	1	3
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	5	4	2	1	Clay/4	5	22	
	Occupations Animal Handler, Mushroom Collector, Plough Maker, Tinsmith							
	Improvements Baking Tray, Clay Deposit, Clay Oven {2}, Fireplace {1}, Simple Fireplace {1}							

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	3	-	-/-	1/-	1	2	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	13	1	5	6	Wood/3	3	4	
Three Begging Cards {-9}	Occupations Clay Digger, Conservator, Pig Catcher							
	Improvements Horse {2}, Lasso, Millstone, Millboard Plough (used), Raft {1}, Stone Cart, Well {4}							

### Orders required

Actions for the family starting with Jim Next Harvest - after round 14



BATTLE! 4

Your Attribute research order is:  
MACPSDERBHX

ROUND 17

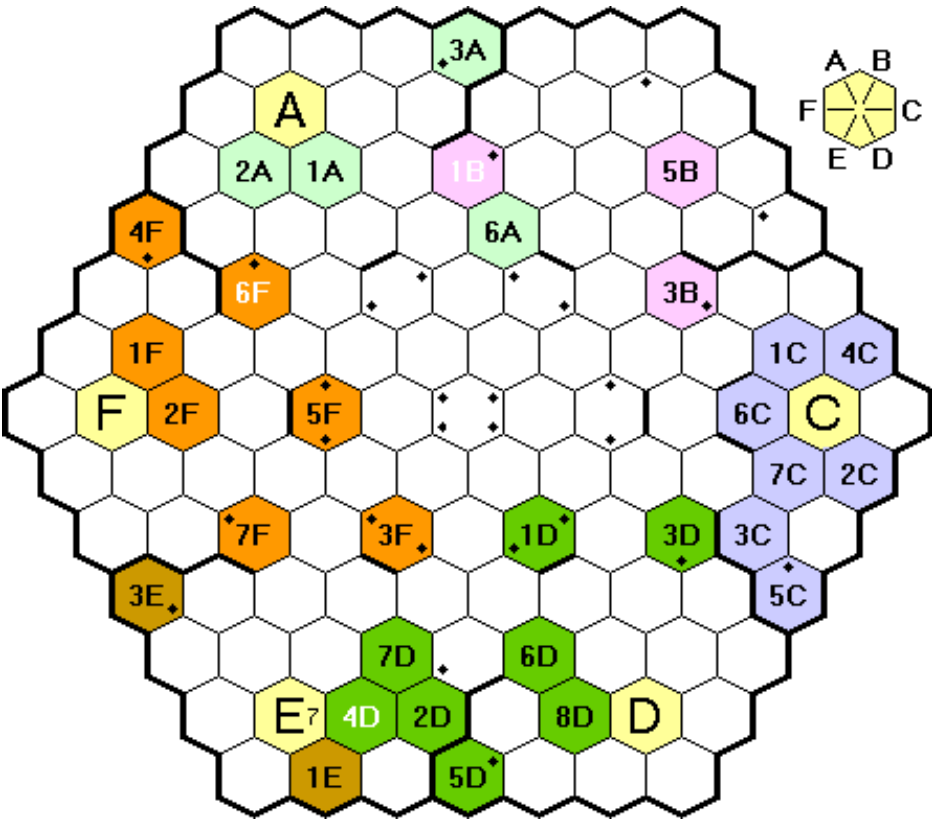
Research: None. New units: 1E (D).

Moves: *Chaos* used Elite(g) to ignore adjacency while withdrawing his units nearer to home. *Dynamo* got a a bit hung up on his moves. Remember that a unit with a Move attribute of 2 moves before a unit with 1, so a slower unit will not be able to move out of the way of a faster unit in the first turn of movement.

Combat: 1A⇒6F {+1 vs defence} {8 hits}, 2A⇒6F {+1 vs defence} {2 hits \*}, 6A⇒1B {10 hits \*}, 1E⇒4D {4 hits \*}.

Builds: None. Conversions: None.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 9	12	1A	1	4	0	0	1/0	3	2	2	1	
			2A	0	1	0	0	0/0	0	1	1		
			◆3A	2	0	0	2						
			6A	4	5	5	0	2/0	6	1	1		
Blob Steve Ham	Defunct {Sixth}	-	◆3B	1	3	0	0	0/0	4	1			
			5B	0	0	0	2						
Chaos Marcus Pratt	No research Level 10	13	1C	1	0	0	0	0/0	0	1			
			2C	1	0	1							
			3C	3	2	0	2	1/0	1	2	3	0	1
			4C	1	0	1	0	1/2					
			◆5C	2	0	0	2						
			6C	2	4	0	0	0/0	1	2	2		
			7C	1									
Dynamo Mark Stretch	No research Level 5	15	◆◆1D	1									
			2D	1									
			◆3D										
			◆5D	2	1	1							
			6D	2	3	0	0	1/0					
			7D	2	3	1							
Elp Michael Graystone	No research Level 6 Base at 7	8	1E	0	2								
			◆3E	2									
Free Friends John Marsden	No research Level 9	16	1F	2	2	0	0	0/0	1	0	1		
			2F	2	2	0	0	0/0	3	3	4		
			◆◆3F	2	1	1	0	2/0	1	1			
			◆4F	1									
			◆◆5F	0	1	0	1						
			◆7F	2	2								



Orders required

Attribute order: MACPSDERBHX

Production, Moves, Combat, Build and Conversion for round eighteen







BREAKING AWAY 20

All done and dusted.

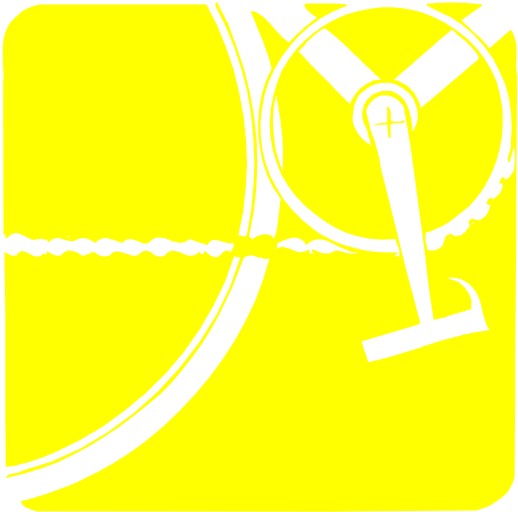
GAME OVER

Pos	Riders	Team Results	Individual Mention
1st	Tyred Tom	1st . . . . . Team Tom	Bashamichi (Sen) . . . . 21
2nd	Bashamichi	2nd . . . . . Minatomirai Sen	Tyred Tom (Tom) . . . . 20
3rd	Ptosphes	3rd . . . . . Same Again Boys	Dennis Frank (SAB) . . . 16
4th	Dennis Frank	4th . . Early Dungeon Threats	Fast Tom (Tom) . . . . . 16
5th	Fast Tom	5th . . . . . Otherwhen	Ptosphes (Otherwhen) . 12
6th	Jim Reader	6th . . . . . Butterfly Beauties	Sigmund (Threats) . . . 10
7th	Top Tom		
8th	Ijyb		

1st	Richard Lunn . . . . . Team Tom . . . . .	44
2nd	Jim Reader . . . . . Minatomirai Sen . . . . .	36
3rd	Steve Ham . . . . . Same Again Boys . . . . .	32
4th	Greg Payne . . . . . Early Dungeon Threats . . . . .	21
5th	Dennis Frank . . . . . Otherwhen . . . . .	13
6th	Kevin Lee . . . . . Butterfly Beauties . . . . .	7

Dennis Frank (Otherwhen, 5th): Congratulations to Richard’s Team Tom for a well earned victory. It seems that even bringing back team Otherwhen couldn’t stop my crashing. It’s pretty bad riding when my namesake on Steve’s team scored more than my whole gang!

It seems that everyone else was too exhausted to say anything, but the fact that you enjoyed your journey to exhaustion will be taken as read.



BREAKING AWAY 21

The first sprint line is finished.

ROUND 5

Pos	Riders	New
50	Kudov	4
49	-	
48	-	
47	-	
46	Red Fur {3 pts} Mitre Conshohocken {2 pts}	3
45	-	
44	Scudder {6 pts}	3
43	Block {4 pts}	4
42	Hazz {5 pts}	5
41	Yatesy Suquehanna Makes-Things {1 pt}	6
40	Catasauqua Givens	9
39	Healer	11
38	Boardy ◇ Wigg ◇ Magrat Garlick	12
37	Leonard	15
36	-	
35	Granny Weatherwax	3
34	Nanny Ogg Silver Fur Agnes Nitt Human	4
30	Tamaqua	3
29	Liggy	4

Dennis Frank (4)	Fuzzy Riders:
A Red Fur (3)	3 3 3 10:
B Healer	3 4 11:
C Silver Fur	3 4 13:
D Makes-Things (1)	3 3 6:
Jim Reader (2)	Team Lenape:
A Catasauqua	3 9 9 15:
B Conshohocken (2)	3 3 15:
C Tamaqua	3 3 4:
D Suquehanna	3 6 15:
Mike Reeves	HasBeens:
A Yatesy	1 3 6 15:
B Boardy	3 3 12:
C Wigg	4 8 12:
D Liggy	3 3 4:
Allan Stagg (23)	Beanz:
A Mitre (10)	3 3 5:
B Kudov (8)	4 4 4:
C Hazz (5)	3 3 5:
D Human	3 4 5:
Mark Stretch	Witches Abroad:
A Granny Weatherwax	3 5 6 9:
B Nanny Ogg	4 6 12:
C Magrat Garlick	4 8 12:
D Agnes Nitt	3 4 15:
Rob Thomasson (10)	Hard Boiled:
A Block (4)	3 4 9:
B Scudder (6)	3 3 3:
C Leonard	4 9 15:
D Givens	3 9 15:



With the first sprint line sorted, *Beanz* show a strong lead with more than double the points of *Hard Boiled*, currently second in the team race.

*Kudov* makes a small break in front, but the main focus now is getting yourself in place for the second sprint line.

Orders required

Cards for round six





## Bus Boss 331-SCT

All joined up.

## ROUND 2

SLOB's builds for round 1 only cost him 11. I managed to put his purchases on the wrong routes, hence the overcharge. 1 point refunded.

Scotland  
Tartan Army Bus Services (TABS) (Don Shailer, Purple)  
 Ayr - Kilmarnock - Glasgow ..... 88 - 10 ... 78

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)  
 Edinburgh - Galashiels - Hawick ..... 89 - 12 ... 77

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)  
 Cumbernauld - Glasgow - Kilmarnock ..... 90 - 11 ... 79

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
 Stirling - Crianlarich ..... 88 - 9 .... 79

One Man's Routes (OMR) (Mark Stretch, Red)  
 Motherwell - Glasgow, Motherwell - Edinburgh ..... 87 - 12 .... 75

### Routes

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



## OUTPOST 29

Four colony upgrades  
 find new homes.

## ROUND 10

### Commander Actions

Mark Auctioned an Orbital Lab for 50. Lyndon joined at 51, Marcus at 52, Jim at 53. Mark dropped out at 69, Marcus and Jim at 70. Lyndon got it for 70 (o:4 w:30 t:11,12,13)

- Bought one Titanium Factory (w:8 t:11,12)
- Bought three Robots (o:5 w:5,7 t:13)

Lyndon Passed

Pete Auctioned a Laboratory for 80. Willem joined at 83 and dropped out at 84. Pete got it for 84 (o:2,3,3 w:9,10,10,30 m:17) plus a free Research Factory

Marcus Bought one New Chemicals Factory (o:2,2 w:30 t:10 r:16)  
 ► Bought one Population Unit (o:5,5)

John Auctioned a Robots for 50. Jim joined at 51. John dropped out at 63. Jim got it for 63 (o:2,2,4 w:4,5,5,6,6,6,7,8,8) plus a free Robot

- Auctioned a Robots for 50 and got it (o:5 w:8,30 t:8) plus a free Robot
- Bought one Population Unit (t:10)

Jim Passed

Willem Bought one Population Unit (o:1 w:9)

- Bought one Water Factory (w:5,7,8)

PO	Name	Factories	Population	Robots	Production
1	Pete	2o,5w,1r	8 (8)	0 (0)	2o,7w,1r,2m (102,15)
2	Mark	2o,4w,4t	5 (5)	5 (5)	2o,1w,1W,4t (83,15)
3	John	2o,4w,2t	8 (8)	1 (8)	4o,4w,2t (60,10)
4	Lyndon	2o,4w,3t	8 (8)	0 (0)	2o,1W,4t,1m (93,10)
5	Marcus	2o,4w,1t,1n	8 (8)	0 (0)	2o,1W,1t,2r,1n (92,10)
6	Jim	2o,4w	7 (8)	1 (7)	2o,6w (48,15)
7	Willem	2o,4w	5 (5)	0 (0)	2o,5w (41,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Pete	WH, Nod, OL, Lab		20 (180)
2	Mark	WH, HE, Rob		19 (105)
3	John	DL, HE, Nod, Rob		17 (120)
4	Lyndon	HE, Nod, OL		17 (105)
5	Marcus	HE, Nod, Sci		16 (95)
6	Jim	WH, HE, Nod, Rob		13 (130)
7	Willem	DL, DL, DL, DL		9 (60)

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

Orders required

Round eleven auctions, bids and purchases



## RAILWAY RIVALS 2157-KA

No position changes.

## ROUND 11

### Kansas

#### Round 11 Runs

			MWE	KRAP	WEAR	HICK	CAR	
30	52 Oakley/Scott City 23 Chanute/El Dorado	① HICK 13 ① KRAP 12 ③ CAR 5 ✕ MWE ✕ WEAR	-1	-3 +1 +1	-1	+3 +1	-1	9 13 6 1 1
31	65 Concordia/ Manhattan 22 Emporia/Garnett	① KRAP 30 ✕ HICK ✕ WEAR		+3 +1	-1	-3		26 3 1
32	33 Newton/Winfield 11 Kansas City	① CAR 8 ① HICK 8 ① KRAP 7 ④ MWE 4 ④ WEAR 3	-5		-1 +1 -1	+5 +1		8 2 8 8 4
33	21 Fredonia/Ottawa ① Nebraska	① MWE 30						30
34	12 Kansas City 42 Dodge City/ Englewood	① KRAP 13 ② HICK 8 ③ CAR 5 ③ MWE 4	-2			+2		13 6 5 6
35	62 Hays/Lyons 55 Norton	① CAR 15 ① MWE 15	+4				-4	19 11
36	③6 Colorado Missouri	① WEAR 20 ② HICK 10						20 10

#### Round 11 builds

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

None.

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:	30	31	32	33	34	35	36	Builds	Score
KRAP	289	13	26	8	-	13	-	-	-	349
MWE	258	1	-	8	30	6	11	-	-	314
WEAR	196	1	1	4	-	-	-	20	-	222
HICK	158	9	3	2	-	6	-	10	-	188
CAR	132	6	-	8	-	5	19	-	-	170

#### Round 12 Runs

37.	24 - 13	Independence/Parsons to Atchison/Leavenworth
38.	32 - 43	Wichita to Jetmore/Ness City
39.	25 - 35	Fort Scott/Pittsburg to Harper/McPherson
40.	44 - ③3	Garden City/Sublette to Oklahoma
41.	51 - 45	Sharon Springs/Tribune to Elkhart/Liberal
42.	56 - 64	Plainville/Stockton to Herington/Junction City
43.	36 - ②2	Arkansas City/Kiowa to Missouri
44.	61 - 15	Downs/Mankato to Lawrence/Paola

#### Runs

Enter up to 4



## RAILWAY RIVALS 2160-KT

GREAT takes second,  
close to first.

## ROUND 10

### Kansas

#### Round 10 Runs

			CUES	GREAT	BB	COLIN	REBUS	
22	55 Cincinnati 33 Nashville	① REBUS 20 ② COLIN 10 ✕ GREAT		-1		-2 +1	+2	18 11 1
23	61 Somerset 36 Tullahoma	① CUES 20 ② REBUS 10 ✕ GREAT	+7	-7				13 10 7
24	62 Pikeville 56 Cincinnati	① COLIN 15 ① BB 15			+6	-6		21 9
25	11 Cairo ③5 North Carolina/ Georgia	① GREAT 20 ② BB 10		+1	-1			19 11
26	24 Owensboro 45 Chattanooga	① GREAT 16 ② {CUES } 5 COLIN 4 ③ REBUS 5 ✕ BB		+2 -6	-2	-2 +6	+2	20 5 6 -3 2
27	26 Louisville 13 Dyersburg	① BB 13 ② COLIN 8 ③ GREAT 5 ④ CUES 4	+1	-1	+1			12 8 7 3
28	43 Knoxville ①1 Missouri/Arkansas	① CUES 16 ② GREAT 9 ③ BB 5	+1 -1	-1 +1	+1 -1			16 9 5

Round 10 builds  
Connections Uniting Eastern States (CUES) (Bob Coull, Green)  
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
None. +1 (BARGAIN BUCKET) = +1

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)  
X21 - W22 - V21. -2 (builds) -1 (GREAT) = -3

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)  
None.

REB's 'r' US (REBUS) (Rob Thomasson, Red)  
None.

Scores										
	Runs:	22	23	24	25	26	27	28	Builds	Score
B-BUCKET	175	-	-	9	11	2	12	5	-3	211
GREAT	144	1	7	-	19	20	7	9	1	208
REBUS	158	18	10	-	-	-3	-	-	-	183
CUES	143	-	13	-	-	5	3	16	-	180
COLIN	133	11	-	21	-	6	8	-	-	179

Round 11 Runs			
29.	25 - 35	Louisville to Bowling Green	
30.	21 - 54	Evansville to Maysville	
31.	31 - 15	Clarksville to Memphis	
32.	53 - 66	Ashland to Mississippi/Alabama	
33.	16 - 46	Memphis to Chattanooga	
34.	63 - 41	Middlesboro to Rockwood	
35.	66 - 63	Bristol to Ohio	

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



RAILWAY RIVALS 2178-MA

Plenty of small builds.

ROUND 5

Malta (15 points for these builds)  
Rails Across Malta (RAM) (Pete Campbell, Blue)  
N29 - N31 - Zabbar, Qrendi - Blue Grotto, F25 - Zurrieq, J32 - Zejtun, L20 - Attard,  
N31 - N32 - M32 - Marsaskala, R25 - S25 - Sliema.  
11 +1 (MIST) +2/-2 (OMR) +12 (MR) = 24

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)  
T10 - R9 - R8, L19 - Zebbug - I23 - F25 - F26, P12 - P10.  
105 -1 (RAM) +3/-1 (BUM) +1 (OMR) +1/-4 (MR) = 104

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
L21 - Q18 - Q14 - S13, Qormi - K22, C25 - Blue Grotto.  
33 +1/-3 (MIST) +2/-1 (OMR) -1 (MR) = 31

One Man's Railways (OMR) (Mark Stretch, Red)  
I25 - E23, N24 - Imsida - P23 - Gzira - S24 - Sliema, P23 - Birkirkara, K30 - H32.  
25 +2/-2 (RAM) -1 (MIST) +1/-2 (BUM) +15/-1 (MR) = 37

Maltese Rails (MR) (Roger Trethewey, Black)  
J14 - M12 - M10 - O9 - P10 - R9.  
109 -12 (RAM) +4/-1 (MIST) +1 (BUM) +1/-16 (OMR) = 86

Roger, your last point of your ordered builds was back into the hills, not what your summary of costs suggested, so I'm guessing there was something awry with the hex references.

Builds
Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2194-MN

All sorted for the start.

SET UP

Kentucky and Tennessee		
Player/Colour	Start	Railroad
Michael Graystone	Minneapolis	Graystone Railways Entertain Another Territory (GREAT)
Brown		
Steve Ham	Minneapolis	Ham's Engines Are Rubbish Timberwolves (HEART)
Purple		
Kevin Lee	Mankato	Fairmont Railways Are Rampant (FEAR)
Red		
John Marsden	Minneapolis	Making Alternative Routes Superior (MARS)
Green		
Jim Reader	Duluth	Bloody Useless Management (BUM)
Yellow		

Three people wanted to start from Duluth, so the dice had to decide, and Jim got that option. The other two both wanted Mankato next, so the dice once again chose, giving Kevin his second choice. Steve's preferred start was Minnesota, but as that is the map rather than a town, he defaulted to Minneapolis.

Builds
Up to 15 points excluding payments to rivals





## SAINT PETERSBURG 3

A round of little action.

## PHASE 5-T

### Round 5 - Trading Phase

Rob	Kevin	Bob	Tony
Tax Man $\Rightarrow$ hand	+ Firehouse from hand	<b>x</b>	<b>x</b>
Wharf $\Rightarrow$ hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	20	24	18r + 0vp	1r + 6vp	14r + 0vp	Aristocrat	8
Rob	16	18	27r + 2vp	3r + 8vp	12r + 4vp	Building	3
Kevin	8	37	15r + 0vp	5r + 15vp	12r + 4vp	Trading	11
Bob	29	31	27r + 3vp	0r + 0vp	13r + 7vp	Worker	0

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

Orders required

Round six Worker phase led by Bob

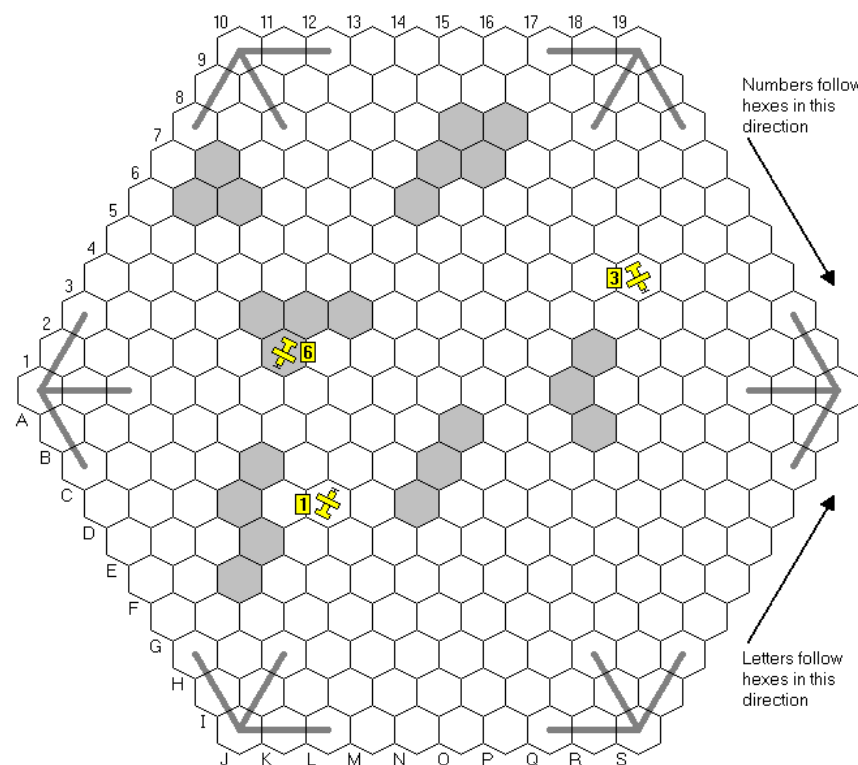


## SOPWITH T353FW

No shots fired this time.

## ROUND 15

	Pilot	Starts	Moves	Ends	A:D:P
1 ♠	<i>The Brown Baron</i> Michael Graystone	I4-NE	A, A, 0 (1 kill) {Airfield: A1}	I6-NE	11:12:17
3	<i>Wizard Prang</i> Jim Reader	J16-SW	LT, A, A {Airfield: J19}	M16-SE	16:10:00
6 ♠	<i>Glider</i> Hugo Griffin	G8-NE	I, RS, A (1 ½ kills) {Airfield: J1}	F7-SW	00:09:26



*Wizard Prang* decides to take the long way round the clouds - or perhaps, more importantly, the route that avoids meeting the enemy quite so soon. The clouds moved south east. 



6 NIMMT! 16

Michael picks up the only penalty point of the round.

ROUND 1

Hand 1 (1-104)

7	19	54	
4	16	46	
3	15	35	2
1/3	2/4	3/4	4/1

Michael (2) takes row 4 for 1 pt, Kevin (4), Colin (7), Don (16), John (19), Jim (46), Bob (54).

Hand 2 (1-104)

		23	
	15	20	71
	14	18	69
11	12	17	68
1/3	2/4	3/6	4/3

Kevin (14), Colin (15), Jim (18), John (20), Don (23), Bob (69), Michael (71). No penalties.

Hand 3 (1-74)

	28		
	26		
3	25		
2	24	62	
1	23	60	67
1/3	2/6	3/4	4/1

Colin (2), Michael (3), Jim (24), Don (25), Bob (26), John (28), Kevin (62). No penalties.

Hand 4 (1-74)

			58
10			56
8	33	39	55
7	32	36	54
1/5	2/6	3/2	4/10

Michael (8), Bob (10), John (33), Don (39), Jim (55), Kevin (56), Colin (58). No penalties.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Bob Coull	0	0	0	0	0
Kevin Lee	0	0	0	0	0
Jim Reader	0	0	0	0	0
Don Shailer	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Michael Graystone	1	0	0	0	1

Orders required

Round two - cards for each hand



PREVIEW

With the non-appearance of the new games planned for this time, the future looks very much the same as it did before.



The second edition of Homesteaders finally made it into stock. This may be more due to other shops having enough stock rather than the distributor getting enough in to meet demand. They do seem to be reducing the numbers they buy, but I guess that's another sign of the times. It does mean you have to strike quickly to be sure of getting a game when it is announced.

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

- #189: Bus Boss, Homesteaders
- #190: Agricola, Railway Rivals

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Nov 18	...mais n'est-ce pas la gare? 124
Nov 30	Devolution 88
Dec 1	Ode 327
Dec 6	Minstrel 354
Dec 7	Fury of the Northmen 5
Dec 13	Save Your XXs For Me 91
Dec 17	...mais n'est-ce pas la gare? 125
Dec 23	The Tangerine Terror 56

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.

	Rating	
- David Smith	3.478	The rating system is: 5 points for a win 3 points for second 1 point for third
- Tony Bromley	3.400	
- Lyndon Gurr	3.360	
- Pete Campbell	3.200	
- Marcus Pratt	2.792	
- Mark Frueh	2.786	
- Lionel Robbins	2.727	
- Steve Thomas	2.611	
- Tony Robbins	2.318	
- Alan Harvey	2.294	
▲ Michael Graystone	2.293	
- Rob Thomasson	2.244	
- Stephen Webb	2.226	
- Bob Coull	2.000	
▼ Colin Sharpe	2.000	



## NEWS FROM THE ROCK

[www.fwtwr.com/fwtwr/](http://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
▲	Ken Boucher	3.357
▲	David Hilbert	2.821
▲	Pete Campbell	2.797
-	Rob Thomasson	2.588
-	Victor Cronshaw	2.476
▼	John Boocock	2.214
▼	Michael Graystone	2.112
-	Mick Haytack	2.111
▲	Neil McConnell	2.111
▲	Willem Moene	2.020
▼	John Colledge	2.000
-	Greg Payne	2.000

The rating system is:

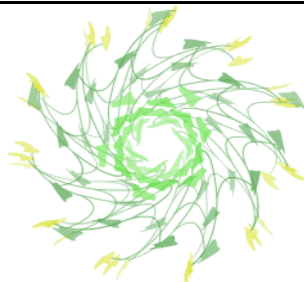
5 points for a win  
3 points for second  
1 point for third

- ✱ Completed games and winners:

1870 e897 {1870-A29}	Ken Boucher
1870 e910 {1870-G29}	Pete Campbell
1825 e930 {1825-K30}	Justin Rebelo
Puerto Rico e945	Willem Moene
Carcassonne e955	Ryk Downes
Acquire e956	Neil McConnell

- ✱ New games and start dates:

Acquire e963	Nov 19th
1850 e964 {1850 H32}	Nov 25th
Puerto Rico e965	Dec 13th



## 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	Acq56, OP29
Tony Bromley . . . . .	RR-2157-KA	Marcus Pratt . . . . . Agr4, Bat4, IW2, OP29
Pete Campbell . . . . .	1829-A30, 1830-V2-U28, 1861-F31, 1870-N29, BB-331-SCT, OP29, RR-2157-KA, RR-2178-MA, RR-2194-MN, Sop353	Jim Reader . . . . . 6n16, Agr4, BA21, BB-329-FRA, BB-331-SCT, OP29, RR-2157-KA, RR-2178-MA, RR-2194-MN, Sop353
John Colledge . . . . .	6n16, Acq56	Mike Reeves . . . . . BA21
Bob Coull . . . . .	6n16, Acq58, BB-329-FRA, RR-2160-KT, RR-2178-MA, StP3	Lionel Robbins . . . . . 1825-X31, 1829-A30, 1861-F31, 1870-A32
Dennis Frank . . . . .	BA21	Adam Romoth . . . . . 1856-E31, 1870-A32
Mark Frueh . . . . .	1856-E31, 1870-N29	Don Shailer . . . . . 6n16, BB-331-SCT, RR-2157-KA
Michael Graystone . . . . .	6n16, Acq56, Acq58, Bat4, BB-329-FRA, RR-2160-KT, RR-2194-MN, Sop353	Colin Sharpe . . . . . 6n16, Acq56, BB-329-FRA, RR-2160-KT
Hugo Griffin . . . . .	Sop353	John Shelley . . . . . 1825-X31, 1829-A30, 1856-E31, 1861-R29, 1870-A32
Lyndon Gurr . . . . .	1861-R29, 1861-F31, 1870-N29, 1870-A32, OP29	Don Smith . . . . . 1830-V2-U28, 1856-E31, 1861-R29, 1861-F31, 1870-N29
Steve Ham . . . . .	RR-2160-KT, RR-2194-MN	Allan Stagg . . . . . Bat4, BA21
Alan Harvey . . . . .	1830-V2-U28, IW2	Mark Stretch . . . . . 1830-V2-U28, Bat4, BA21, BB-331-SCT, OP29, RR-2178-MA
Mike Head . . . . .	IW2	Rob Thomasson . . . . . 1829-A30, 1856-E31, BA21, RR-2160-KT, StP3
Mike Hutton . . . . .	1825-X31	Roger Trethewey . . . . . BB-331-SCT, RR-2178-MA
Kevin Lee . . . . .	6n16, Acq58, Agr4, BA20, RR-2157-KA, RR-2194-MN, StP3	Tony Wilcock . . . . . Acq56, Acq58, StP3
John Marsden . . . . .	Acq58, Bat4, BB-329-FRA, RR-2194-MN	
Willem Moene . . . . .	1825-X31, 1861-F31, 1870-N29, 1870-A32,	



## OUTSIDE EDGE

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## DEADLINES

Wednesday February 8th 2012

18xx games - Friday February 3rd

Future deadlines: 18xx games: March 2nd Other games: March 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.