

# FOR WHOM THE DIE ROLLS

Jan/Feb 2012

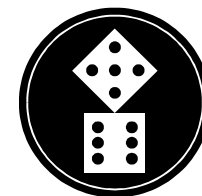
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Issue 189

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 #189, 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...*

Bus Boss ..... Bob Coull, Michael Graystone, Kevin Lee, Jim Reader, Pete Campbell  
Homesteaders ..... Howard Bishop, Michael Longdin, Rob Thomasson

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

- ⇨④ 1825 ..... Howard Bishop
- ⇨④ 1826 ..... Pete Campbell
- ⇨① 1830 ..... Adam Romoth, Don Smith, Willem Moene, John Shelley
- ⇨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
- ⇨② 1861 ..... Pete Campbell, Lyndon Gurr, John Shelley
- ⇨⑥ 18C2C ..... Pete Campbell, John Boocock
- ⇨① 7 Wonders ..... Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell, John Boocock, Mike Reeves
- ⇨② 18RhI Rhineland ..... Willem Moene, Pete Campbell, Alan Harvey
- ⇨① Acquire ..... Colin Sharpe, Michael Graystone, Lyndon Gurr, John Colledge
- ⇨① Acquire (Special Powers) Colin Sharpe, Michael Graystone, John Colledge
- ⚡ Agricola ..... Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
- ⇨⑤ Baltimore & Ohio ..... Alan Harvey
- ⇨④ 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
- ⇨③ Saint Petersburg ..... John Boocock
- ⇨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...*

- ⚡/⑥ Battle! ..... Pete Campbell, Mark Stretch, Marcus Pratt, Allan Stagg, Steve Ham, John Marsden
- ③ Breaking Away ..... Steve Ham, Jim Reader, Kevin Lee
- ⇨③ Bus Boss ..... Colin Sharpe, Mike Reeves
- ⚡ Railway Rivals ..... Bob Coull, Don Shailer, John Marsden, Colin Sharpe, Jim Reader, Steve Ham, Pete Campbell, Mike Reeves

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

## START

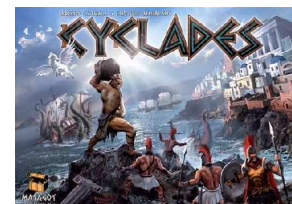
Welcome to issue #189. I don't know if people have been making New Year's resolutions, but apart from one instance, all orders arrived pretty much on time without the need to chase - thank you.

I love my dog. My wife is well aware of this, so when she had the idea of giving me an oil painting of Braetach for my birthday, she was right on the button. Totally unexpected, totally suitable, totally wowed. That's it on the cover, as if you hadn't already guessed.

And before anyone asks, no, I do not have an oil painting of my wife. Perhaps Braetach will sort that out for a future birthday.

I had no radio in my 'office', so a digital radio went on my Christmas list and duly arrived. The plan was to listen to Radio 2 during the day, but a week ago I discovered Planet Rock. The station has to plenty for me to like, with golden oldies like All Right Now (Free), Turn to Stone (Joe Walsh) and Private Investigations (Dire Straits), which you don't tend to hear often, of at all. The late night weekday presenter is Alice Cooper, giving rise to their jingle - Planet Rock, where Alice Cooper is the girl next door.

Continuing my brief reviews, this month sees Cyclades under the spotlight. The game was originally published in 2009, but has been revived with a recently released expansion.



The game seems simple enough. In the Cyclades archipelago off the coast of a not-yet unified or financially challenged Greece, the great cities are growing and struggling against one another to establish their supremacy under the benevolent gaze of the Gods.

To win, you have to be the first to build two metropolises. You start with ownership of two islands that have a total of five building sites. You gain a metropolis if you build one each of the four basic buildings, or if you gain four philosophers. Alternatively, you can conquer an opponent's island and take control of a metropolis they have already built.

To help you do these things, you make offerings to the five Gods in order to gain their favour. These offerings are made in a similar manner to Amun-Re or Homesteaders. If your existing offering is over-bid by an opponent, you must make an offering to a different God. This continues until each player had made an offering that has not been surpassed. Apollo will take multiple offerings at no cost and can be used by more than one player.

The Gods other than Apollo work in similar ways. Poseidon gives you fleets, Area gives you troops, Zeus gives you priests, while Athena gives you philosophers. You get one of these for free, but can pay extra to get more. Poseidon and Area also let you pay to move your fleets or troops to launch attacks. Each of these Gods gives you the ability to build one of the basic building types. Apollo gives you gold that you can use in future offerings.

To spice things up, some mythological creatures are wandering the isles. Players can recruit these creatures to gain special powers, such as destroying enemy troops and fleets, or stealing gold, priests or philosophers from other players.

Your challenge is to work towards your victory while trying to block your opponents. ⚡



1825-X31

Some price corrections  
before we move on...

OR3 - SR4

The LNWR price had got ahead of itself and should have been 100, while the Midland price is 76 rather than 71. Not sure what happened there... This makes one change to the stock round - John sold a Midland rather than the TWW private to fund his last NBR share.

OR3	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	-	-	100	Yes ①	112▲	220	2 2 2
Mid	MH	5:Q17:6	8:P14:2	80	Yes ② ③	82▲	60	3 2 2
NBR	JS	4:F6:2	-	-	- ③	71▼	460	3

- Notes: ① 180 to the bank for a '2' train  
② 100 to the bank for terrain costs  
③ 300 to the bank for a '3' train

#### Stock Round 4

Willem	Mike	John Boocock	Lionel	John Shelley
+ Midland pool	+ LNWR pool	+ Cal new	+ NBR new	✗
✗	✗	✗	✗	Priority for SR5

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Lionel Robbins	24	55	-76	3	664	22.3▲	6
John Shelley	32	10	0	42	528	17.8▼	6
Willem Moene	49	44	-82	11	572	19.3▲	7
Mike Hutton	79	40	-112	7	529	17.8▲	5
John Boocock	42	50	-76	16	678	22.8▼	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	GCR	GNR	L&YR	GSWR
Lionel Robbins	A&F	5D	-	-	1	-	-	-	-	-
John Shelley	TWW	-	-	-	6D	-	-	-	-	-
Willem Moene	C&HP	-	5	-	-	1	-	-	-	-
Mike Hutton	-	1	5D	-	-	-	-	-	-	-
John Boocock	L&M	2	-	-	-	3D	-	-	-	-

Bank (new)	-	-	10	3	6	10	10	10	10
Price (new)	100	82	82	76	76	71	71	71	71
Bank (pool)	S&D	2	-	-	-	-	-	-	-
Price (pool)	112	82	-	71	76	-	-	-	-
Company credit	220	60	-	460	-	-	-	-	-
Tokens	3	2	4	3	4	4	4	4	3
Trains	2 2 2	3 2 2	-	3	-	-	-	-	-

Bank cash: 14,921 Certificate limit: 18 Trains: 3 x '3', 4 x '4'...

#### Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

1/2	2/2	3/2	4/3	5/3	6/3	7/5	8/7	9/8	55/2	56/2	69/2	114/1
115/1	12/5	13/1	14/5	15/6	16/2	17/1	18/2	19/3	20/1	21/1	22/1	23/5
24/5	25/1	26/2	27/2	28/2	29/2	30/1	31/1	52/4	-	-	-	-

# 1825

## Units 2-3

**GameX31**  
 Referee:  
 Keith Thomasson

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

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Orders required for the following rounds

By the early deadline

OR4, OR5

Adjudication can pause between rounds if requested



1829-A30

Just the one operating round.

OR10

OR10	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	25:T14:6	►X18	220	Yes	-	250▲	80	3 2 2 2
GWR	RT	8:U15:2	►U21	200	No	-	142▼	480	3 2
Mid	JS	12:Q17:4	►N10	220	No	-	112▼	340	3 2 2
LSWR	JB	7:W17:2	►W21	-	-	-	64▼	160	3 3
GNR	LR	-	►P18	-	-	-	67▼	670	-
LBSC	JB	6:X20:2	►W21 !	-	-	①	64▼	370	3
GER	RT	24:V18:6	►T18	-	-	②	61▼	210	4
GCR	RT	25:U15:4	►T20	-	-	② ③	58▼	0	4 2
L&YR	JS	20:R14:3	►S15	-	-	②	56▼	150	4

Notes: ① 300 to the bank for a '3' train  
 ② 430 to the bank for a '4' train  
 ③ 180 to the GWR for a '2' train

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Pete Campbell	17	110	127	1,781	25.1▲	9
Rob Thomasson	44	5	49	1,384	19.5▼	13
John Shelley	55	0	55	1,317	18.6▼	12
Lionel Robbins	48	22	70	1,355	19.1▼	12
John Boocock	6	42	48	1,263	17.8▲	11

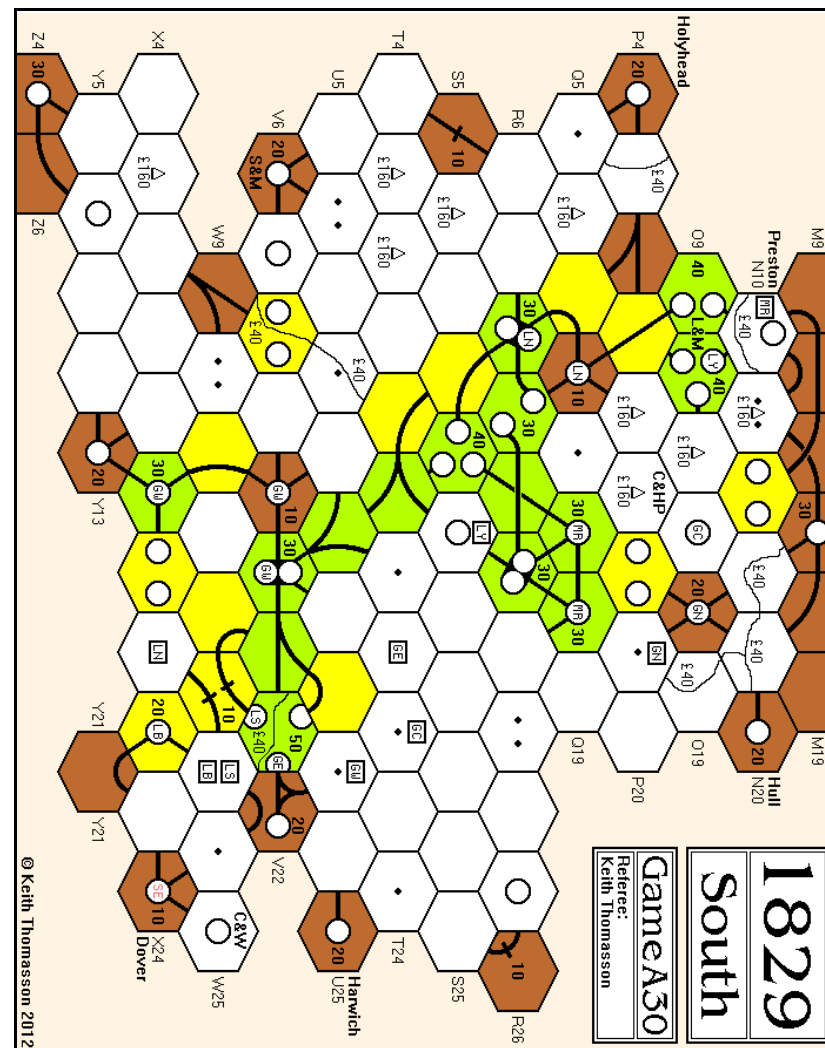
Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	5D	1	-	-	2	2	-	-	-	-
Rob Thomasson	S&M	-	5D	-	-	-	-	5D	5D	-	-
John Shelley	-	-	1	7D	-	-	-	-	-	6D	-
✶ Lionel Robbins	-	1	2	2	3	5D	-	-	-	-	-
John Boocock	L&M	1	-	1	5D	1	4D	-	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	-	4	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP	3	1	-	2	2	4	5	5	-	-
	C&W										
Price (pool)		250	142	112	64	67	64	61	58	56	
Company credit		80	480	340	160	710	370	210	0	150	
Tokens		4	3	3	4	4	3	3	3	2	3
Trains		3222	32	322	33	-	3	4	4 2	4	
Bank cash: 19,651	Certificate limit: 18										

Please note that survey party tokens can not move onto tiles that have been laid unless they are going to be converted into station markers. You do not need to have your survey party on a tile to upgrade it, the survey party can be anywhere, it just has to move in that round. When I cannot carry out the intended survey party move, I generally move it towards a brown hex, as these are sort of neutral. Brown hexes are the only ones where the survey party can stay still - but if it doesn't move, you cannot upgrade anything.

Also, please do not omit the hex you are laying a tile in just because you expect your survey party to be in a particular place. The reality may be different and I may not realise what you want.

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



Orders required for the following rounds

By the early deadline

OR11, SR10

Adjudication can pause between rounds if requested



## 1830-V2-U28

The final rounds leave  
the positions unchanged.

## OR16 - OR18

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	15:D18:3	270	Yes	-	325A	250	5
B&O	DS	-	390	Yes	-	260B	598	D
B&M	MS	-	220	Yes	-	225A	70	6
NYNH	AH	42:B10:4	230	Yes	-	200C	295	5
PRR	AH	18:B4:3	360	Yes	-	185C	152	D
Erie	PC	23:E21:1	430	Yes	-	155C	165	D
CPR	DS	19:D10:5	310	Yes	-	126B	0	D
C&O	PC	8:F22:1	530	Yes	-	120D	451	6.5

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	9:G23:2	270	Yes	①	350A	170	5
B&O	DS	8:H16:1	450	Yes	②	280B	568	D
B&M	MS	-	220	Yes	-	250A	70	6
NYNH	AH	28:C5:3	260	Yes	-	240B	425	5
PRR	AH	-	360	Yes	-	200C	224	D
Erie	PC	-	490	Yes	-	170C	165	D
CPR	DS	9:D8:3	310	Yes	-	142B	0	D
C&O	PC	-	530	Yes	③	130D	451	6.5

Notes: ① 80 to the bank for terrain costs  
② 120 to the bank for terrain costs  
③ The bank has run out of cash

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	-	270	Yes	-	350A	170	5
B&O	DS	-	450	Yes	-	300B	658	D
B&M	MS	-	220	Yes	-	275A	70	6
NYNH	AH	-	260	Yes	-	260B	555	5
PRR	AH	-	360	Yes	-	240B	296	D
Erie	PC	-	490	Yes	-	185C	165	D
CPR	DS	-	310	Yes	-	160B	0	D
C&O	PC	-	530	Yes	-	155C	451	6.5

Cash Flow	b/f	OR16	OR17	OR18	c/f	Value	%	Certs
Don Smith	410	579	621	621	2,231	5,921	20.1	14
Pete Campbell	1,459	770	806	806	3,841	8,336	28.2	16
Alan Harvey	2,165	609	621	621	4,016	7,966	27.0	16
Mark Stretch	1,262	494	524	524	2,804	7,279	24.7	16

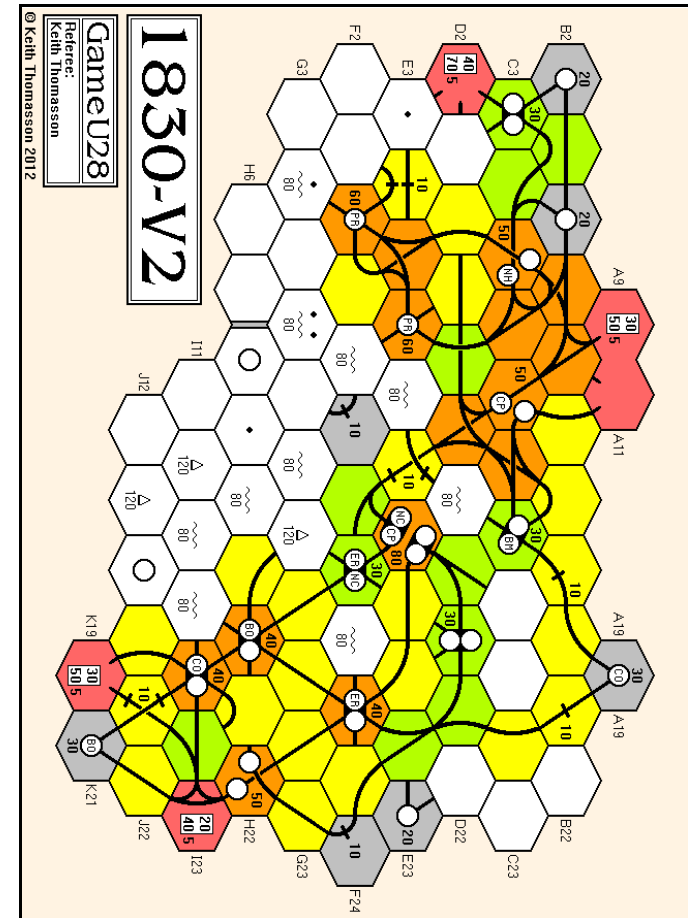
Pete keeps the lead he took from Alan last time, with no positions changing.

1st	Pete Campbell	8,336	28.2%
2nd	Alan Harvey	7,966	27.0%
3rd	Mark Stretch	7,279	24.7%
4th	Don Smith	5,921	20.1%

Congratulations to Pete, and many thanks to everyone for the game. We'll do the final round up next time.

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	6P	1	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)	275A	300B	155C	160B	185C	350A	260B	240B
Company credit	70	658	451	0	165	170	555	296
Tokens	2	1	2	2	1	2	1	2
Trains	6	D	6.5	D	D	5	5	D
Bank cash:	-3,257							
Certificate limit:	1.6							
Trains:	Diesels							







1856-E31

The CPR reached its destination and bought a '4' train last time.

OR5 - SR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	120:N11:1	110	Yes	①	110C▲	230	4	3
WR	MF	59:N17:2	200	Yes	②	100D▲	5	4	3 3
GW	AR	9:C18:2	60	Yes	③	90E▲	110	3	3
LPS	JS	9:E14:3	60	Yes	① ④	80F▲	85	5	4
CPR	RT	57:N3:2	240	Yes	① ⑤ ⑥	55G▲	29	5	4 3

- Notes: ① Government loan secured  
 ② Run reduced to 180 to pay loan interest  
 ③ Port token placed in F17  
 ④ 40 to John for the FT private  
 ⑤ 40 to the bank for terrain costs  
 ⑥ 40 to the bank for a token in N11

#### Stock Round 5

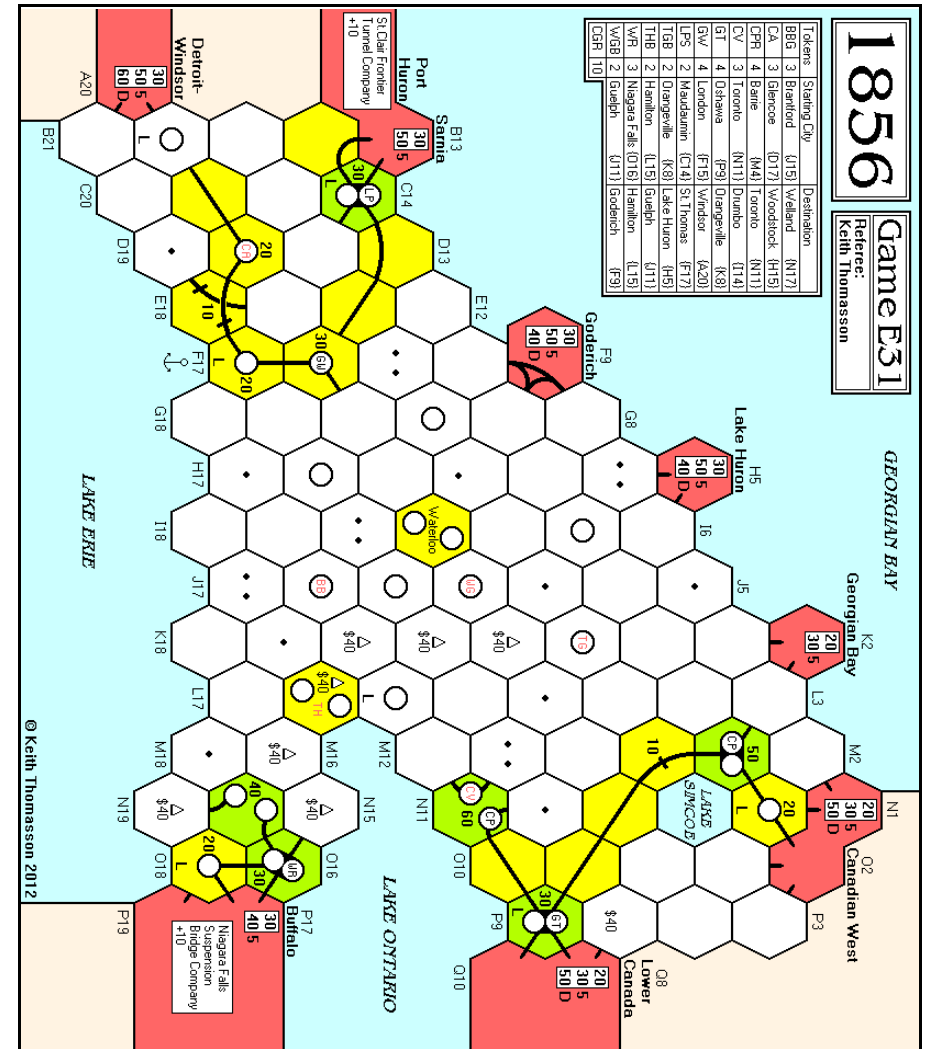
Don	Adam	Mark	John	Rob
+ GT new	+ WR new	+ WR new 1 WR (▼90E)	+ CPR pool	+ GT new
+ GT new	✗	+ GT new	+ CPR new	+ CPR new
✗	✗	+ GW new	✗	- 1 GT (▼100D) + WR new
✗	✗	+ LPS new	✗	+ GW new
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	OR5	SR5	c/f	Value	%	Certs
Adam Romoth	46	36	-75	7	627	19.3▼	6
Mark Frueh	131	100	-190	41	801	24.6▲	8
John Shelley	82	81	-120	43	633	19.5▼	7
Rob Thomasson	54	126	-180	0	590	18.1▲	8
Don Smith	117	44	-160	1	601	18.5▼	5

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	-	-	-	-	-	-	5P	1	-	-	-	1
Mark Frueh	WSR	-	-	-	-	1	1	1	-	-	-	5P
John Shelley	-	-	-	2	-	-	-	6P	-	-	-	-
Rob Thomasson	-	-	-	6P	-	-	1	1	-	-	-	1
✗ Don Smith	-	-	-	-	-	6P	-	-	-	-	-	-

Bank (new)	10	10	2	10	2	3	1	10	10	10	2
Price (par)			65		80	70	65				75
Bank (pool)			1		-	-	-				1
Price (pool)			55G		100D	90E	80F				90E
Company credit			159		310	110	85				5
Loans			5		4	3	5				4
Tokens	3	3	2	3	3	3	1	2	2	2	2
Trains			4.3		3	3	4				3.3
Bank cash: 11,239	Certificate limit: 13				Trains: 2 x '4', 3 x '5'...						
Current operating order: GT, GW, WR, LPS, CPR											

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/1	6/-	7/6	8/12	9/8	55/1	56/-	57/3	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	59/1	120/-	121/1									



Orders required for the following rounds	By the early deadline
OR6, OR7	Adjudication can pause between rounds if requested



1861-R29

The RSR grabs the first '8' train,  
and the MKN buys another.

OR11 - OR12

The SE placed a token in F15 for 80 last time.

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JB	636:C14:1	-	690	Yes	① 350A	1,657	-	7
SW	LQ	642:D1:1	-	600	Yes	- 300A	634	-	7
NW	DS	9:L3:2	8:M2:3	690	Yes	② 200D	883	-	5 5
SE	JS	9:G14:2	-	320	Yes	- 200C	367	-	5
MKV	DS	-	-	-	-	③ -	-	-	-
MKN	LQ	14:H19:1	-	650	Yes	- 165D	1,011	-	5
MK	LQ	619:O2:3	-	400	Half	④ 165D	0	-	6
RSR			690	No	⑤		600	-	8.6

- Notes: ① 40 to the bank for terrain costs  
 ② 20 to the bank for a second tile lay  
 ③ Nationalised  
 ④ 701 to the MKN for a '4' train  
 ⑤ 1,000 to the bank for an '8' train

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JB	-	-	470	Yes	① 360A	157	-	7 5+5E
SW	LQ	911:A8:2	-	450	Yes	② 330A	34	-	7 2+2
NW	DS	8:N3:6	-	690	Yes	- 220C	1,021	-	5 5
SE	JS	-	-	320	No	② 180C	215	-	5 2+2
MKN	LQ	25:F11:2	-	330	Yes	③ 180D	77	-	8 5
MK	LQ	8:C8:3	-	400	Yes	- 180D	120	-	6

- Notes: ① 1,500 to the bank for a '5+5E' train  
 ② 600 to the bank for a '2+2' train  
 ③ 1,000 to the bank for an '8' train

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Don Smith	118	803	546	1,467	3,657	19.8	8
John Shelley	3	639	343	985	4,325	23.4	11
John Boocock	907	479	337	1,723	3,923	21.2	6
Lyndon Gurr	607	928	717	2,252	6,602	35.7	16

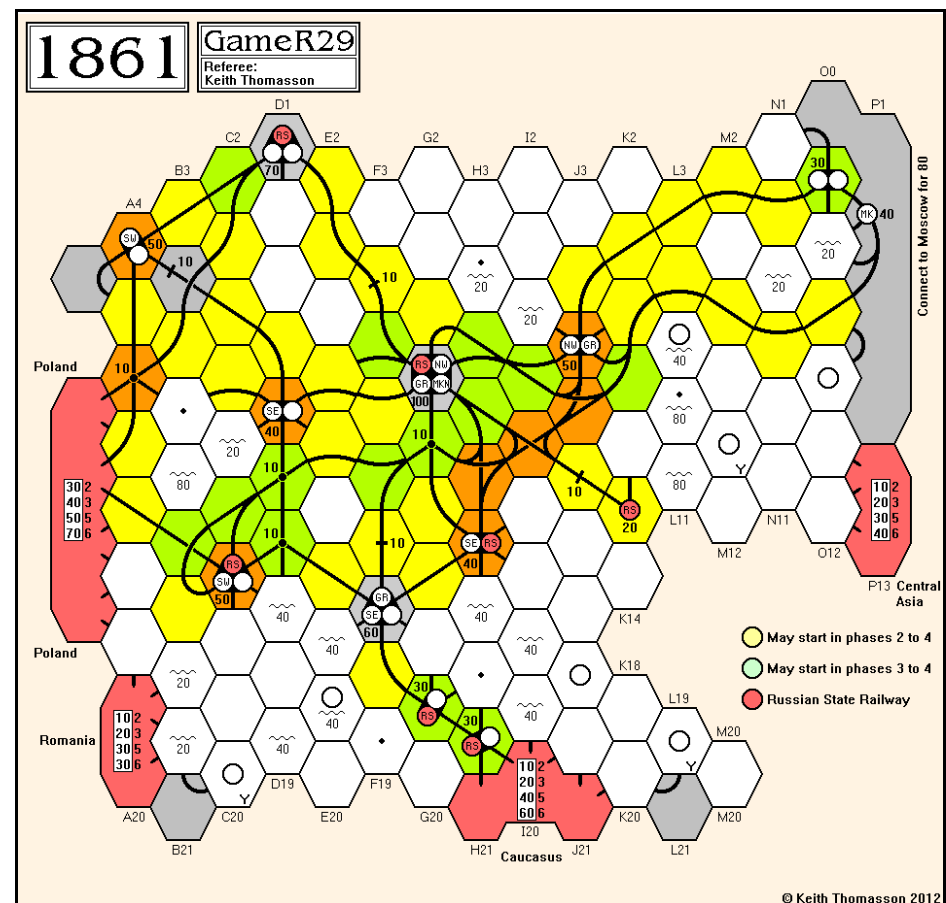
Portfolio	GRR	MK	MKN	MVR	NW	SE	SW
Don Smith	1	1	-	-	6D	-	1
John Shelley	2	-	-	-	1	6D	4
John Boocock	5D	-	1	-	1	-	-
Lyndon Gurr	2	5D	6D	-	-	-	5D

Bank (new)	-	3	2	10	2	4	-
Bank (pool)	-	1	1	-	-	-	-
Price	360A	180D	180D	-	220C	180C	330A
Company credit	157	120	77	-	1,021	115	34
Loans	-	-	-	-	-	-	-
Tokens	-	2	2	3	1	-	1
Trains	7.5+5E	6	8.5	-	5.5	5.2+2	7.2+2

Bank cash: 6,780 Certificate limit: 16 Trains: 7 x '8', 1 x '5+5E'  
 Current operating order: GRR, SW, NW, MKN, MK, SE

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
3/2	4/2	5/1	6/2	7/2	8/2	9/2	57/2	58/4	201/3	202/4	621/2	14/1
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/4	24/1	25/2	26/2	27/2
28/1	29/2	30/2	31/2	87/2	88/1	204/-	207/5	208/2	619/1	622/2	624/1	625/1
626/1	635/1	637/1	39/2	40/2	41/2	42/2	43/1	44/1	45/1	46/2	47/2	63/1
611/3	623/2	636/-	638/1	641/1	801/1	911/2	639/-	640/-	642/-			

Yellow track tiles are unlimited



Orders required for the following round

By the early deadline

OR13



1861-F31

We have our first conversion  
and our first merger.

OR5 - MR2

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	PC	6:D9:2	-	-	①	110D	15	-	3
E	LQ	9:O6:2	9:N7:2	-	② ①	110D	10	-	-
D	LR	5:G18:6	8:F17:1	-	② ①	100D	0	-	3
N	DS	637:G8:1	-	90	Half	110E	225	-	2
V	WM	57:H19:3	-	-	③ ①	90E	30	1	3
MNN	LQ	27:K8:6	-	80	Half	100F	205	-	3
MK	WM	4:F13:1	-	100	Half	80G	75	-	2
KK	PC	204:D13:1	4:D11:1	-	② ⑥ ①	55H	15	2	3
RO	LR	207:A4:2	-	170	Half	65H	120	-	2
KR	PC	15:D9:1	-	180	Half	65H	90	-	2 2
KB	LQ	7:B15:2	-	90	Half	60H	0	-	2 2
SPW	LR	88:A8:2	-	130	Half	55H	15	1	3
MV	LR	17:H11:2	9:I10:2	60	Half	55H	20	-	2 2
OK	DS	207:C20:5	-	80	Half	55H	45	-	2

- Notes: ① 225 to the bank for a '3' train  
 ② 20 to the bank for a second tile lay  
 ③ 1 loan acquired  
 ④ 5 to the E for a '3' train  
 ⑤ 75 to Willem for the MRR private  
 ⑥ 2 loans acquired  
 ⑦ 120 to the MNN for a '2' train  
 ⑧ 1 loan redeemed  
 ⑨ 20 to the RO for a '2' train

#### Merger Round 2

N converts to the GRR, Don buys 2 more shares  
 D and MV merge to form the SE, Lionel buys one more share

Portfolio	Privates	KB	KK	KR	MK	MNN	OK	RO	SPW	E	MB	V	GRR	SE
Willem Moene	-	-	-	-	2D	-	-	-	-	-	-	2D	-	-
Don Smith	MYR	-	-	-	-	-	2D	-	-	-	-	-	4D	-
Pete Campbell	TSR	-	2D	2D	-	-	-	-	-	-	2D	-	-	-
Lyndon Gurr	-	2D	-	-	-	2D	-	-	-	2D	-	-	-	-
Lionel Robbins	-	-	-	-	-	-	-	2D	2D	-	-	-	-	3D

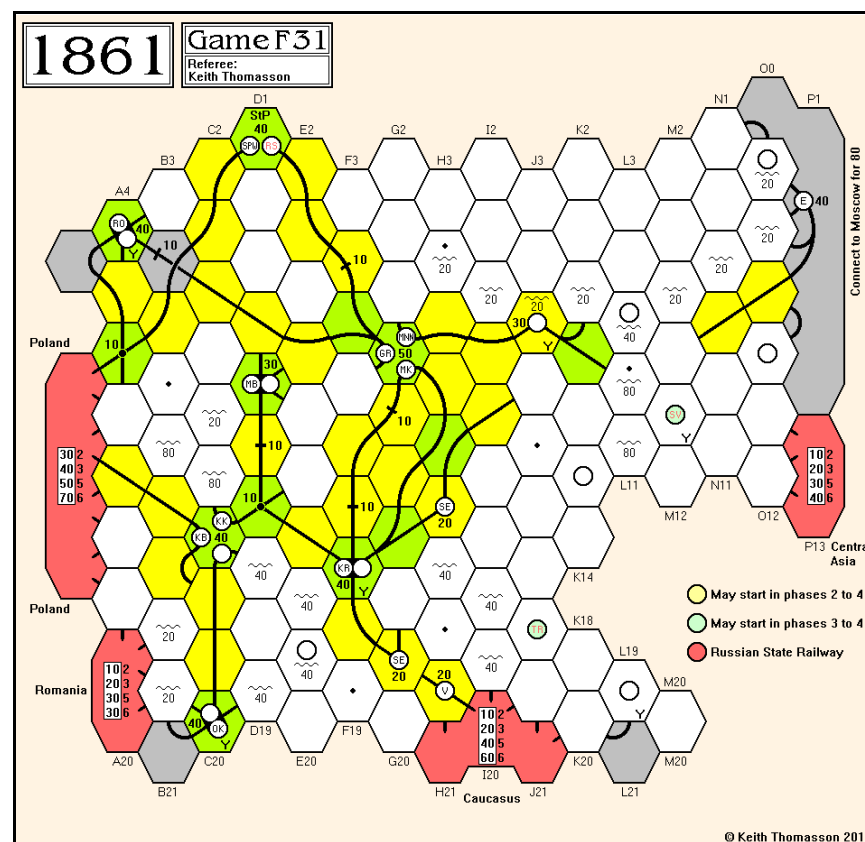
Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	6	7
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	60H	55H	65H	80G	100F	55H	65H	55H	110D	110D	90E	110D	165B	
Company credit	0	15	90	75	205	45	120	15	10	15	30	445	185	
Loans	-	2	-	-	-	-	-	-	-	-	1	-	-	
Tokens	-	-	-	-	-	-	-	-	-	-	-	2	1	
Trains	2 2	3	2 2	2	3	2	2	3	-	3	3	2	322	

Bank cash: 13,320 Certificate limit: 13 Trains: 1 x '3', 4 x '4'  
 Current operating order: MB, E, MNN, V, MK, RO, KR, KB, KK, SPW, OK, SE, GRR

Cash Flow	b/f	OR5	MR2	c/f	Value	%	Certs
Willem Moene	7	150	0	157	497	15.8	2
Don Smith	157	105	-220	42	652	20.7	5
Pete Campbell	12	100	0	112	602	19.1	4
Lyndon Gurr	17	85	0	102	642	20.4	3
Lionel Robbins	2	180	-165	17	752	23.9	4

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

Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR6, MR3

Adjudication can pause between rounds if requested





1870-N29

We pause after  
operating round 12.

OR12

The FW run was 400 last time. Not sure why I counted it up to below what Lyndon claimed - his routes were clear enough!

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	170:B11:6	-	410	Yes	-	300A	812 5
ATSF	MF	9:H5:2	57:M2:2	260	Yes	① ②	200C	1 5 5
SLSF	DS	15:N17:5	-	160	Yes	-	180E	88 4
MKT	PC	14:H17:1	-	250	No	-	140C	965 -
GMO	WM	23:D19:4	-	300	Yes	-	180A	56 6 4
SSW	PC	24:J17:2	-	230	Yes	③	160A	1 5 4
SP	MF	4:K4:2	-	-	-	④	110B	0 6
TP	LG	170:N17:5	-	240	No	⑤	50F	0 6 4
IC	WM	6:C18:2	57:B19:2	150	No	①	50E	782 4
GMO	WM	Connection run	-	230	Yes	⑥	200A	79 6 4

- Notes: ① 40 to the bank for terrain costs  
 ② 132 to the SP for a '5' train  
 ③ 351 to the MKT for a '5' train  
 ④ 630 to the bank, partly funded by 255 from Mark  
 ⑤ 550 to the FW for a '4' train  
 ⑥ Destination marker placed in C18

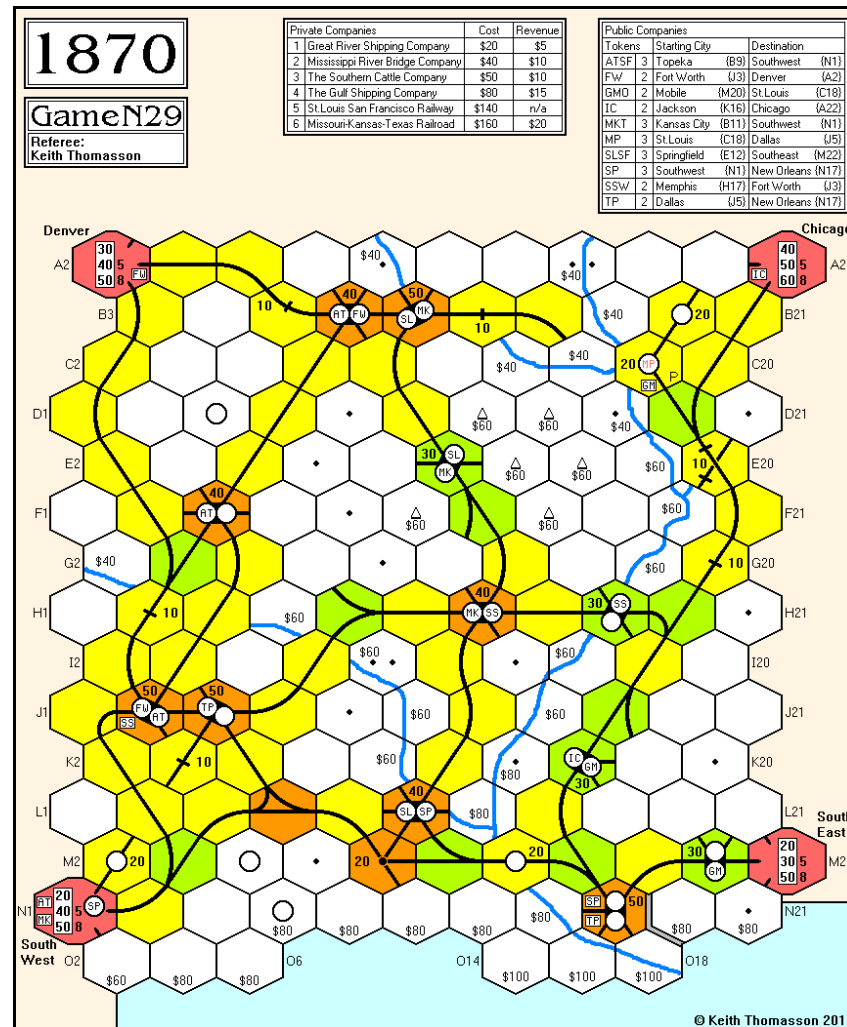
Cash Flow	b/f	OR12	c/f	Value	%	Certs
Pete Campbell	738	191	929	3,029	20.5	11-13
Lyndon Gurr	471	294	758	3,486	23.6	9-14
Willem Moene	274	318	592	2,252	15.3	6-12
Don Smith	483	159	642	2,242	15.2	8-9
Mark Frueh	1,103	6	1,109	3,749	25.4	13-16

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)	200C	300A	200A	50E	140C	82C	180E	110B	160A	50F
Company credit	1	812	79	782	965		88	0	1	0
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	-	-	-	1	-	3+D	D	1	-	1
Trains	5.5	5	6.4	4	-		4	6	5.4	6.4
Bank cash: 5,242	Certificate limit: 13					Trains: 3 x '8', 2 x '10'				
Current operating order: FW, ATSF, GMO, SLSF, SSW, MKT, SP, TP, IC										

Even if you only own two companies, I would prefer a train buying order to say where you are buying a train from, not just that you are buying it 'for all cash minus 1'.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds																			
1/1	2/1	3/3	4/2	5/2	6/1	7/8	8/5	9/3	55/-	56/1	57/2	58/3													
69/1	14/2	15/2	16/2	17/2	18/2	19/2	20/2	23/1	24/-	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/-	171/1	172/1																



Orders required for the following round

By the early deadline

SR8



1870-A32

The MKT changes hands and floats.

OR1 - SR2

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	WM	57:E12:1	8:F13:5	-	① ②	90A	800	2
FW	LQ	6:J3:1	5:J5:5	-	③	64F	520	2.2

- Notes: ① 120 to the bank for terrain costs  
 ② 80 to the bank for a '2' train  
 ③ 160 to the bank for two '2' trains

### Stock Round 2

Lionel	John	Willem	Adam	Lyndon
+ FW new	+ FW new	✗	- 2 MKT {+64G} + SLSF new	✗
✗	- 1 FW {+60G} + MKT new	✗	✗	FW redeems from the pool
✗	+ MKT new {floated}	✗	- 2 MKT {+55I} {Pres to John} + SLSF new	✗
✗	+ MKT pool	✗	+ SLSF new	✗
✗	+ MKT pool	✗	✗	✗
✗	+ MKT pool	✗	✗	✗
✗	✗	Priority for SR3		

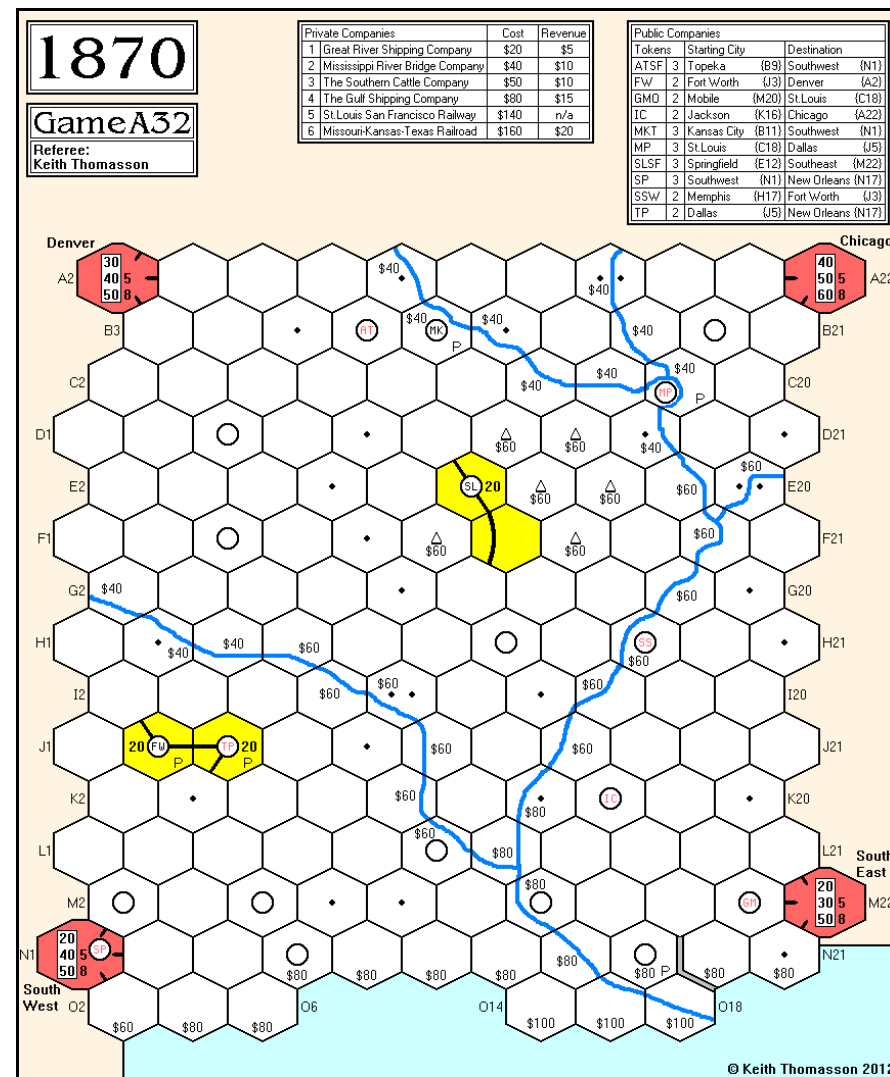
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	320	20	-313	27	402	19.2	2-6
Willem Moene	40	10	0	50	450	21.5	4
Adam Romoth	12	20	-28	4	434	20.8	4
Lyndon Gurr	12	0	0	12	396	19.0	5
Lionel Robbins	134	10	-68	76	408	19.5	5

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	5P	-	-	-	-	-
Willem Moene	MRBC	-	-	-	-	-	-	4P	-	-	-
Adam Romoth	MKT	-	-	-	-	-	-	3	-	-	-
Lyndon Gurr	-	-	6P	-	-	-	-	-	-	-	-
Lionel Robbins	SCC	-	3	-	-	-	-	1	-	-	-

Bank (new)	10	-	10	10	4	10	2	10	10	10
Price (par)	68				72		100			
Bank (pool)	-	-	-	-	1	-	-	-	-	-
Price (pool)	64F				55I		90A			
Company credit	460				720		800			
Redeemed shares	1				-		-			
Tokens	3+D	1+D	2+D	2+D	3+D	3+D	2+D	3+D	2+D	2+D
Trains	2.2				-		2			
Bank cash: 9,851	Certificate limit: 13					Trains: 4 x '2', 6 x '3'...				
Current operating order:	SLSF, FW, MKT									

Tiles Tile number/Availability One Operating Round between Stock Rounds

1/1	2/1	3/3	4/6	5/1	6/1	7/9	8/21	9/23	55/1	56/1	57/4	58/4
69/1												



Orders required for the following rounds

By the early deadline

OR2, SR3

6 NIMMT! 16

Don picks up a couple of large penalties.

ROUND 2

Hand 1 (1-104)

9

8

7

4

3

1/5

22

20

19

16

15

2/12

94

55

54

46

35

3/12

1

4/1

Hand 2 (1-104)

13

11

1/6

21

16

15

14

12

2/6

32

3/1

83

77

71

69

68

4/9

Bob (1) takes row 4 for 1 pt, Jim (8), John (9), Michael (20), Colin (22), Don (55), Kevin (94).

Jim (13), Bob (16), Colin (21), John (25), Don (32) takes row 3 for 8 pts, Michael (77), Kevin (93).

Hand 3 (1-74)

16

1/1

28

26

25

24

23

2/6

65

63

62

60

3/7

71

68

67

4/3

Hand 4 (1-74)

12

11

10

8

7

1/11

34

33

32

2/7

53

3/1

58

56

55

54

4/10

Jim (5), Kevin (12), Don (16) takes row 1 for 6 pts, Colin (63), Michael (65), John (68), Bob (71).

Jim (11), Don (12), John (34), Michael (42), Bob (43), Colin (44), Kevin (53) takes row 3 for 9 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Jim Reader	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Bob Coull	1	0	0	0	1
Michael Graystone	1	0	0	0	1
Kevin Lee	0	0	0	9	9
Don Shailer	0	8	6	0	14

Orders required
Round three - cards for each hand



ACQUIRE 58

No mergers, no new chains, just empire building.

ROUND 3

Tony 2-E Buys 3 Worldwide @ 300.  
John 4-H Buys 3 American @ 300.  
Kevin 3-C Buys 3 Tower @ 200.  
Michael 2-H Buys 3 American @ 300.  
Bob 8-C Buys 1 Festival @ 400, 2 Imperial @ 400.  
Tony 1-C Buys 3 Worldwide @ 300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	3	-	3	4	-	3,000	15,100
Bob Coull	-	3	4	5	1	-	2	2,300	17,700
Tony Wilcock	-	-	-	-	6	-	-	4,200	9,000
John Marsden	-	-	3	3	4	-	-	3,300	10,900
Kevin Lee	4	3	-	-	-	-	4	3,600	15,100

Bank Stock	21	19	15	17	11	21	19
Chain Size	2	2	2	3	2	3	2
Chain Value	200	200	300	400	300	500	400

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





# AGRICOLA 4

The final round...

# ROUND 14

Marcus did not need to eat both of his vegetables to feed his family, eating one food instead.

Jim gains 2 stone (Stone Cart), Marcus gains 2 food (Beehive).

## Actions

Jim Family Growth even without space  
 Marcus Fences (costs 10 wood)  
 John Travelling Players (gains 3 food)  
 Kevin Plough 1 field and/or sow - ploughs 2 fields (costs 1 food - Plough Maker)  
 Jim Renovate then Fences (costs 1 reed, 3 stone - Conservator - and 6 wood)  
 Marcus Sow and/or Bake Bread (sows 1 grain, 1 vegetables, bakes 1 grain for 3 food)  
 John Take 2 Food (Day Labourer)  
 Kevin Plough 1 Field - ploughs 2 fields (costs 1 food - Plough Maker)  
 Jim Major or Minor Improvement - Cooking Hearth (costs 5 clay)  
 Marcus +1 Pig (gains 2 pigs)  
 John Building and/or Stables - build 1 stable (costs 2 wood)  
 Kevin Take 1 Vegetable (gains 1 vegetable)  
 Marcus +1 Cow (gains 1 cow)  
 Kevin Take 1 Grain (gains 1 grain)  
 Marcus +1 Sheep (gains 2 sheep)  
 Kevin Start Player - Clay Path (costs 3 clay)

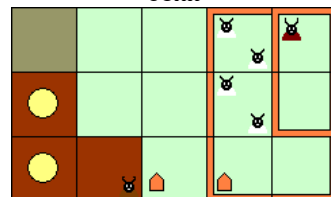
## Harvest

Jim Feeds the family (1 sheep, 2 pigs)  
 Marcus Feeds the family (4 food, 2 vegetables)  
 John Feeds most of the family (5 food), takes 1 begging card  
 Kevin Feeds the family (4 food, 2 clay (Tinsmith), 1 cow)

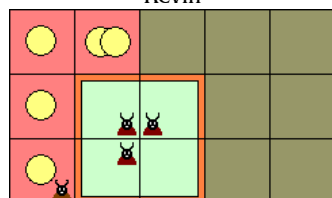
Marcus



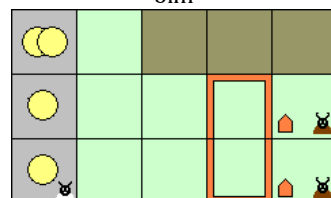
John



Kevin



Jim



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows	
	1	7	3	4/3	2/2	2	3	2	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	-	Stone/4		5	43	
	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	-/-	-/-	4	1	1
Three Begging Cards {-9}	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	7	-	Wood/3		3	2
	Occupations		Farmer, Village Elder					
	Improvements		Carp Pond {1}, Greenhouse {1}, Potato Dibber					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	2	7	1	1/-	1/-	-	1	3
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	4	2	1	Clay/4		5	35
	Occupations		Animal Handler, Mushroom Collector, Plough Maker, Tinsmith					
Improvements		Baking Tray, Clay Deposit, Clay Oven {2}, Clay Path {3}, Fireplace {1}, Simple Fireplace {1}						

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	3	1	-/-	1/-	-	-	-
Three Begging Cards {-9}	Clay	Reeds	Stone	Wood	House		Family	VPs
	8	-	4	-	Stone/3		4	14
	Occupations		Clay Digger, Conservator, Pig Catcher					
	Improvements		Cooking Hearth {1}, Horse {2}, Lasso, Millstone, Millboard Plough {used}, Raft {1}, Stone Cart, Well {4}					

At the close Marcus retains his lead and takes the game. Congratulations.

1st	Marcus Pratt	43
2nd	Kevin Lee	35
3rd	Jim Reader	14
4th	John Boocock	2

We'll round this one up next time. This may be the last Agricola game I run, even though the next list is full. It carries a level of angst and frustration far in excess of just about any other game that I run, mostly due to poorly structured and incomplete orders.



BATTLE! 4

Your Attribute research order is:  
MACPSDERBHX

ROUND 18

Research: *Anon* researches Hover. New units: 4D (B), 9D (C), 10D (E).

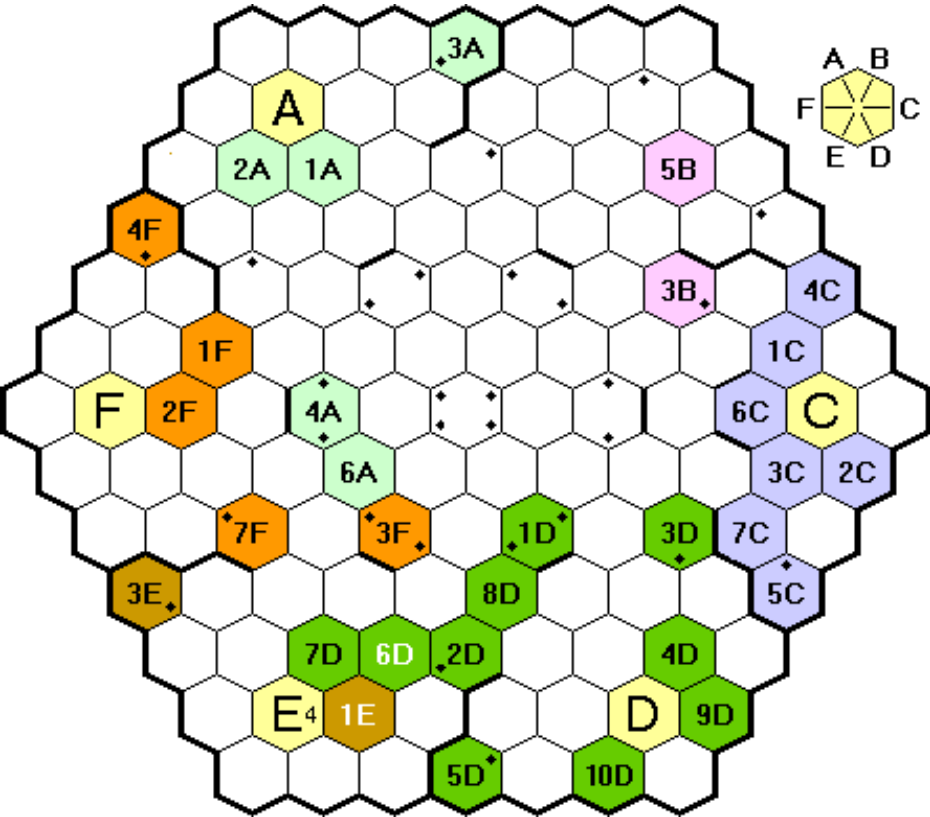
Moves: There is quite a bit of shuffling, with the major move being done by 6A, swinging across the centre of the board in the south westerly direction, using Elite(g) to avoid being stopped when adjacent to 5F.

Combat: 1A⇒1F (6 hits), 6A⇒3F (8 hits), 6D⇒1E (6 hits \*), 7D⇒E base (3 hits), 1E⇒6D (8 hits \*), 2F⇒6A (+5 vs Defence) (6 hits), 5F⇒6A (0 hits). \* = destroyed

Builds: 4C removes a wall at (A). Conversions: 6A converts 5F into 4A.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	+ Hover Level 10	14	1A	1	4	1	1	1/0	3	2	2	1	
			2A	0	1	0	0	0/0	0	1	1		
			◆◆3A	2	0	0	2						
			◆◆4A	0	1	0	1						
			6A	4	4	4	0	1/0	5				
<i>Blob</i> Steve Ham	Defunct (Sixth)	-	◆3B	0	2	0	0	0/0	3				
			5B	0	0	0	1						
<i>Chaos</i> 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	1/1	0	0	0	1	
			◆◆5C	2	0	0	2						
			6C	3	5	1	0	0/0	1	2	2	0	1
			7C	1									
<i>Dynamo</i> Mark Stretch	No research Level 5	16	◆◆1D	1									
			◆2D	1									
			◆3D										
			4D										
			◆5D	2	1	1							
			7D	2	3	1							
			8D	3	4								
			9D										
<i>Elp</i> Michael Graystone	No research Level 6 Base at 4	5	◆3E	2									
<i>Free Friends</i> John Marsden	No research Level 9	14	1F	1	1	0	0	0/0	1				
			2F	2	3	0	0	0/0	3	5	4		
			◆◆3F										
			◆4F	1									
			◆7F	2	2								

*Chaos* wanted to store some power in 4C, but it already had 2 points in storage, the most that it can store with a storage attribute level of 1.



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







# BREAKING AWAY 21

Two riders are dropped as we head for the second sprint line.

# ROUND 6

Pos	Riders	New
56	Yatesy	3
55	-	
54	Kudov	3
53	-	
52	-	
51	-	
50	Boardy	3
49	Catasauaqua Red Fur Mitre Conshohocken Agnes Nitt	4
48	-	
47	Scudder Suquehanna	3
46	Block Nanny Ogg ◇ Wiggy ◇ Magrat Garlick	5
45	Hazz	9
44	Granny Weatherwax Makes-Things	10
43	Givens	12
42	Healer	13
41	Leonard	14
40	-	
39	Human	3
38	Silver Fur	4

Dennis Frank (4)		<i>Fuzzy Riders:</i>			
A	Red Fur (3)	3	3	4	10
B	Healer	4	11	13	
C	Silver Fur	3	4	13	
D	Makes-Things (1)	3	6	10	
Jim Reader (2)		<i>Team Lenape:</i>			
A	Catasauaqua	3	4	9	15
B	Conshohocken (2)	3	4	15	
C	Tamaqua	Dropped:			
D	Suquehanna	3	3	15	
Mike Reeves		<i>HasBeens:</i>			
A	Yatesy	1	3	3	6
B	Boardy	3	3	3	
C	Wiggy	4	5	12	
D	Liggy	Dropped:			
Allan Stagg (23)		<i>Beanz:</i>			
A	Mitre (10)	3	4	5	
B	Kudov (8)	3	4	4	
C	Hazz (5)	3	5	9	
D	Human	3	3	4	
Mark Stretch		<i>Witches Abroad:</i>			
A	Granny Weatherwax	3	5	6	10
B	Nanny Ogg	4	5	6	
C	Magrat Garlick	4	5	12	
D	Agnes Nitt	3	4	4	
Rob Thomasson (10)		<i>Hard Boiled:</i>			
A	Block (4)	4	5	9	
B	Scudder (6)	3	3	3	
C	Leonard	9	14	15	
D	Givens	9	12	15	



Riders *Tamaqua* and *Liggy* have been dropped, as their cards will not let them catch up to the riders in front. Time to take a rest and cheer on the rest of the team.

*Yatesy* comes from mid-field to the front of the race.

Orders required

Cards for round seven



# ACQUIRE 56

Short and sweet.

# GAME OVER

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

Tony Wilcock (4th): A splendid win for Michael Graystone.

Indeed. It is no doubt hard to come up with something different and meaningful at the close of another Acquire game.

It is worth mentioning here that Tony had an accident at the beginning of December that stopped him from sending orders. He didn't give any details, but I trust that the fact he has been in touch is good news, and that he recovers fully as soon as possible.



# BUS BOSS 333-CRO

South London beckons.

# NEW GAME

Welcome to our third Bus Boss game set in Croydon. Your buying order for the first round is as follows:

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ

Maps are enclosed for all, or sent separately in Michael's case. If you need a rules reference, you can get this from the web site - [www.fwtwr.com/postal\\_games/bus\\_boss.htm](http://www.fwtwr.com/postal_games/bus_boss.htm). Mind you, given your combined level of experience, I can't see this being necessary.

# Routes

Buy in the order Pete, Bob, Jim, Michael, Kevin

Don't forget company names and colour preferences



Bus Boss 329-FRA

Mixed fortunes on this first set of runs.

ROUND 7

France

Round 7 Runs

			LIFT	GRUB	MARS	JAUNE	FROG	
1	6♥ Orleans 2♠ Lyon	① LIFT 15 ① FROGGIE 15 ✕ JAUNE ✕ GRUBBY		-3		-5	+5	12 10 5 3
2	4♦ Perpignan A♠ Switzerland	① LIFT 20 ② FROGGIE 10	+3					13 17
5	Q♠ Nice 2♥ Paris	① FROGGIE 16 ② LIFT 9 ③ MARS 5 ✕ GRUBBY	-3 +4		-4 -4 +5		+3 +4	9 8 8 5
7	4♣ Le Mans 2♦ Bayonne	① JAUNE 30						30
9	7♠ Nimes 7♥ Nevers	① LIFT 13 ① FROGGIE 12 ③ MARS 5 ✕ GRUBBY	+2/-4	-4	+2 +4		+4/-2 -2	15 12 -1 4

Round 7 Routes

Lost In France Together (LIFT) (Bob Coull, Black)  
St.Etienne - Clermont Ferrand - Limoges (12)

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)  
Rennes - Nantes, Clermont Ferrand - Lyon (11)

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)  
Reims- Calais, Mulhouse - West Germany (12)

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)  
Toulouse - Narbonne, Bayonne - Pau (11)

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)  
Lille - Paris, Nice - Italy (12)

Scores

	Runs:	1	2	5	7	9	Routes	Score
FROGGIE	27	10	17	9	-	12	-12	63
LIFT	22	12	13	8	-	15	-12	58
JAUNE	30	5	-	-	30	-	-11	54
GRUBBY	24	3	-	5	-	4	-11	25
MARS	30	-	-	8	-	-1	-12	25

Round 8 Runs

3.	5♦ - 2♣	Toulouse to Cherbourg . . . . .	(not yet available)
4.	Q♣ - K♦	Lille to Lorient	
6.	A♦ - 8♥	Spain to Dijon . . . . .	(not yet available)
8.	3♦ - A♥	Pau to Paris	
10.	4♠ - A♠	Clermont Ferrand to England	
11.	10♥ - 9♣	Mulhouse to Boulogne	
12.	9♦ - 4♥	Tours to Paris	
13.	6♠ - 10♣	Grenoble to Calais	
14.	K♠ - Q♥	Italy to Nancy	
15.	3♥ - J♠	Paris to Toulon	
16.	5♠ - 6♣	St.Etienne to Le Havre	
17.	5♥ - 7♦	Reims to La Rochelle	
18.	9♥ - 3♣	Metz to Caen . . . . .	(not yet available)

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



Bus Boss 331-SCT

The centre is being sewn up.

ROUND 3

Scotland

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)  
Coatbridge - Cumbernauld - Stirling, Glasgow - Dumbarton . . . . . 77 - 12 . . . 65

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)  
Perth - Dunfermline - Edinburgh . . . . . 79 - 11 . . . 68

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Motherwell - Gretna . . . . . 79 - 13 . . . 66

One Man's Routes (OMR) (Mark Stretch, Red)  
Glasgow - Dumbarton, Glasgow - Paisley - Greenock . . . . . 75 - 12 . . . 63

Tartan Army Bus Services (TABS) (Don Shailer, Purple)  
Glasgow - Coatbridge - Edinburgh . . . . . 78 - 11 . . . 67

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



HOMESTEADERS 1

The Old West.  
You're out there.

NEW GAME

Welcome to the first game of Homesteaders in the zine. Your playing order is as follows:

Rob Thomasson 205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN  
Michael Longdin 29 Woolborough Road, Crawley, West Sussex, RH10 8HE  
Howard Bishop 43 Guinions Road, High Wycombe, Bucks, HP13 7NT

Resources												
	\$	Wrk	W	F	S	G	C	L	Debt	T	Inc	VPs
Rob Thomasson	6	1	-	-	-	-	-	-	-	-	-	-
Michael Longdin	6	1	-	-	-	-	-	-	-	-	-	-
Bob Coull	6	1	-	-	-	-	-	-	-	-	-	-

This is the table that is going to tell you what you currently have that isn't a building. The first two columns are your silver and workers. The resources are Wood, Food, Steel, Gold, Copper and Livestock. The next four columns are the number of Debt tokens you have, Trade tokens, additional income from Rail Line tokens and victory points. The final column shows your position on the Railroad Track. It's all pretty vacant at the moment.

	RT	ML	BC	Income
Homestead	✓	✓	✓	\$ \$ {W} {VP}

You start with your homestead, which gives you an automatic 2 silver each turn. In addition, you can assign a worker to get Wood and assign another to get 1 VP. As you start with just one worker, this has to be a choice of one or the other.

Auction 1			Auction 2			Auction 3		
R or C			R			-		
3	4	5	6	7	9	12	16	21

Your first auction set gives you two options - to build Residential or Commercial, or just to build Residential.

The numbers below the auctions are the possible bid values. Auction 3 is blank because this is not used in three-player games. The winner of Auction 1 will be First Player next time.

The first thing your orders need to tell me is where you will allocate your initial worker, for wood or for 1 VP on your Homestead. I will collect income and pay your workers for you.

You then need to give me your bids, starting with the first player, who is Rob. You can make your bids conditional on what others have done before you, but should indicate the maximum you are willing to pay for each auction. Bear in mind that you will have \$5 left after paying your worker - but also bear in mind that you can take debt tokens to gain \$2 a time, at any time. Anyone who passes will advance on the Railroad Track and gain a Trade token.

Tell me what you will build if you win any auction you are bidding on.

These are the buildings available during the Settlement period, which lasts for the first four rounds of the game.

	RT	ML	BC	VPs	Cost	Income	Special
Settlement							
Farm {3}	-	-	-	-	W	T \$ \$	
Grain Mill {2}	-	-	-	2	WS	F	
Market {3}	-	-	-	2	W	T { \$ \$ }	{T+W=F / T+F=S}
Foundry {3}	-	-	-	-	-	{S}	
Steel Mill {1}	-	-	-	-	WWG	S	
Settlement/Town							
Boarding House {1}	-	-	-	-	WW	\$ \$	<-1 Debt> (End: 1 VP per I)
Railworker's House {1}	-	-	-	-	SS	T \$	(End: 1 VP per Wrk/Inc)
Ranch {2}	-	-	-	-	WFS	{L}	<T>
General Store {2}	-	-	-	2	S	T	(+\$ per sale)
Trading Post {1}	-	-	-	-	G	TT	
Copper Mine {2}	-	-	-	-	WWS	{C}	
Gold Mine {2}	-	-	-	-	WS	{G}	
River Port {2}	-	-	-	-	W	{G}	(Use G for C or L)
Residential	The number of each building is in {braces} to the right of the building name. Income shown in {braces} requires a worker. {{Double braces}} requires two workers. <Chevrons> indicate something that happens when the building is built.						
Commercial							
Industrial							

You'll want to know what the Marketplace trading rates are.

Buy		Sell	
T+\$=W	T+\$\$=F	T+W=\$+VP	T+F=\$+\$+VP
T+\$\$+\$=S	T+\$\$+\$+\$=G	T+S=\$+\$+\$+VP	T+G=\$+\$+\$+\$+VP
T+G=C	T+G=L	T+C=G+VP	T+L=G+VP
Recruit a worker for T+F			

Later on, when you gain Trade tokens, please try to give details of trades you need to do when paying for buildings, and so on. If you need to pay for something and cannot do it without trades that you have not specified, I will try and make it work unless you tell me not to do this.

Orders required
Allocate workers, bidding and building - bidding starts with Rob





OUTPOST 29

The last Robots and Outpost go.

ROUND 11

Commander Actions

Pete Auctioned an Orbital Lab for 50. Mark joined at 51. Pete dropped out at 75. Mark got it for 75 (w:6,30 t:8,9,10,12)

- Auctioned a Robots for 50 and got it (w:4,7,7,8,10 r:14) plus a free Robot
- Bought one Research Factory (w:6,7 m:17)

Mark Passed

John Bought one Titanium Factory (o:1,1,2 w:5,5,6 t:10)

Lyndon Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (o:4 w:30 t:8,8,8,10 m:19) plus a free Titanium Factory

Marcus Bought one New Chemicals Factory (o:3 w:30 t:10 r:17)

Jim Bought one Titanium Factory (o:3,5 w:6,7,9)

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

PO	Name	Factories	Population	Robots	Production
1	Pete	2o,5w,2r	8 (8)	1 (8)	4o,5w,2r,2m (107,15)
2	Lyndon	2o,4w,4t	8 (13)	0 (0)	1o,1W,4t,1m (90,15)
3	Mark	2o,4w,4t	5 (5)	5 (5)	4o,1W,1T,1m (103,15)
4	John	2o,4w,3t	8 (8)	1 (8)	1o,5w,4t (78,10)
5	Marcus	2o,4w,1t,2n	8 (8)	0 (0)	2o,1W,1t,2r,3n (132,10)
6	Jim	2o,4w,1t	7 (8)	1 (7)	2o,7w,1t (65,15)
7	Willem	2o,5w	5 (5)	0 (0)	1o,7w (52,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Pete	WH, Nod, OL, Rob, Lab		25 (230)
2	Lyndon	HE, Nod, OL, OP		23 (205)
3	Mark	WH, HE, OL, Rob		22 (155)
4	John	DL, HE, Nod, Rob		19 (120)
5	Marcus	HE, Nod, Sci		18 (95)
6	Jim	WH, HE, Nod, Rob		15 (130)
7	Willem	DL, DL, DL, DL		9 (60)

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

Orders required
Round twelve auctions, bids and purchases



RAILWAY RIVALS 2157-KA

The final round with no real surprises.

ROUND 12

Kansas

Round 12 Runs

			MWE	KRAP	WEAR	HICK	CAR	
37	24 Independence/Parsons 13 Atchison/Leavenworth	① HICK 20 ② MWE 10						20 10
38	32 Wichita 43 Jetmore/Ness City	① WEAR 13 ② CAR 6 ② HICK 6 ② KRAP 5			+6	+2	-6 -2	7 14 4 5
39	25 Fort Scott/Pittsburg 35 Harper/McPherson	① WEAR 15 ① CAR 15 ✕ KRAP		-3			+3	15 12 3
40	44 Sublette 33 Oklahoma	① WEAR 30						30
41	51 Sharon Springs/Tribune 45 Liberal	① KRAP 20 ② MWE 10 ✕ WEAR ✕ HICK ✕ CAR	-3 +3	+3 +3 +1	-3	-3	-1	10 10 6 3 1
42	56 Plainville 64 Herington/Junction City	① MWE 15 ② KRAP 15 ✕ CAR		+2				17 11 2
43	36 Arkansas City 22 Missouri	① WEAR 20 ② CAR 10			+2		-2	18 12
44	61 Downs/Mankato 15 Lawrence/Paola	① KRAP 20 ② CAR 10						20 10

Scores

	Runs:	37	38	39	40	41	42	43	44	Score
KRAP	349	-	5	3	-	10	11	-	20	398
MWE	314	10	-	-	-	10	17	-	-	351
WEAR	222	-	7	15	30	6	-	18	-	298
CAR	170	-	14	12	-	1	2	12	10	221
HICK	188	20	4	-	-	3	-	-	-	215

CAR overhauls HICK to take fourth, but KRAP stays on top to take the win.

1st	Pete Campbell	KRAP	398
2nd	Tony Bromley	MWE	351
3rd	Kevin Lee	WEAR	298
4th	Don Shailer	CAR	221
5th	Jim Reader	HICK	215

Congratulations to Pete and thanks for the game. We'll round it up next time.



RAILWAY RIVALS 2160-KT

The finish is going to be really close.

ROUND 11

Kansas

Round 11 Runs

			CUES	GREAT	BB	COLIN	REBUS	
29	25 Louisville 35 Bowling Green	① BB 13 ② COLIN 7 ② GREAT 6 ④ REBUS 4		-5 -5		+3 +5		11 -1 16 4
30	21 Evansville 54 Maysville	① BB 20 ② COLIN 10			-6	+6		26 4
31	31 Clarksville 15 Memphis	① GREAT 16 ② COLIN 7 ② CUES 7	+1					17 7 6
32	53 Ashland ❸6 Mississippi/ Alabama	① REBUS 13 ① GREAT 12 ③ COLIN 5 ❧ BB			-7 +2		-2 +7	6 10 7 7
33	16 Memphis 46 Chattanooga	① GREAT 20 ② CUES 10	+1		-1			21 9
34	63 Middlesboro 41 Rockwood	① BB 16 ② REBUS 9 ③ CUES 5	-5 +5/-2			+5	+2/-5	11 12 7
35	66 Bristol ❸3 Ohio	① REBUS 20 ② BB 10 ❧ COLIN ❧ CUES	-1 -1		+1 +1	-2 -1	-1 +2 +1	18 7 3 2

Round 11 builds

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

None.

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

None.

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

None.

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

None.

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

None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
B-BUCKET	211	11	26	-	7	-	11	7	-	273
GREAT	208	16	-	17	10	21	-	-	-	272
REBUS	183	4	-	-	6	-	12	18	-	223
CUES	180	-	-	6	-	9	7	2	-	204
COLIN	179	-1	4	7	7	-	-	3	-	199

Round 12 Runs

36.	44 - 51	Morristown to Frankfurt
37.	32 - 42	Columbia to Knoxville
38.	12 - 52	Paducah to Lexington
39.	22 - ❸4	Henderson to Virginia/West Virginia
40.	23 - 65	Hopkinsville to Johnson City
41.	14 - 64	Jackson to Hazard
42.	34 - ❸2	Nashville to Illinois/Indiana

Runs

Enter up to 4



RAILWAY RIVALS 2178-MA

Every town is in the network.

ROUND 6

Malta [17 points for these builds]

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

Q6 - R7 - S6 - T7, J33 - J34, Q24 - Gzira, L16 - Imdina - Rabat, P23 - P22, P23 - U21.  
24 +1/-2 (MIST) +2/-1 (BUM) +1/-2 (OMR) +8/-1 (MR) = 30

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

F26 - F27 - Airport, F27 - Birzebbuga, O22 - Birkirkara, K16 - Imdina - Rabat, R8 - Q7 - Q6, O18 - Attard, F32 - G32.

104 +2/-1 (RAM) +2/-2 (BUM) +1 (OMR) +1/-1 (MR) = 106

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

S13 - U12 - Bugibba, Q18 - Q22, H30 - M32, L24 - K23, I24 - H24.

31 +1/-2 (RAM) +2/-2 (MIST) +1/-2 (OMR) +1/-1 (MR) = 29

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

Imdina - Rabat, Ghajn Tuffieha - Q5 - Popeye Village - U4 - U5, F24 - D25.

37 +2/-1 (RAM) -1 (MIST) +2/-1 (BUM) +1 (MR) = 39

Maltese Rails (MR) (Roger Trethewey, Black)

G18 - F18 - F17 - Caves, R9 - T8, O9 - Mgarr, K21 - Imsida - Q24 - Gzira.

86 +1/-8 (RAM) +1/-1 (MIST) -1 (OMR) +1/-1 (BUM) = 78

Round 7 Runs

1.	26 - 12	Marsaxlokk to Valletta
2.	35 - 11	Attard to Valletta
3.	43 - 66	Birkirkara to Naxxar
4.	55 - ❸4	Mgarr to Airport
5.	61 - 23	Rabat to Marsaskala
6.	53 - 42	Bugibba to Imsida
7.	32 - ❸5	Qrendi to Western sights

Runs

Builds

Enter up to 4

Up to 10 points excluding payments to rivals





RAILWAY RIVALS 2194-MN

It's already one big network.

ROUND 1

Minnesota {15 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
Minneapolis - Rochester, J19 - St.Paul, I20 - Fairbault - F18.  
20+6 (towns) = 26

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)  
Minneapolis - Rochester, Minneapolis - L12.  
20 +3 (towns) -1 (FEAR) = 22

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)  
Mankato - Glencoe - P10 - Sauk Center - U10.  
20+6 (towns) +1 (HEART) = 27

Making Alternative Routes Superior (MARS) (John Marsden, Green)  
Minneapolis - L19 - St.Paul, L19 - Anoka - U22 - Moose Lake.  
20 +9 (towns) = 29

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Duluth - Z22 - Moose Lake - P17 - P15, Z22 - B61.  
20 +3 (towns) = 23

FEAR's build went further than the allowance permitted, so Kevin, please note that you stopped at U10.

Builds

Up to 15 points excluding payments to rivals



SAINT PETERSBURG 3

This is our last Worker phase.

PHASE 6-W

Round 6 - Worker Phase

Bob	Tony	Rob	Kevin
+ Lumberjack	+ Library from hand	Upgrade Market to St.Isaac's Cathedral	+ Lumberjack
+ Gold Miner	✗	Upgrade Ship Builder to Wharf from hand	✗
+ Pub from hand			

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	21	24	18r + 0vp	1r + 6vp	14r + 0vp	Aristocrat	8
Rob	32	21	30r + 3vp	6r + 10vp	12r + 4vp	Building	0
Kevin	25	37	18r + 0vp	5r + 15vp	12r + 4vp	Trading	11
Bob	57	34	33r + 3vp	0r + 0vp	13r + 7vp	Worker	0

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

Orders required

Round six Building phase led by Rob



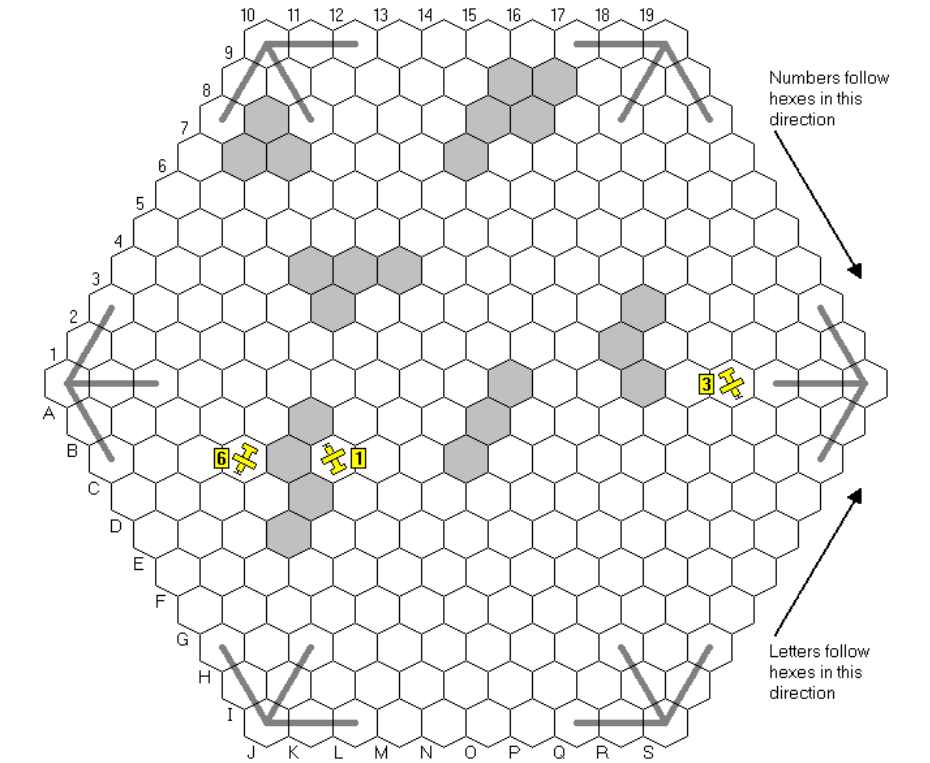


SOPWITH T353FW

Glider loses some valuable structural strength.

ROUND 16

Pilot	Starts	Moves	Ends	A:D:P
1 The Brown Baron Michael Graystone	I6-NE	LT-fA, O-fL, O (1 kill) {Airfield: A1}	H6-NW	09:12:21
3 Wizard Prang Jim Reader	M16-SE	A, A, A {Airfield: J19}	P16-SE	16:10:00
6 Glider Hugo Griffin	F7-SW	A, A, A (1 1/2 kills) {Airfield: J1}	F4-SW	00:05:26



The clouds moved north east. *The Brown Baron* gets a good solid hit on *Glider* before the clouds get in the way.

PREVIEW

With a late surge, the new games appeared this time. I didn't manage to get organised to do it ahead of time, but they made it.



Next time we're due for a new 1830 and Railway Rivals. Which map for the latter? Another decision I have deferred. Those on the list are welcome to make suggestions.

Beyond that, our first game of 7 Wonders is set to go, and we have enough players for another Battle! game. You'll note that Agricola has disappeared from the plan, as I am reconsidering this as an offering in the zine.

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

- #190: 1830, Railway Rivals
- #191: 7 Wonders, Battle!

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jan 6	Save Your XXs For Me 92
Jan 7	Variable Pig 132
Jan 10	Minstrel 355
Jan 13	Ode 328
Jan 16	Fury of the Northmen 6
Jan 21	...mais n'est-ce pas la gare? 126
Feb 3	Devolution 89
Feb 5	Minstrel 356
Feb 7	Save Your XXs For Me 93

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 . . . . .	5.478
-	Tony Bromley . . . . .	3.364
-	Lyndon Gurr . . . . .	3.360
-	Pete Campbell . . . . .	3.333
-	Marcus Pratt . . . . .	2.833
-	Mark Frueh . . . . .	2.786
-	Lionel Robbins . . . . .	2.727
-	Steve Thomas . . . . .	2.611
-	Tony Robbins . . . . .	2.318
-	Alan Harvey . . . . .	2.314
-	Michael Graystone . . . . .	2.293
-	Rob Thomasson . . . . .	2.244
-	Stephen Webb . . . . .	2.226
-	Bob Coull . . . . .	2.000
-	Colin Sharpe . . . . .	2.000

The rating system is:  
5 points for a win  
3 points for second  
1 point for third

## 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	3.889
▼ Ken Boucher	3.345
- David Hilbert	2.821
▼ Pete Campbell	2.761
▼ Rob Thomasson	2.588
▼ Victor Cronshaw	2.419
▲ John Boocock	2.250
▲ Michael Graystone	2.191
- Mick Haytack	2.111
▼ Neil McConnell	2.071
▲ John Colledge	2.013
▼ Willem Moene	2.000
- Greg Payne	2.000

The rating system is:

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

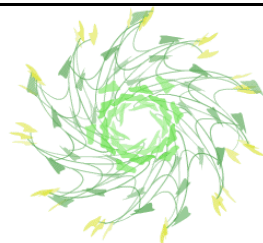
- ✧ Completed games and winners:

1825 e906 {1825-D29}	John Boocock
1850 e923 {1850-W29}	Arne Östlund
Carcassonne e958 {Inns & Cathedrals}	John Colledge
Acquire e960 {Powers}	Michael Graystone
Sopwith e961 {T356FR}	Michael Graystone
Carcassonne e962	Wade Kulscher
Acquire e963	Michael Graystone

- ✧ New games and start dates:

Acquire e966	Dec 31st
Carcassonne e967 {River}	Dec 31st
1870 e968 {1870-K32}	Dec 31st
Carcassonne e969	Jan 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

Howard Bishop . . .	HS1	Willem Moene . . .	1825-X31, 1861-F31, 1870-N29, 1870-A32, OP29
John Boocock . . .	1825-X31, 1829-A30, 1861-R29, Agr4, OP29	Marcus Pratt . . . .	Agr4, Bat4, OP29
Tony Bromley . . .	RR-2157-KA	Jim Reader . . . . .	6n16, Agr4, BA21, BB-329-FRA, BB-331-SCT, BB-333-CRO, OP29, RR-2157-KA, RR-2178-MA, RR-2194-MN, Sop353
Pete Campbell . . .	1829-A30, 1830-V2-U28, 1861-F31, 1870-N29, BB-331-SCT, BB-333-CRO, OP29, RR-2157-KA, RR2178-MA	Mike Reeves . . . .	BA21
John Colledge . . .	6n16	Lionel Robbins . . .	1825-X31, 1829-A30, 1861-F31, 1870-A32
Bob Coull . . . . .	6n16, Acq58, BB-329-FRA, BB-333-CRO, R-2160-KT, RR-2178-MA, StP3	Adam Romoth . . .	1856-E31, 1870-A32
Dennis Frank . . .	BA21	Don Shailer . . . . .	6n16, BB-331-SCT, RR-2157-KA
Mark Frueh . . . . .	1856-E31, 1870-N29	Colin Sharpe . . . .	6n16, BB-329-FRA, RR-2160-KT
Michael Graystone	6n16, Acq58, Bat4, BB-329-FRA, BB-333-CRO, RR-2160-KT, RR-2194-MN, Sop353	John Shelley . . . .	1825-X31, 1829-A30, 1856-E31, 1861-R29, 1870-A32
Hugo Griffin . . . .	Sop353	Don Smith . . . . .	1830-V2-U28, 1856-E31, 1861-R29, 1861-F31, 1870-N29
Lyndon Gurr . . . .	1861-R29, 1861-F31, 1870-N29, 1870-A32, OP29	Allan Stagg . . . . .	Bat4, BA21
Steve Ham . . . . .	RR-2160-KT, RR-2194-MN	Mark Stretch . . . .	1830-V2-U28, Bat4, BA21, BB-331-SCT, OP29, RR-2178-MA
Alan Harvey . . . .	1830-V2-U28	Rob Thomasson . .	1829-A30, 1856-E31, BA21, HS1, RR-2160-KT, StP3
Mike Hutton . . . .	1825-X31	Roger Trethewey .	BB-331-SCT, RR-2178-MA
Kevin Lee . . . . .	6n16, Acq58, Agr4, BB-333-CRO, RR-2157-KA, RR-2194-MN, StP3	Tony Wilcock . . . .	Acq58, StP3
Michael Longdin . .	HS1		
John Marsden . . .	Acq58, Bat4, BB-329-FRA, RR-2194-MN		



## OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:  
Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

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## DEADLINES

Wednesday March 7th 2012  
18xx games - Friday March 2nd

Future deadlines: 18xx games: April 6th Other games: April 11th

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.