

FOR WHOM THE DIE ROLLS

May 2012

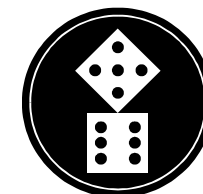
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Issue 191

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #191, 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...

7 Wonders John Boocock, Pete Campbell, Lyndon Gurr, Kevin Lee, Jim Reader, Mike Reeves, Allan Stagg
Battle! Pete Campbell, Steve Ham, John Marsden, Marcus Pratt, Allan Stagg, Mark Stretch

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

⇨④ 1825 Howard Bishop
⇨③ 1826 Pete Campbell, Don Smith
⇨③ 1830 (Variant map 2) . . Pete Campbell, Don Smith
⇨② 1837 Pete Campbell, John Hopkins, Don Smith
⇨② 1856 Mike Hutton, Don Smith, Lyndon Gurr
⇨① 1861 Pete Campbell, Lyndon Gurr, John Shelley, Don Smith
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨② 18Rh Rhineland Willem Moene, Pete Campbell, Alan Harvey
⚙ Acquire Colin Sharpe, Michael Graystone, Lyndon Gurr, John Colledge, Tony Wilcock
⇨④ Acquire Bus Boss
⇨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)
⚙ RoboRally Allan Stagg, Jim Reader, Mark Stretch, Don Shailer, Roger Trethewey, Howard Bishop, Steve Ham, Mike Head
⇨② Saint Petersburg John Boocock, Bob Coull
⇨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...

③ Breaking Away Steve Ham, Jim Reader, Kevin Lee
⚙ Bus Boss Colin Sharpe, Mike Reeves, Roger Trethewey, John Marsden, Bob Coull, Jim Reader
⚙ Railway Rivals Steve Ham, Pete Campbell, Mike Reeves, Michael Graystone, Roger Trethewey, Jim Reader

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

START

Welcome to issue #191. This is an on-time, within budget issue of the zine. There's never a production delay when you want one, is there?

This issue had to be out in a timely manner or it would have got caught up in preparation for UK Games Expo, which takes place on May 25th/26th in Birmingham.

I'll be there wearing my Heron Games shirt and selling games, so if you're going to be there, drop by to say hello. With a bit of luck the press of punters will make it impossible for you to do this, but it is more likely that you'll be able to make contact and let me match even more names to faces.

Everything is finished except for this page, and for a change I have not added notes telling me what to talk about. Perhaps I should waffle on about the games I've been playing. But first, here's something you can do for me.

RoboRally has been on the waiting list and ready to go for some time, and now has the full eight players that I am willing to handle. Before I can start this I need a playing area for the game, and I don't really want to use the same one I've used before. So... if the players would like to put their thinking and tinkering caps on, they could send me their ideas on the playing area we should use. Lay it out on a grid 15x15 and let me know where the start, checkpoints and finish are. I'll pick one of these and we can get going sooner than if I left it up to myself to get round to it. Well, it's a thought.

Back to my recent games. I played Kingdom Builder with the new Nomads expansion a few weeks ago. This was my first outing with Kingdom Builder for some time, and it was enjoyable as usual. The Nomads expansion adds more boards and a new type of location. Unlike the regular Location tiles, Nomad tiles have a one-off effect that must be used in your very next turn. The new boards have from one to three Nomad spaces.

Lords of Waterdeep is relatively new, and has been getting a lot of attention on BoardGameGeek. A couple of weeks ago it was ranked just outside the top 100, then it jumped to 91, then 75, and now it is ranked 44. So what is so good about it?

For one thing, it is simple and quick to explain. For another, it should play in an hour, although my games have been longer, with people thinking there must be more to it, so they spend more time deciding what to do than they really need. But they will hopefully learn. With more buildings and quests than you can see in a single game, each game will take a different path, so you're not aiming for exactly the same thing each time.

It is a worker placement/cube pushing game. You place your agents to gain resources in order to complete quests. Go for lots of small quests or go for the high value ones, it's up to you. Add in a splash of intrigue to mix things up, and a character card that gives you bonus points at the end, and it is fun. Take it as such and you won't be disappointed.

The Manhattan Project is also a new worker placement game, but with a much stronger theme of designing the bomb. But not in a bad-taste way. Castles of Burgundy is another new one that I've taken a fancy to, and actually won on my third attempt. Hawaii, on the other hand, has eluded me as far as any successful strategy is concerned.

Will there be an issue in June? You'll have to wait for the next gripping instalment to find out, but get your orders in on time to encourage me to be more productive. ⚙



1825-X31

The L&YR is floated by Lionel.

SR5

Stock Round 5

John Shelley	Willem	Mike	John Boocock	Lionel
+ NBR new	+ LNWR pool	+ NBR new	✗	+ LNWR pool
+ NBR new	✗	+ Cal new	✗	- 1 LNWR + L&YR/Dir
✗	✗	✗	✗	- 1 LNWR + L&YR new
✗	✗	✗	✗	+ L&YR new
✗	✗	✗	✗	- 1 LNWR + L&YR new
✗	✗	✗	✗	+ L&YR new (floated)
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Lionel Robbins	154	-142	12	976	23.4	9
John Shelley	158	-152	6	722	17.3	8
Willem Moene	165	-142	23	816	19.6	8
Mike Hutton	162	-152	10	810	19.4	7
John Boocock	126	0	126	848	20.3	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GCR	GNR	GSWR
Lionel Robbins	A&F	3D	-	-	1	-	6D	-	-	-
John Shelley	TWW	-	-	-	8D	-	-	-	-	-
Willem Moene	C&HP	1	5	-	-	1	-	-	-	-
Mike Hutton	-	1	5D	-	1	1	-	-	-	-
John Boocock	L&M	2	-	-	-	3D	-	-	-	-

Bank (new)	-	-	10	-	5	4	10	10	10
Price (new)	100	82	82	76	76	71	71	71	71
Bank (pool)	S&D	3	-	-	-	-	-	-	-
Price (pool)	142	100	-	82	76	71	-	-	-
Company credit	220	60	-	160	-	710	-	-	-
Tokens	3	3	4	3	4	4	4	4	3
Trains	2 2 2	3 2 2	-	3 3	-	-	-	-	-

Bank cash: 14,823 Certificate limit: 18 Trains: 2 x '3' 4 x '4'

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/2	2/2	3/2	4/4	5/3	6/4	7/6	8/8	9/8	55/2	56/1	69/2	114/1	
115/1	12/4	13/1	14/5	15/5	16/2	17/1	18/2	19/2	20/1	21/1	22/1	23/5	
24/5	25/1	26/2	27/2	28/3	29/2	30/1	31/1	52/3					

Track may leave the grid if it connects to these areas

Track may leave the grid if it connects to these areas

1825

Units 2-3

GameX31

Referee:
Keith Thomasson

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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

OR6, OR7

Adjudication can pause between rounds if requested



1829-A30

Just one round
by popular demand.

OR12

OR12	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	20:S19:2	►S19	250	No	-	250▼	330	3
GWR	RT	16:T12:1	►U13	200	No	①	142▼	300	4 4
Mid	JS	10:N14:1	►P16 !	160	Yes	②	112▲	20	5 3
LSWR	JB	-	►V22	80	Yes	-	71▲	120	3 3
GNR	LR	12:P18:5	►N18	50	Yes	-	67▲	280	4
LBSC	JB	-	►V14	50	Yes	-	71▲	370	3
GER	RT	34:S13:4	►U17	70	Yes	-	67▲	150	4
GCR	Rcvr	5:O15:6	►M13	50	No	③	53▼	60	-
L&YR	JS	38:R12:2	►N14	110	Yes	④	61▲	60	4
SECR	RT	38:Q15:3	►U21	-	-	③ ⑤	53▼	0	5.3

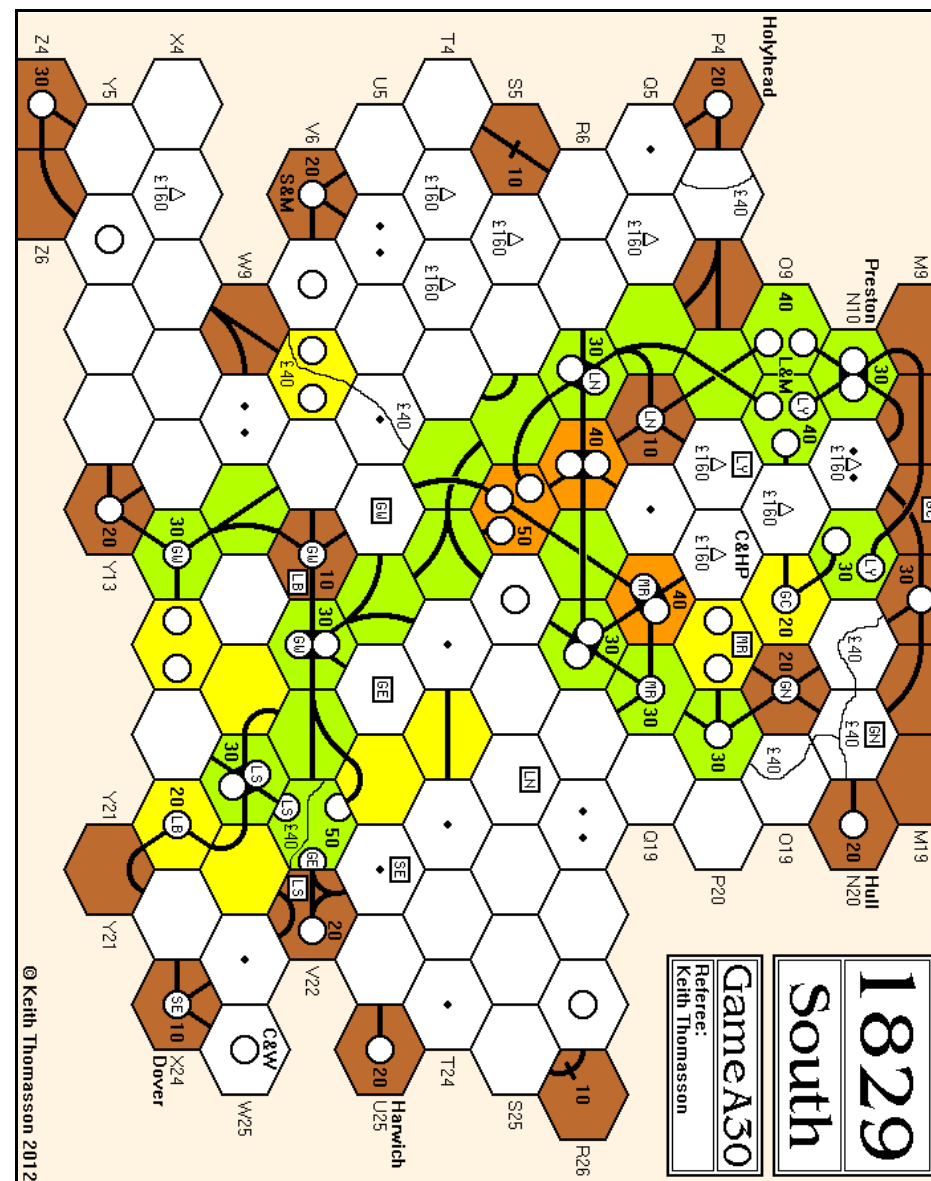
Notes: ① 430 to the bank for a '4' train
 ② 550 to the bank for a '5' train
 ③ 10 to the bank to rent a '5' train
 ④ 40 to the bank for a token in N14
 ⑤ 10 to the GWR for a '3' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Pete Campbell	8	71	79	2,027	24.5▼	15
Rob Thomasson	52	40	92	1,538	18.6▼	13
John Shelley	14	196	210	1,630	19.7▲	14
Lionel Robbins	18	95	113	1,553	18.8▲	14
John Boocock	150	101	251	1,529	18.5▲	11

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

Bank (new)	Hull...	-	-	-	-	-	-	-	-	-	4
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP	4	-	-	1	-	4	2	6D	-	-
	C&W										
Price (pool)		250	142	112	71	67	71	67	53	61	53
Company credit		330	300	20	120	280	370	150	60	60	0
Tokens		4	3	3	3	4	3	3	3	1	2
Trains		3	4 4	5.3	3.3	4	3	4	-	4	5.3
Bank cash:	19,255	Certificate limit: 18					Trains: 3 x '5', 4 x '7'				

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds	
1/2	2/2	3/2	4/6	5/3	6/3	7/1	8/8	9/9	10/2	12/1	13/2	14/-
15/1	16/-	17/1	18/1	19/2	20/-	21/1	22/-	23/3	24/3	25/-	26/2	27/2
28/-	29/1	30/1	31/1	32/1	33/1	34/-	35/1	36/1	37/1	38/4	39/1	40/1
41/2	42/2	43/1	44/1	45/1	46/1	47/2						



Orders required for the following rounds

By the early deadline

OR12, SR11

Adjudication can pause between rounds if requested



1830-S32

The competition surrounds
the C&A, as is often the case.

PRIVATES

Stock Round 1 - Privates

Don	Bids 165 on the C&A
Adam	Bids 116 on the M&H
Willem	Bids 170 on the C&A
John	Buys the SVR for 20
Don	✗
Adam	Buys C&StL for 40
Willem	Buys the D&H for 70
	✶ Adam gets the M&H for 116
	✶ Don gets the C&A for 235, gains 1 PRR share
John	✗
Don	✗
Adam	✗
Willem	Buys the B&O for 220, par set to the default of 100
	Priority for the rest of the round lies with John

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Don Smith	600	-235	365	525	20.8▼	1-2
Adam Romoth	600	-156	444	594	23.6▼	2
Willem Moene	600	-290	310	800	31.8▲	3
John Shelley	600	-20	580	600	23.8▼	1

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	C&A	-	-	-	-	-	-	-	1
Adam Romoth	C&StL, M&H	-	-	-	-	-	-	-	-
Willem Moene	D&H, B&O	-	2P	-	-	-	-	-	-
✶ John Shelley	SVR	-	-	-	-	-	-	-	-

Bank (new)	10	8	10	10	10	10	10	10	9
Price (par)		100							
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)		100A							

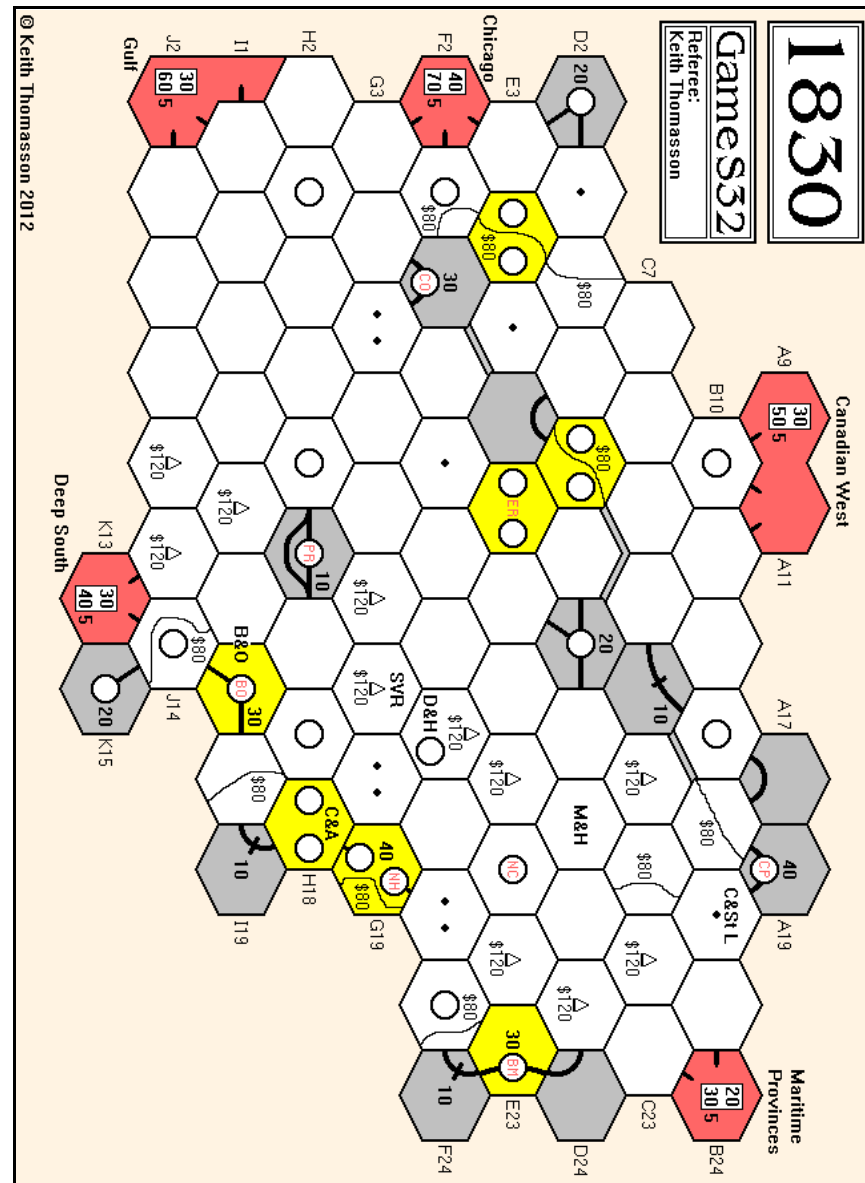
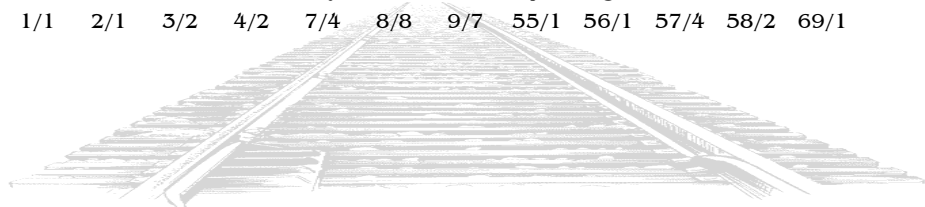
Company credit

Trains

Redeemed shares

Bank cash: 10,301 Certificate limit: 13 Trains: 6 x '2', 5 x '3'...

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



Orders required for the following round

By the early deadline

SR1, Public Companies



1856-E31

Four new companies
arrive on the scene.

SR6

The LPS placed a token in F15 for 40 in OR6, and ran for 230 in OR7, resulting in some minor cash adjustments.

Stock Round 6

Don	Adam	Mark	John	Rob
+ LPS new	- 1 LPS {▼90F} - 1 WR {↔} - 1 GW {↔} + CA/Pres {100}	+ WR new - 1 WR {↔}	- 2 CPR {↔} - 1 LPS {↔} + CV/Pres {90}	- 1 GW {↔} + TGB/Pres{100}
+ CPR pool	+ CA new	+ GW new - 1 GW {↔}	+ CV new	+ WR new - 1 WR {↔}
✗	+ CA new	+ GT new - 1 GT {▼90E}	+ CV new	- 1 WR {↔} + TGB new
✗	+ CA new	+ THB/Pres{100}	+ CV new	- 1 LPS {↔} + TGB new
✗	✗	+ THB new	+ CV new	+ TGB new
✗	✗	+ THB new	✗	+ TGB new
✗	✗	- 1 GW {↔}	✗	✗
✗	✗	+ THB new		
			Priority for SR7	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Adam Romoth	195	-180	13	953	18.9▲	7
Mark Frueh	318	-295	23	1,293	25.7▲	11
John Shelley	323	-320	3	993	19.7▼	9
Rob Thomasson	390	-255	135	1,095	21.7▲	10
Don Smith	139	-125	14	704	14.0▼	7

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

Bank (new)	10	5	2	4	1	2	-	4	5	10	-
Price (par)		100	65	90	80	70	65	100	100		75
Bank (pool)		-	1	-	2	4	3	-	-		5
Price (pool)		100A	60H	90B	90E	110E	90F	100A	100A		110E
Company credit		500	99	540	113	160	70	600	500		21
Loans		-	5	-	5	2	6	-	-		4
Tokens	3	3	2	3	3	3	-	2	2	2	2
Trains		-	4.3	-	4.3	3	4.4	-	-	-	3.3
Bank cash: 9,209	Certificate limit: 13					Trains: 3 x '5', 2 x '6'...					
Current operating order:	GW, WR, CA, TGB, THB, LPS, GT, CV, CPR										

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



Orders required for the following rounds	By the early deadline
OR8, OR9	Adjudication can pause between rounds if requested



1861-F31

One minor and one major are formed, starting close to each other.

SR4

Stock Round 4

Don	Pete	Lyndon	Lionel	Willem
+ GRR new	+ MK/P {L7} {90}	+ GRR new	+ SE new	+ SV for 135
+ GRR new	+ MK new	+ GRR new	✗	+ SE new
✗	+ MK new	+ GRR new	✗	✗
✗	+ MK new	✗	✗	✗
✗	✗	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Willem Moene	412	-300	112	607	16.1	3
Don Smith	262	-200	62	662	17.6	5
Pete Campbell	497	-450	47	857	22.7	6
Lyndon Gurr	367	-300	67	717	19.0	5
Lionel Robbins	172	-165	7	927	24.6	5

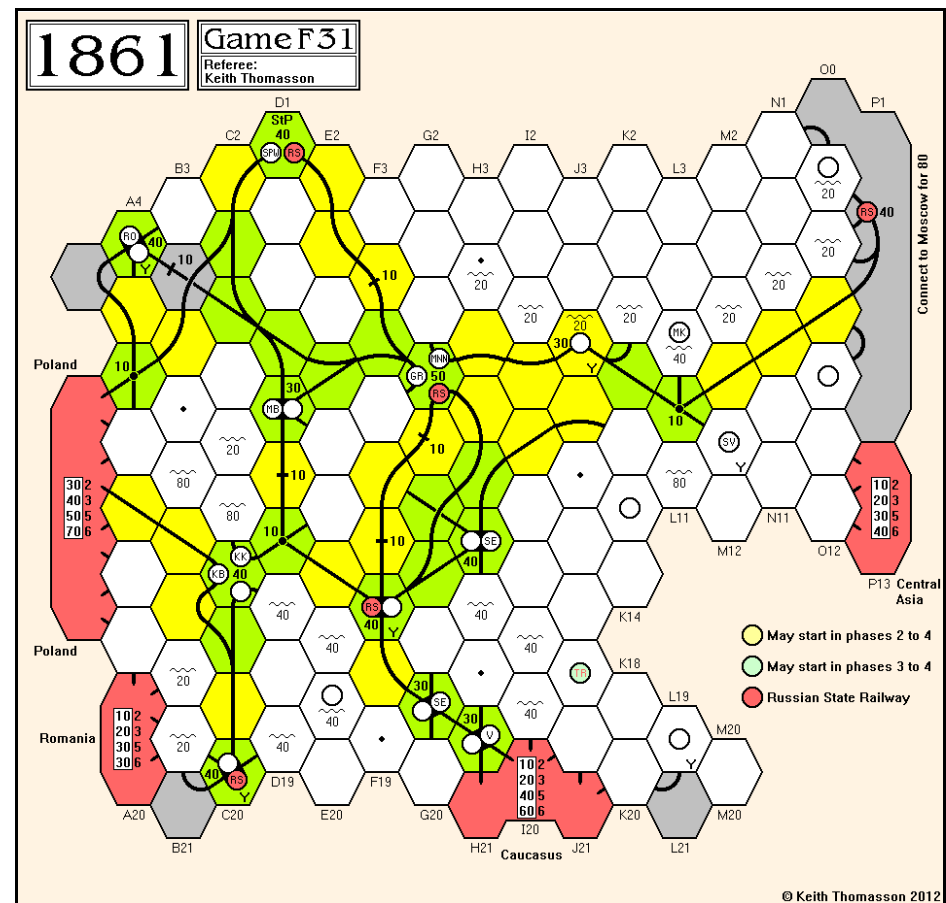
Portfolio	KB	KK	MNN	RO	SPW	MB	SV	V	GRR	MK	SE	RSR
Willem Moene	-	-	-	-	-	-	2D	2D	-	-	1	-
Don Smith	-	-	-	-	-	-	-	-	6D	-	-	-
Pete Campbell	-	2D	-	-	-	2D	-	-	-	5D	-	-
✱ Lyndon Gurr	2D	-	2D	-	-	-	-	-	3	-	-	-
Lionel Robbins	-	-	-	2D	2D	-	-	-	-	-	4D	-

Bank (new)	-	-	-	-	-	-	-	-	1	5	5	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price	65H	60H	110E	70G	60H	120D	65G	100E	100D	90E	165B	-
Company credit	135	20	0	0	0	75	135	20	545	450	450	35
Loans	-	1	-	-	-	-	-	-	-	-	-	-
Tokens	-	-	-	-	-	-	-	-	2	3	1	3
Trains	3	3	3	3	3	3	-	3	4	-	4	4

Bank cash: 12,840 Certificate limit: 13 Trains: 1 x '4', 4 x '5'...
 Current operating order: MB, MNN, V, RO, KB, SV, KK, SPW, SE, GRR, MK, RSR

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

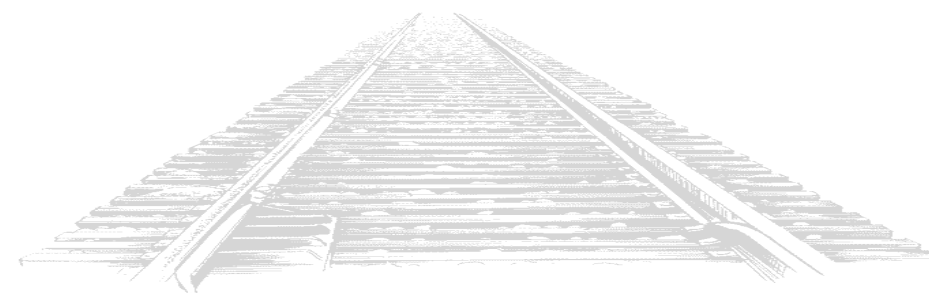
✱ Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR7, MR4





1870-N29

The '8' and '10' trains are all bought.

OR13

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LQ	9:K18:1	9:L19:1	250	Yes	① 325B	210	8
ATSF	MF	23:L3:1	-	530	Yes	- 250B	54	5 5
GMO	WM	8:A20:3	-	220	Yes	- 225B	79	6
SLSF	DS	63:E12:1	-	-	②	160E	0	8
SSW	PC	9:G8:1	8:F7:4	250	Yes	- 180B	1	5
MKT	PC	15:M14:6	-	-	①	120C	165	8
SP	MF	-	-	290	Yes	- 120B	29	6
MP	LQ	14:C18:2	-	-	③	72D	0	10
MP	LQ	Connection run	-	280	No	④ 72D	280	
TP	LQ	43:M4:5	-	250	Half	⑤ 55E	1	6 5
IC	WM	-	-	-	⑥	50D	0	10

- Notes: ① 800 to the bank for an '8' train
 ② 800 to the bank for an '8' train, mostly funded by 712 from Don
 ③ 950 to the bank for a '10' train, partly funded by 50 from Lyndon
 ④ Destination marker placed in J5
 ⑤ 129 to the FW for a '5' train
 ⑥ 950 to the bank for a '10' train, partly funded by 168 from Willem

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Pete Campbell	629	197	826	3,251	19.7	13-15
Lyndon Gurr	360	254	614	3,994	24.2	13-18
Willem Moene	20	74	94	2,599	15.7	9-16
Don Smith	642	-596	46	1,616	9.8	8-9
Mark Frueh	1,427	630	2,057	5,074	30.7	13-16

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

Bank (new)	-	-	-	-	-	3	-	1	-	-
Price (par)	68	68	100	72	72	90	100	100	100	68
Bank (pool)	-	-	-	-	2	1	5	-	-	-
Price (pool)	250B	325B	225B	50D	120C	72D	160E	120B	180B	55E
Company credit	54	210	79	0	165	280	0	29	1	1
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	-	-	-	1	-	2	D	1	-	1
Trains	5 5	8	6	10	8	10	8	6	5	6 5
Bank cash: 7,824	Certificate limit: 13					Trains: '12's				
Current operating order: FW, ATSF, GMO, SSW, SLSF, MKT, SP, MP, TP, IC										

Tiles		Tile number/Availability										Three Operating Rounds between Stock Rounds	
1/1	2/1	3/3	4/2	5/2	6/2	7/8	8/3	9/1	55/-	56/1	57/3	58/3	
69/1	14/2	15/1	16/2	17/2	18/2	19/2	20/2	23/-	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	43/1	44/1	45/2	
46/2	47/2	63/-	70/2	145/2	146/1	147/2	170/-	171/1	172/1				

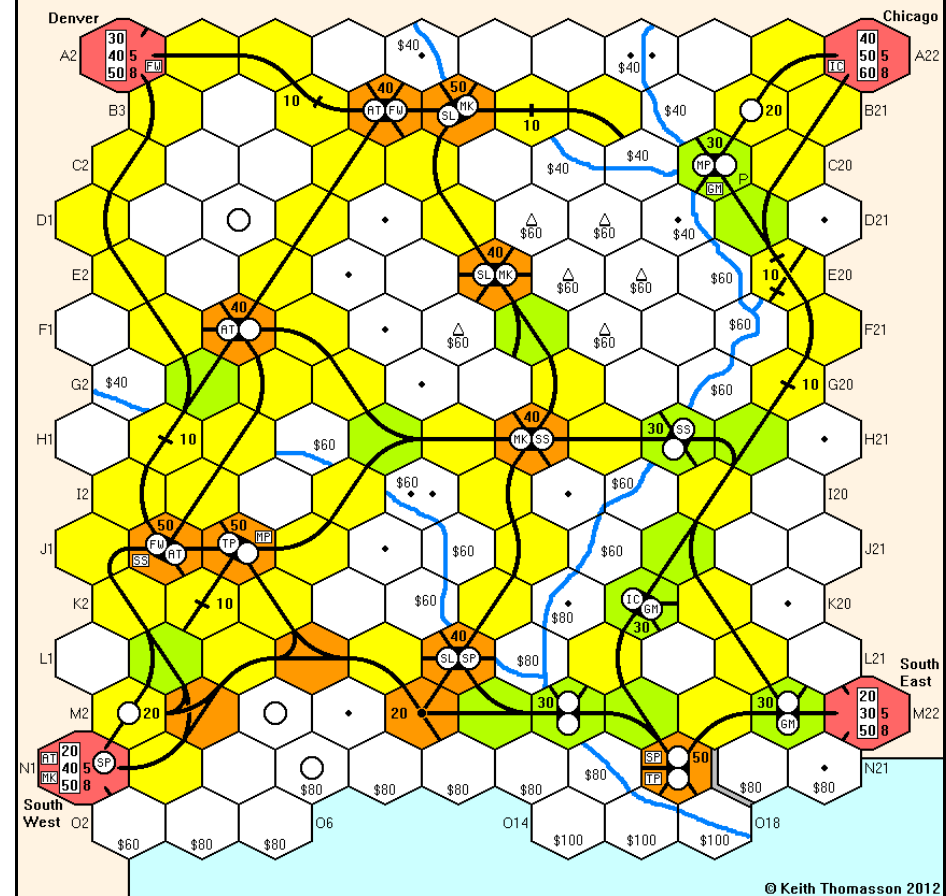
1870

GameN29

Referee:
Keith Thomasson

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

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



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1870-A32

Private buy-ins, tokens and trains.
It is all happening in these rounds.

OR3 - OR4

OR3	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	WM	57:B19:2 8:A20:3	-	-	① ② ③	72D	320	5 3
SLSF	AR	9:D11:1 8:C10:2	80	Yes	-	76E	544	2 2 2 2
FW	LG	14:J5:1	90	Yes	③	76E	76	3 3 2 2
MKT	JS	15:E12:4	110	Yes	-	55A	464	3 2

Notes: ① 80 to Willem for the MRBC private
② 57:C18:2 laid as an extra and free tile courtesy of the MRBC
③ 360 to the bank for two '3' trains

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	AR	14:B11:3	160	Yes	① ②	76E	76	2 2 2 2
FW	LG	8:G4:5 3:K4:1	150	Yes	-	82E	91	3 3 2 2
MP	WM	14:B19:3	120	Yes	③	76D	338	3 3
MKT	JS	15:B9:3	140	Yes	-	60H	520	3 2

Notes: ① 100 to the bank for a token in B11
② 320 to Adam for the MKT private
③ 40 to the bank for a token in B19

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
John Shelley	47	75	90	212	612	18.4	2-6
Willem Moene	20	90	72	182	638	19.2	5
Adam Romoth	36	44	388	468	714	21.5	2
Lyndon Gurr	4	65	104	173	725	21.8	5-6
Lionel Robbins	39	53	87	179	639	19.2	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	5P	-	-	-	-	-
Willem Moene	-	-	-	-	-	-	6P	-	-	-	-
Adam Romoth	-	-	-	-	-	-	-	3P	-	-	-
Lyndon Gurr	-	-	6P	-	-	1	-	-	-	-	-
Lionel Robbins	SCC	-	3	-	-	-	-	2	-	-	-

Bank (new)	10	-	10	10	4	4	2	10	10	10
Price (par)		68			72	76	100			
Bank (pool)	-	-	-	-	-	-	3	-	-	-
Price (pool)		82E			60H	76D	82E			
Company credit		91			520	338	156			
Redeemed shares		1			-	-	-			
Tokens	3+D	1+D	2+D	2+D	2+D	1+D	D	3+D	2+D	2+D
Trains		3322			3 2	3 3	2222			
Bank cash: 9.681	Certificate limit: 13		Trains: 1 x '3', 5 x '4'...							
Current operating order:	SLSF, FW, MP, MKT									

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds	
1/1	2/1	3/2	4/5	5/1	6/2	7/9	8/16	9/22	55/1	56/1	57/3	58/4
69/1	14/1	15/2	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1							

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
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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 round

By the early deadline

SR4



7 WONDERS 1

A new type of game for these pages.

SET UP

Welcome to our first game of 7 Wonders. This will take slightly more than the 30 minutes it claims on the box, but should be just as much fun. The seven players are:

John Boocock	johnlner [at] yahoo [dot] com
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Jim Reader	5350 Woodcock Circle, Coopersburg, PA18036, USA
Mike Reeves	mike [dot] reeves [at] ntlworld [dot] com
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB

The Wonders were dealt out and you are in the following seating order:

Kevin Lee	The Pyramids of Giza	Side A
John Boocock	The Lighthouse of Alexandria	Side A
Pete Campbell	The Mausoleum of Halicarnassus	Side B
Allan Stagg	The Temple of Artemis in Ephesus	Side A
Jim Reader	The Colossus of Rhodes	Side B
Lyndon Gurr	The Statue of Zeus in Olympia	Side A
Mike Reeves	The Hanging Gardens of Babylon	Side A

Sitting down in traditional clockwise order, this puts John to the left of Kevin, and so on. To make it easier to visualise, I am showing you in reverse order in the following table, so that your left neighbour is to your left in the table. Kevin is to Mike's left, and Mike is to Kevin's right.

Mike	Lyndon	Jim	Allan	Pete	John	Kevin
3 coins	3 coins	3 coins	3 coins	3 coins	3 coins	3 coins

That shows you the three stages of your Wonder (or two in Jim's case) and the basic resource that your Wonder produces.

As the stages of your Wonders are completed, they will be highlighted to appear like this.



I am hoping that there is sufficient detail in the scans to show the resources required for each stage and what you get for building them. If you view the PDF on the web site, you can zoom in to get more detail.

Lyndon's second stage allows him to build 1 free building for each age, while each of Pete's stages allow him to build a discarded building for free.

You will be given a list of the cards in your hand that you can choose from, showing the resources required and the benefits of purchasing the card. All you have to do is to tell me which card you are playing, and how you are playing it. Your choices are to pay the resources (if any) and add the card to your display, use the card to build the next stage of your Wonder and pay those resources, or discard it to gain 3 coins. If you are using any of your neighbours resources, you must tell me who you are getting them from.

Should anyone fail to submit orders, I will draw a card at random from their hand. It will be played if possible. If this is not possible but the next stage of the Wonder can be built, this is what will happen. If resources need to be bought from neighbours, and there is a choice, the poorer neighbour will be chosen. As a last resort, the card will be discarded for 3 coins.

I have started work on an adjudicator for the game, and although it handled the deal for this game, it is not yet able to handle all the things that the game will require. The question is whether I can add the functionality fast enough to keep up! For those who are interested in such things, here is a shot of the main game page, with Mike's Age 1 cards removed to protect the innocent/guilty.

7 Wonders-1 - Age 1 - Round 1 - Play Age Cards

Basic Game

Mike Lyndon Jim Allan Pete John Kevin

Waiting Waiting Waiting Waiting Waiting Waiting Waiting

Execute

Mike Reeves Lyndon Gurr Jim Reader Allan Stagg Pete Campbell John Boocock Kevin Lee

Wonder - The Hanging Gardens of Babylon - Side A

Basic Resource

Stage 1 Benefit

Clay Clay Clay

3 VPs

Stage 2 Benefit

Wood Wood Wood

Player's choice of one scientific symbol

Stage 3 Benefit

Clay Clay Clay Clay Clay

7 VPs

Cards in hand

Age 1 cards

Resources

Used: 0 1 2 3 4

Reqd <<< Own >>>

Wood 0 1

Stone 0 1

Ore 0 1

Clay 0 1

Glass 0 1

Cloth 0 1

Papyrus 0 1

Cost 0 0 0 0

Cards in play

Raw Materials cards Commercial cards Military cards Guild cards

Goods cards Civilian cards Scientific cards

VPs

0 0 0 0 0 0 0 0

Orders required

Age 1 cards are passed to the left

Your first card for Age 1, to play, build a Wonder stage or discard for 3 coins



6 NIMMT! 16

John has a stonker of a round.
Hang on - make that a stinker.

ROUND 4

Hand 1 (1-104)

	85	94	
	83	55	
	81	54	6
73	75	46	5
58	71	35	1
1/2	2/7	3/12	4/4

Hand 2 (1-104)

	83		93
	74		77
79	37	5	71
75	34	4	69
59	33	1	68
1/4	2/9	3/4	4/9

Bob (17), Don (23), Jim (49), John (58)
takes row 1 for 5 pts, Kevin (73),
Michael (83), Colin (85).

Colin (5), Jim (22), Michael (35),
Don (44), John (59) takes row 1 for 18
pts, Kevin (75), Bob (79).

Hand 3 (1-74)

	61	66	74
	59	65	72
	58	63	71
	56	62	68
45	55	60	67
1/2	2/11	3/12	4/5

Hand 4 (1-74)

73			
72			
66		6	
62		5	
40	57	3	1
1/11	2/1	3/4	4/1

John (45) takes row 1 for 9 pts,
Kevin (56), Don (58), Colin (59),
Bob (61), Michael (66), Jim (74).

Kevin (1) takes row 4 for 1 pt,
Michael (6), Don (40) takes row 1 for 11
pts, Colin (61), Bob (66), Jim (72),
John (73).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Jim Reader	0	0	0	0	0
Michael Graystone	1	0	0	0	1
Bob Coull	1	0	1	1	3
Colin Sharpe	12	6	0	0	18
Don Shailer	0	8	6	11	25
Kevin Lee	5	1	0	20	26
John Colledge	5	18	15	11	49

Orders required

Round five - cards for each hand



ACQUIRE 58

No mergers, so no new
chains can be formed.

ROUND 5

Kevin 6-D Buys 3 Tower @ 200.
Michael 12-C Buys 3 Worldwide @ 300.
Bob 1-I Buys 3 Tower @ 200.
Tony 9-D Buys 3 Worldwide @ 300.
John 5-A Buys 3 Tower @ 200.
Kevin 7-G Buys 3 Tower @ 200.

	2-A	3-A	4-A	W	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	A
1-D	2-D	3-D		5-D	F	F	8-D		10-D	11-D	A
1-E		3-E	4-E	T	6-E	F	8-E	9-E	10-E	11-E	A
1-F	2-F	3-F	4-F	T	6-F	7-F		9-F	10-F	11-F	A
C	2-G	3-G	4-G	5-G	6-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
C	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	-	-	6	-	6	4	-	900	21,400
Bob Coull	-	7	4	5	1	2	2	500	22,100
Tony Wilcock	-	-	-	-	12	-	-	2,400	11,200
John Marsden	2	3	7	3	4	-	-	500	20,800
Kevin Lee	4	12	-	-	-	-	4	1,800	14,600
Bank Stock	19	3	8	17	2	19	19		
Chain Size	2	2	6	5	3	4	2		
Chain Value	200	200	700	600	400	600	400		

Playing sequence

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





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 20

Research: *Dynamo* researches Defence. New units: 5-A [D].

Moves: 6A snuggles up to 1F and 7F and stops them from moving, while 2F skirts the newly-formed 5A using Elite[g] to snuggle up to the *Anon* base. Chaos uses a touch of Elite[g] to move 3C into *Dynamo* territory, while the rest of the crew reorganise. 6C flies to hover over the *Dynamo* base. 3E comes home to view the demise of the *Elp* base.

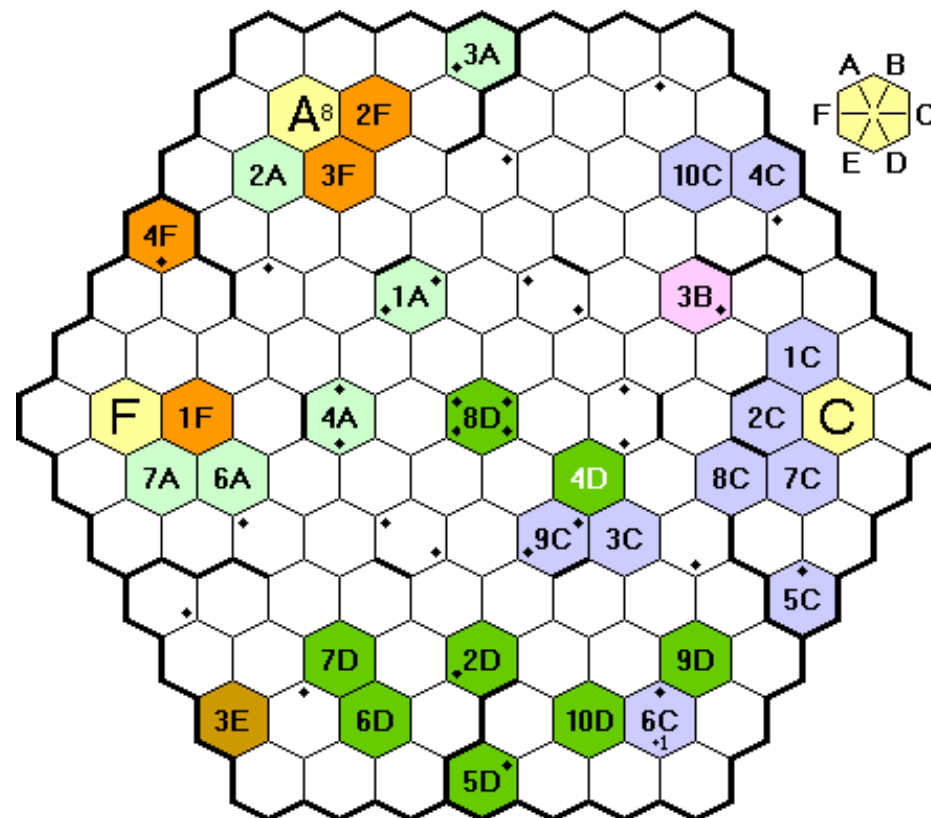
Combat: 6A⇒7F {6 hits}, 3C⇒4D {targets A once} {4 hits *}, 6C⇒D base {5 hits *}, 4D⇒3C {no hits}, 7D⇒E Base {3 hits *}, 1F⇒6A {no hits}, 2F⇒A base {2 hits}, 7F⇒6A {no hits}.
* = destroyed

Builds: None.

Conversions: 6A converts 7F⇒7A, 3C converts 1D⇒9C, 4C converts 5B⇒10C, 2F converts 5A⇒3F.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	No research. Level 10 Base at 8	14	◆◆1A	1	4	1	1	1/0	3	2	2	1	
			2A	1	3	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				
			7A	0	1								
<i>Blob</i> Steve Ham	Defunct {Sixth}	-	◆3B	0	0	0	0	0/0	1				
<i>Chaos</i> Marcus Pratt	No research Level 10	15	1C	1	0	0	0	0/0	0	1			
			2C	1	0	1	0	1/0	2				
			3C	3	2	2	2	1/1	6	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	0	0	0	1/0					
			8C	1	0	0	0	0/0	0	1			
			9C	1									
			10C										
<i>Dynamo</i> Mark Stretch	Defunct {Fourth =}	-	◆2D	1	1								
			◆5D	2	2	1							
			6D										
			7D	2	3	1							
			◆◆◆8D	3	4								
			9D	1	1								
<i>Elp</i> Michael Graystone	Defunct {Fourth =}	-	10D	1	1								
			◆3E	2									

<i>Free Friends</i> John Marsden	No research	11	1F	1	3	0	0	0/0	2				
	Level 9		2F	3	2	1	0	0/0	3	4	3		
			3F										
			◆4F	1									



Two armies lose their bases and cease to be forces to be reckoned with, so it is farewell to *Dynamo* and *Elp*.

There was some confusion about the sequence of events. Please bear in mind that the five phases happen one after the other. You cannot move a unit next to your base and then spend points increasing its attributes, because all moves take place after all production has been completed.

Now we have a three-way fight to the finish, with *Chaos* looking the most likely to succeed.

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



BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

NEW GAME

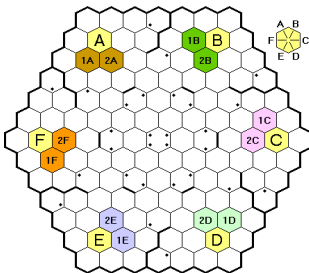
Welcome to the fifth Battle! game in these pages. Just the six players again, who are:

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Steve Ham	103 College Road, Norwich, NR2 3JP
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Marcus Pratt	Island Meadow House, Chapel Lane, West Wittering, Near Chichester, Sussex, PO20 8QG
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

Five of you are from the fourth game, while Pete takes Michael's place.

Teams	Power	Units	Captains
A	10	1A 2A	Pete
B	10	1B 2B	Mark
C	10	1C 2C	Steve
D	10	1D 2D	Allan
E	10	1E 2E	Marcus
F	10	1F 2F	John

This is where you'll be starting. You can see the relative positions below. You have a letter for your team. Pick a single, short word starting with your assigned letter to give your team a more memorable identity. I have used the same player colours as in the previous game.



There are very few choices at the start of the game and no direct interaction between you, so we'll aim to take orders for the first two rounds together.

Please bear in mind that you can not spend Power Points to give a unit attributes until the round *after* the attribute has been researched. That means that no units can gain attributes in round one, and can only gain Attack attributes in round two, assuming that you researched Attack.

Your round one options are to research Attack for 1pp, spending any balance from your initial 10pp on producing new units at 5pp each. Remember to state the hex in which any new unit is to be produced (use the direction hex to the top right of the board) or they will appear in random hexes. Power that has not been used at the end of a round is discarded. The obvious catch for the first round is that if you get your research going, you will only be able to afford one new unit and will lose 4 PP.

For round two, you can research Attack if you skipped that in round one, or research Move. You can then produce new units, and give any of your units Attack attributes if you researched that in round one.

The attribute order is not the same as in the previous game, so most of you should be aware of that. Having Attack as the first attribute means that no units can possibly move until the third round, which should make the first two rounds easier to order for.

Orders required	Attribute order: AMECSBDRPHX
Production for rounds one and two	



BREAKING AWAY 21

Closing ranks.

ROUND 8

Pos	Riders	New
63	Scudder Leonard Silver Fur Suquehanna	3
62	Catasauqua Block Wiggy	7
61	Yatesy Kudov	10
60	Makes-Things	12
59	Hazz	13
58	Red Fur Mitre Conshohocken Givens	14
57	Healer	15
56	Boardy Agnes Nitt	15
55	Granny Weatherwax Nanny Ogg Magrat Garlick	15

Dennis Frank (4)		Fuzzy Riders:	
A	Red Fur (3)	3	4 10 14
B	Healer	3	13 15
C	Silver Fur	3	3 4
D	Makes-Things (1)	3	12 13
Jim Reader (2)		Team Lenape:	
A	Catasauqua	3	3 7 15
B	Conshohocken (2)	4	14 15
C	Tamaqua	Dropped:	
D	Suquehanna	3	3 15
Mike Reeves		HasBeens:	
A	Yatesy	3	3 6 10
B	Boardy	3	3 15
C	Wiggy	3	5 7
D	Liggy	Dropped:	
Allan Stagg (25)		Beanz:	
A	Mitre (10)	4	5 14
B	Kudov (8)	4	4 10
C	Hazz (5)	3	13 13
D	Human	Dropped:	
Mark Stretch		Witches Abroad:	
A	Granny Weatherwax	3	10 15 15
B	Nanny Ogg	6	13 15
C	Magrat Garlick	11	12 15
D	Agnes Nitt	4	6 15
Rob Thomasson (10)		Hard Boiled:	
A	Block (4)	4	7 9
B	Scudder (6)	3	3 3
C	Leonard	3	14 15
D	Givens	12	14 15



Look at that nice formation, with no gaps in the line. It does mean a whole batch of high value cards for those nearer the back, which should see the pace picking up.

We have no outright leader, just a bunch of four side-by-side.

Orders required
Cards for round nine



BUS BOSS 329-FRA

One joint run, one solo run.

ROUND 9

France

Round 9 Runs

18	9♥ Metz 3♣ Caen
20	7♣ Dieppe 10♦ Nantes
21	K♣ Belgium 10♠ Narbonne
22	9♠ Marseille J♦ Rennes
23	8♦ Limoges 3♠ Lyon
24	5♣ Rouen J♥ Strasbourg
25	J♣ Dunkerque 6♦ Bordeaux
26	K♥ Germany 8♣ Amiens

		LIFT	GRUB	MARS	JAUNE	FROG	
①	FROGGIE	16	-3	-1			12
②	LIFT	7	-3		+2		6
②	JAUNE	7	-2	-4			1
✕	GRUBBY		+3		+4	+3	10
✕	MARS					+1	1
①	MARS	16	+4			-1	19
②	GRUBBY	9	-1			-1	7
③	LIFT	5		+1	-4	-1	1
✕	FROGGIE		+1	+1			3
①	MARS	16		+9		+3	28
②	FROGGIE	9			-3		6
③	GRUBBY	5			-9		-4
①	LIFT	16		+8/-4			20
②	GRUBBY	7	+4/-8		+4		7
②	MARS	7		-4			3
①	GRUBBY	13	-5			+4	12
①	LIFT	12		+5			17
③	JAUNE	5		-4			1
①	LIFT	10				+4/-3	11
①	FROGGIE	10		-1			9
①	JAUNE	10	+3/-4	-2			7
✕	GRUBBY				+2		2
✕	MARS					+1	1
①	GRUBBY	13			-9	+1	5
①	MARS	12		+9			21
③	{ JAUNE FROGGIE }	3 2		-1			3 1
①	FROGGIE	30					30

Round 9 Routes

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
 Bordeaux - Pau, Rouen - Dieppe (12)

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
 Paris - Nancy (11)

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
 Bayonne - Spain, Orleans - Paris, Strasbourg - Germany (12)

Lost In France Together (LIFT) (Bob Coull, Black)
 Metz - Luxembourg, Toulon - Nice (10)

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
 Perpignan - Spain, Narbonne - Toulouse (10)

Scores

	Runs:	18	20	21	22	23	24	25	26	Routes	Score
FROGGIE	132	12	3	6	-	-	9	1	30	-10	183
LIFT	121	6	1	-	20	17	11	-	-	-10	166
MARS	54	1	19	28	3	-	1	21	-	-12	115
GRUBBY	68	10	7	-4	7	12	2	5	-	-11	96
JAUNE	94	1	-	-	-	1	7	3	-	-12	94

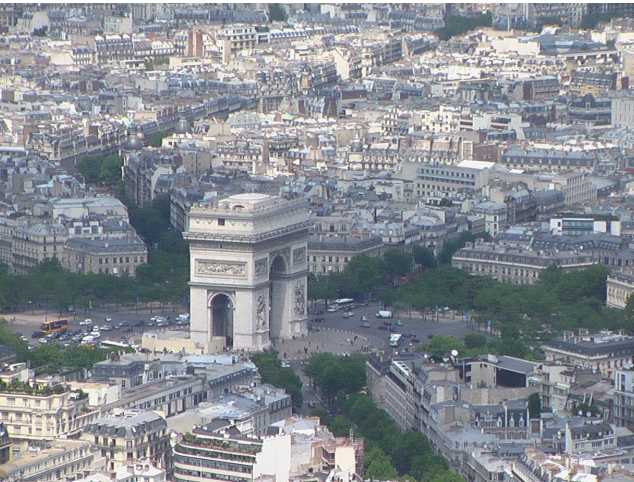
Round 10 Runs

3.	5♦ - 2♣	Toulouse to Cherbourg	(not yet available)
6.	A♦ - 8♥	Spain to Dijon	
19.	Q♦ - 8♠	Brest to Marseille	(not yet available)
27.	A♣ - 3♥	England to Paris	
28.	8♥ - 7♠	Dijon to Nimes	
29.	10♣ - 5♠	Calais to St.Etienne	
30.	K♦ - K♠	Lorient to Italy	
31.	2♦ - 6♥	Bayonne to Orleans	
32.	8♣ - K♥	Amiens to Germany	
33.	3♦ - A♥	Pau to Paris	
34.	9♦ - 2♣	Tours to Cherbourg	(not yet available)
35.	Q♦ - 9♥	Brest to Metz	(not yet available)

It is mildly amusing but also confusing when people specify their routes in the opposite direction of the run. I trust you don't carry out your real life journeys in the same way!

Jim, you need to be careful when specifying who to pay, as you are clearly looking at LIFT's black lines and thinking they are GRUBBY's brown lines.

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





Bus Boss 331-SCT

Everyone is still getting their first choices.

ROUND 5

Scotland		
<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow)		
Crianlarich - Fort William	57 - 11	... 46
<u>One Man's Routes (OMR)</u> (Mark Stretch, Red)		
Kirkcaldy - Dundee - Arbroath	52 - 12	... 40
<u>Tartan Army Bus Services (TABS)</u> (Don Shaller, Purple)		
Kirkcaldy - Dundee - Forfar	56 - 12	... 44
<u>Scotland's Local Operators' Buses (SLOB)</u> (Roger Trethewey, Black)		
Stirling - Perth - Dundee	55 - 12	... 43
<u>Scottish Antiquated Motors (SCAM)</u> (Pete Campbell, Blue)		
Edinburgh - England	53 - 12	... 41

Routes

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



Bus Boss 333-CRO

The centre of Croydon is pretty full.

ROUND 2

Croydon		
<u>Croydon Access Routes (CAR)</u> (Bob Coull, Black)		
Central Croydon - Carshalton Ponds, Central Croydon - West Croydon	88 - 12	... 76
<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow)		
South Croydon - Purley - Coulsdon	88 - 11	... 77
<u>Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY)</u> (Michael Graystone, Brown)		
South Croydon - Sanderstead - Warlingham	88 - 11	... 77
<u>Tooting Enterprises Are Rampant (TEAR)</u> (Kevin Lee, Green)		
Thornton Heath - West Croydon - Central Croydon - South Croydon	88 - 12	... 76
<u>Bus Routes Across Croydon Eventually (BRACE)</u> (Pete Campbell, Blue)		
Shirley Park - Central Croydon, Penge - Crystal Palace	88 - 11	... 77

Routes

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



1861-R29

John has some things to say.

GAME OVER

1st	Lyndon Gurr	8,329	35.6%
2nd	John Shelley	5,631	24.1%
3rd	John Boocock	4,880	20.9%
4th	Don Smith	4,534	19.4%

John Shelley (2nd): Well, things were going to plan B until Lyndon took the SW from me in stock round 4. In a pit of general annoyance I then gradually sold out and bought into my new SE and other assorted companies only to buy back into the SW later on. I suppose that the sale was driven by fear of having a virtually worthless SW donated back to me. Retaining to buy that '2+2' wasn't one of my finer moments, I still have problems with 1861 ending a set number of operating rounds after the first '8' train and, also, frequently make miscalculations at that stage. Congrats to Lyndon, would I have been a bit closer if I hadn't got rid of those SW? I'll leave it to those who enjoy post-mortems to decide. Thanks to the other players and Keith for the game, enjoyable although I didn't win.

I stumbled with the sequence near the end, but got things sorted out in time for the close. John may well have been closer if things had been done differently, but given Lyndon's lead, it was unlikely that the final order would have changed.



RAILWAY RIVALS 2160-KT

Surprises and resignation.

GAME OVER

1st	Steve Ham	BARGAIN BUCKET	342
2nd	Michael Graystone	GREAT	296
3rd	Bob Coull	CUES	251
4th	Colin Sharpe	COLIN	246
5th	Rob Thomasson	REBUS	245

Steve Ham (BARGAIN BUCKET, 1st): I must admit to being very surprised to have won so easily as at the beginning of round 12 I thought it would be very close with Michael. Looking at the map, my network is very similar to Colin's except for the extension down to North Carolina, so I probably benefited from some fortunate results in the runs. Thanks to everyone for the enjoyable game and to Keith for running it.

Rob Thomasson (REBUS, 5th): Thanks to all for the game and congratulations to Steve on a convincing win. I used to be able to do pretty well at RR but either the competition is stronger now and/or age has diminished my powers. Probably both - but still enjoyable to play and of course thanks to Keith for hosting.

Rob also had the dubious benefit of starting in the middle of everyone else, so had four potential rivals closing in on him while he could not go out as quickly.



HOMESTEADERS 1

No buildings are built in this round.

ROUND 2

Worker Allocation

Michael	1	Market { \$\$ }
Howard	1	Farm { F }
Rob	1	Homestead { W }

Income and Payroll

Michael	Gains \$4 T	Pays \$1 for 1 worker
Howard	Gains \$1 F	Pays \$1 for 1 worker
Rob	Gains \$1 W	Pays \$1 for 1 worker

Auctions Auction 1 { I } : Auction 2 { Wrk and RT }

Michael	Howard	Rob
3 on Auction 2	4 on Auction 2	5 on Auction 2
Pass to Railroad Track Gains a Trade token	Pass to Railroad Track Gains a Trade token Hires a Worker with T+F	

Building

Rob Takes a Worker, advances on the Railroad Track and takes an Income token

	Resources								Debt	T	Inc	VPs	RT
	\$	Wrk	W	F	S	G	C	L					
Rob Thomasson	3	2	2	-	-	-	-	-	-	1	1	-	Inc
Michael Longdin	5	1	-	-	-	-	-	-	-	2	-	2	T
Howard Bishop	3	2	-	-	-	-	-	-	-	-	-	-	T

	RT	ML	HB	Income
Homestead	✓	✓	✓	\$\$ {Wood} {VP}
Farm	-	-	✓	{Trade token + \$\$} {Food}
Market	-	✓	-	Trade token { \$\$ }

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

Your third auction set gives you the option to build Commercial, or build any building type.

Because nobody took any interest in the first auction, the first player marker stays with Michael. My spreadsheet wasn't made aware of that possibility, so helpfully decided that all of you were the start player.

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

	RT	ML	HB	VPs	Cost	Income	Special
Settlement							
Farm {2}	-	-	✓	-	W	{T \$\$} {F}	
Grain Mill {2}	-	-	-	2	WS	F	
Market {2}	-	✓	-	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	

Marketplace			
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			

Railroad Track					
-	Trade	Income	Worker	Any resource	+3 VPs

Orders required
Allocate workers, income, bidding and building - bidding starts with Michael



OUTPOST 29

We are now in the final phase.

ROUND 13

Commander Actions

Lyndon Auctioned an Ecoplants for 30 and got it (w:30)

- ▶ Auctioned an Outpost for 117. Mark joined at 118. Lyndon dropped out at 118. Mark got it for 118 reduced to 103 after Heavy Equipment discounts (o:1,3,4 w:6,7,7 t:12,44 m:19) plus a free Titanium Factory
- ▶ Auctioned a Scientists for 44. Willem joined at 45. Lyndon dropped out at 63. Willem got it for 63 reduced to 23 after Data Library discounts (w:4,5,6,8)
- ▶ Bought two Titanium Factories (t:44 m:18)

Pete Bought one New Chemicals Factory (w:4,7,7,8 r:10,11,13)

- ▶ Bought one Robot (o:5,5)

Mark Passed

Marcus Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:2,2 w:4 t:12)

- ▶ Auctioned an Ecoplants for 35. Willem joined at 36. Marcus dropped out at 36. Willem got it for 36 (o:4 w:7,7,9,9)

John Passed

Jim Auctioned a Laboratory for 80 and got it (o:2,4 w:5,5,5,6,7,7,9,10,10,10) plus a free Research Factory

WillemPassed

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,4w,6t	8 (13)	0 (0)	2w,2t,1T,1m (95,15)
2	Pete	2o,5w,3r,2n	8 (8)	4 (8)	2o,2w,1W,3r,2m,3n (183,15)
3	Mark	2o,4w,6t	5 (10)	5 (5)	5w,2t,1T,3m (150,20)
4	Marcus	2o,4w,1t,4n	8 (8)	0 (0)	5w,1t,2r,4n,1N (239,15)
5	Jim	2o,4w,1t,1r	8 (8)	1 (8)	3o,1W,3t,1r (82,15)
6	John	2o,4w,5t	8 (8)	1 (8)	1w,5t,1T (101,10)
7	Willem	2o,5w	5 (5)	0 (0)	5w,3r (74,15)

PO	Name	Colony Cards	Victory Points
1	Lyndon	HE, Nod, OL, Eco, Eco, Eco, Eco, OP	45 (325)
2	Pete	WH, Nod, OL, Rob, Lab	33 (230)
3	Mark	WH, HE, OL, OL, Rob, OP	32 (305)
4	Marcus	WH, HE, Nod, Sci	23 (120)
5	Jim	WH, HE, Nod, Rob, Lab	22 (210)
6	John	DL, HE, Nod, Rob	21 (120)
7	Willem	DL, DL, DL, DL, WH, Sci, Sci, Eco	19 (195)

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

The default situation regarding Mega cards is that you have to order them when you want them. This matches the way the game works. You can ask me to treat you differently, but it probably won't work because I won't have your current orders in front of me when doing the next game round. To keep it simple, just say in each set of orders if you want to take mega cards.

Orders required

Round fourteen auctions, bids and purchases



RAILWAY RIVALS 2194-MN

14 more towns
join the network.

ROUND 3

Minnesota {15 points for these builds}
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 Rochester - Winona - C27 - La Crosse, Minneapolis - P16.
 29 +9 (towns) -1 (BUM) = 37

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)
 Rochester - Winona - C27, I20 - Red Wing, R9 - Glenwood,
 R13 - Little Falls - T14 - U14 - Brainerd.
 25 +15 (towns) = 40

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)
 A45 - Moorhead - Fargo, A47 - G44 - Crookstown - L42.
 40 +12 (towns) = 52

Making Alternative Routes Superior (MARS) (John Marsden, Green)
 Moose Lake - X20 - B62 - Eveleth - D61 - Virginia - J59 - K60 - L59.
 34 +3 (towns) -1 (BUM) = 36

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 D52 - Bemidji, St. Cloud - P11 - Wilmar - M9 - Granite Falls - Marshall - F5.
 44 +15 (towns) +1 (GREAT) +1 (MARS) = 61

Please remember that If you are going to build to or through a town, always mention that town in your orders, even if you are going straight through to another town beyond it.

Builds

Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2205-M

Head south, boys.

SET UP

London & Midlands		
Player/Colour	Start	Railroad
Bob Coull	C75	Birmingham and London Link
Black		(BALL)
John Marsden	M75	One Dark Engine
Green		(ODE)
Jim Reader	C35	Bloody Useless Management
Yellow		(BUM)
Don Shailer	C75	Don's Railways Across Britain
Orange		(DRAB)
Colin Sharpe	E35	Coventry, Oxford, London Internal Network
Blue		(COLIN)

I should have asked for your starting hex rather than starting town, of course. As for preferences, there was nothing to stop two people starting from the same hex, which is what we have ended up with. We have one at each edge, one near the left and two in the middle.

Builds
Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2178-MA

Maltese Rails
rise to the top.

ROUND 8

Malta

Round 8 Runs			RAM	MIST	BUM	OMR	MR	
8	45 Paola	① MR	15		+3			18
	34 Zebbug	① BUM	15	-3			-3	9
		✕ RAM				+3		3
9	24 Tarxien	① RAM	20			-3	-1	16
	54 Qawra	② OMR	10	+3			-1	12
		✕ MR		+1		+1		2
10	22 Zabbar	① RAM	20			+3		23
	41 Gzira	② OMR	10	-3				7
11	15 Sliema	① MR	20		+6	-3		23
	6 Ancient sights	② MIST	10				-6	4
		✕ OMR					+3	3
12	13 Valletta	① BUM	9					9
	64 Dingli	① OMR	9				-5	4
		① MIST	8				-5	3
		④ MR	4		+5		+5	14

13	52 St.Pawl	① BUM	11		-1		+1		11
	31 Zurrieq	① MIST	10	+2/-2		+1	+3		14
		③ RAM	5		+2/-2				5
		④ OMR	4		-3	-1			0
14	62 Rabat	① MR	13	-2					11
	2 Southern sights	② MIST	8	-4					4
		③ BUM	5						5
		③ RAM	4		+4			+2	10

Builds
Rails Across Malta (RAM) (Pete Campbell, Blue)
T7 - Mellieha - V6 - Mellieha Bay, L26 - Paola. -4 (builds) +1/-3 (MIST) = -6

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)
F30 - J32, Marsaxlokk - K35 Marsaskala, F27 - E26.
-9 (builds) +3/-1 (RAM) -2 (BUM) -1 (OMR) +2 (MR) = -8

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None. +2 (MIST) +1 (MR) = +3

One Man's Railways (OMR) (Mark Stretch, Red)
None. +1 (MIST) +1 (MR) = +2

Maltese Rails (MR) (Roger Trethewey, Black)
Airport - G28 - G32, N23 - N24. -6 (builds) -2 (MIST) -1 (BUM) -1 (OMR) = -10

Scores										
	Runs:	8	9	10	11	12	13	14	Builds	Score
MR	115	18	2	-	23	14	-	11	-10	173
MIST	144	-	-	-	4	3	14	4	-8	161
RAM	67	3	16	23	-	-	5	10	-6	118
BUM	68	9	-	-	-	9	11	5	+3	105
OMR	72	-	12	7	3	4	0	-	+2	100

Round 9 Runs		
15.	14 - 44	Sliema to Qormi
16.	65 - 51	Mosta to Mellieha
17.	63 - 33	Imdina to Siggiewi
18.	21 - 63	Birzebbuga to North west sights
19.	36 - 25	Luqa to Zejtun
20.	56 - 16	Ghajn Tuffieha to Three Cities
21.	46 - 61	Hamrun to Gozo ferry

Jim, you excelled yourself on misleading orders for payments to others this time. You often confuse colours, but this time you came up with a company name that isn't even in the game. Just when I had worked out you meant MIST, your payment had to be to OMR to make sense - and even then, you had your own track and did not need to make any payment at all! I've no idea why this keeps happening with your orders, but it would be appreciated if you could use the right company names :-)

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





SAINT PETERSBURG 3

The Administrators
all find homes.

PHASE 6-A

Round 6 - Aristocrat Phase

Tony	Rob	Kevin	Bob
+ Controller	+ Mistress of Ceremonies	+ Administrator	+ Secretary
✗	Secretary → hand	✗	✗
✗	Upgrade Warehouse Manager to Tax Man from hand		



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	18	38	18r + 0vp	1r + 13vp	18r + 1vp	Aristocrat	2
Rob	24	41	30r + 3vp	6r + 14vp	15r + 7vp	Building	0
Kevin	18	62	18r + 0vp	5r + 21vp	14r + 4vp	Trading	6
Bob	29	55	33r + 3vp	0r + 4vp	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, Customs House, Library, Market, Administrator, Builder, Controller, Secretary, Warehouse Manager
Rob	Warehouse Manager, Secretary	Fur Shop, Fur Trapper, Lumberjack, Shepherd x 2, Ship Builder x 3, Wharf, Hermitage, Hospital, Market x 2, Observatory, St. Isaac's Cathedral, Author x 2, Administrator, Chamber Maid, Judge, Mistress of Ceremonies, Tax Man
Kevin	Senator	Fur Trapper x 2, Lumberjack x 3, Shepherd, Customs House x 3, Firehouse x 3, Harbour, Hospital, Administrator x 2, Controller, Mistress of Ceremonies
Bob	✗	Fur Shop, Fur Trapper, Gold Miner x 3, Lumberjack x 2, Weaving Mill, Wharf, Hospital, Pub x 2, Warehouse, Author, Judge, Minister of Foreign Affairs, Pope, Secretary x 2

Orders required

Round six Trading phase led by Kevin

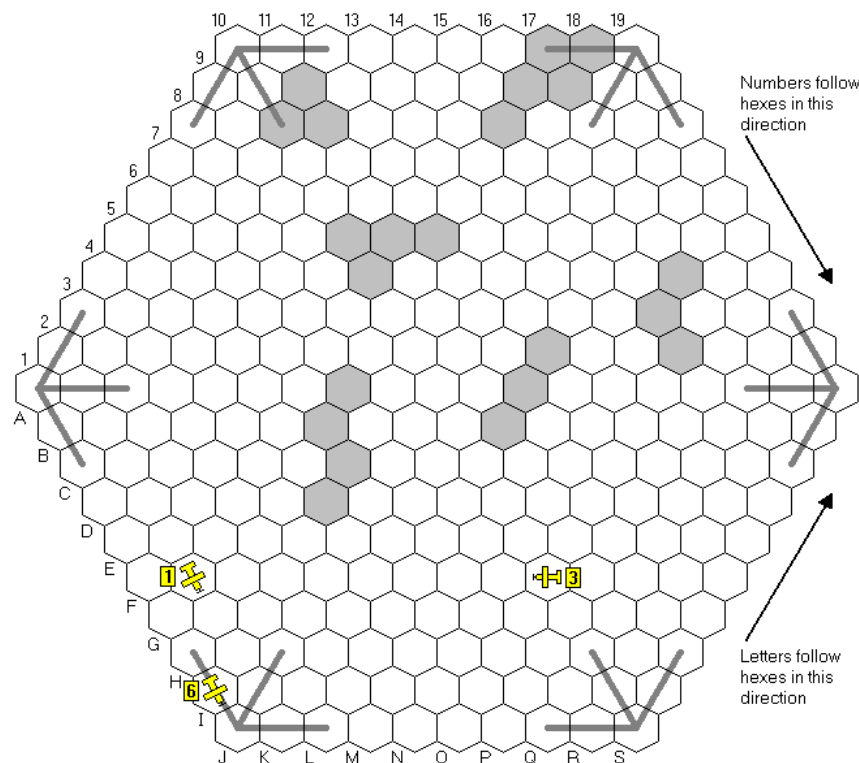


SOPWITH T353FW

Still three flying.
Not likely to be three for long.

ROUND 18

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	F4-W	LT, A, LT (1 kill) {Airfield: A1}	G2-SE	09:11:21
3 <i>Wizard Prang</i> Jim Reader	P13-SW	A, A, RT {Airfield: J19}	P10-W	16:10:00
6 <i>Glider</i> Hugo Griffin	H3-SW	A, A, LT (1 1/2 kills) {Airfield: J1}	I1-SE	00:05:26



The clouds moved north east. *Glider* is either landing or buzzing his airfield, calling for his crew to throw some more ammo up to him.

PREVIEW

Last month I deliberately avoided putting the new 7 Wonders and Battle! games on my spreadsheet because I did not want to tempt fate.



Was I actually going to start them?

Well, as it turned out, I did. So perhaps there is life in the old dog yet.

Next time we have the potential for a new Acquire game and a new Bus Boss game. I'll keep you guessing about which map that is going to be on, as I have yet to decide and don't want to delay production at this point.

Beyond that I have listed 1861 and Railway Rivals. There is room in the 1861 for another player, but we can easily go with just the four we have.

Further ahead... I really should get the RoboRally up and running, but I have to sort out the playing area for the game. I have mentioned this elsewhere, but saying it twice gives twice the chance that it will be seen. If the players would like to submit playing areas for the RoboRally game, I'll choose one of those and get the game started sooner!

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

#192: Acquire, Bus Boss
#193: 1861, Railway Rivals



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 20	...mais n'est-ce pas la gare? 129
Apr 29	Minstrel 359
May 14	Ode 331

RATINGS

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

- David Smith	3.478
- Lyndon Gurr	3.382
- Tony Bromley	3.364
- 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	2.301
- Stephen Webb	2.226
- Rob Thomasson	2.215

The rating system is:

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

WHO PLAYS WHAT

Howard Bishop	... HS1	Willem Moene	... 1825-X31, 1830-S32, 1861-F31, 1870-N29, 1870-A32, OP29
John Boocock	... 7W1, 1825-X31, 1829-A30, OP29	Marcus Pratt	... Bat4, Bat5, OP29
Pete Campbell	... 7W1, 1829-A30, 1861-F31, 1870-N29, Bat5, BB-331-SCT, BB-333-CRO, OP29, RR2178-MA	Jim Reader	... 6n16, 7W1, BA21, BB-329-FRA, BB-331-SCT, BB-333-CRO, OP29, RR-2178-MA, RR-2194-MN, RR-2205-M, Sop353
John Colledge	... 6n16	Mike Reeves	... 7W1, BA21
Bob Coull	... 6n16, Acq58, BB-329-FRA, BB-333-CRO, RR-2178-MA, RR-2205-M, StP3	Lionel Robbins	... 1825-X31, 1829-A30, 1861-F31, 1870-A32
Dennis Frank	... BA21	Adam Romoth	... 1830-S32, 1856-E31, 1870-A32
Mark Frueh	... 1856-E31, 1870-N29	Don Shailer	... 6n16, BB-331-SCT, RR-2205-M
Michael Graystone	... 6n16, Acq58, BB-329-FRA, BB-333-CRO, RR-2194-MN, Sop353	Colin Sharpe	... 6n16, BB-329-FRA, RR-2205-M
Hugo Griffin	... Sop353	John Shelley	... 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1870-A32
Lyndon Gurr	... 7W1, 1861-F31, 1870-N29, 1870-A32, OP29	Don Smith	... 1830-S32, 1856-E31, 1861-F31, 1870-N29
Steve Ham	... Bat5, RR-2194-MN	Allan Stagg	... 7W1, Bat4, Bat5, BA21
Mike Hutton	... 1825-X31	Mark Stretch	... Bat5, BA21, BB-331-SCT, OP29, RR-2178-MA
Kevin Lee	... 7W1, 6n16, Acq58, BB-333-CRO, RR-2194-MN, StP3	Rob Thomasson	... 1829-A30, 1856-E31, BA21, HS1, StP3
Michael Longdin	... HS1	Roger Trethewey	... BB-331-SCT, RR-2178-MA
John Marsden	... Acq58, Bat4, Bat5, BB-329-FRA, RR-2194-MN, RR-2205-M	Jony Wilcock	... Acq58, StP3



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DEADLINES

Wednesday June 6th 2012
18xx games - Friday June 1st

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

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