

# FOR WHOM THE DIE ROLLS

June 2012

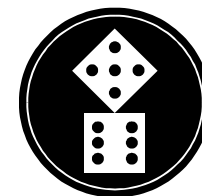
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Issue 192

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 #192, 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...*

Acquire . . . . . John Colledge, Michael Graystone, Lyndon Gurr, Colin Sharpe, Tony Wilcock  
Bus Boss . . . . . Bob Coull, John Marsden, Mike Reeves, Colin Sharpe, Roger Trethewey

*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
- ⚙ 1861 . . . . . Pete Campbell, Lyndon Gurr, Mike Hutton, John Shelley, Don Smith
- ⇨⑥ 18C2C . . . . . Pete Campbell, John Boocock
- ⇨② 18Rh1 Rhineland . . . . . Willem Moene, Pete Campbell, Alan Harvey
- ⇨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
- ⇨⑤ Bus Boss . . . . . Jim Reader
- ⚙ Railway Rivals . . . . . Steve Ham, Pete Campbell, Mike Reeves, Michael Graystone, Roger Trethewey,  
Jim Reader, Bob Coull

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

## START

Welcome to issue #192. Some will find this a surprise, as the last 'pure' June issue was back in 2007, with all the subsequent ones merging with July. It just goes to show that you can't rely on anything.

The end of May saw this year's UK Games Expo take place in Birmingham. It was a busy event, with seemingly endless queues of people wanting to browse the stock on the stand. Some even bought stuff! This would have been helped by the fact that a fair number of items were reduced to clear, and I hope that ended up with everyone being satisfied. I have cleared out stuff that has not moved from the shop for some time, and people have added games to their collection at reasonable prices.

Some time ago I mentioned that I was recording my collection of 12" singles onto mini-disc. During the process I noticed that many of the track running times printed on the labels were wrong, and not just by a few seconds, but by a few minutes. I found this surprising, as timing a track is not exactly rocket science.

I have completed the 12" collection and have more recently been working through my Disco Mix Club albums, which were a series of monthly releases for DJs only. I expected things like the running times to be better on these, but they were just as bad, or even worse. Not only that, they frequently got the names of the artistes wrong, or listed tracks on the sleeve that did not appear on the records themselves. As time went by their quality control on these things got worse, with crucial information such as the month of release or the catalogue numbers either incorrect or missing.

The format for the early releases was a three-disc set for each month. The first two discs were mixes of individual or various artistes, with the third being the previews album, with around 16 new releases. At this time the average running time for each side of a record was 18-20 minutes.

At the end of 1990 they switched to three discs of mixes, dropping the previews. At the same time the typical running time per side dropped to 12 minutes, a significant reduction in the amount of material in each set. The quality of the vinyl pressings also dropped considerably, with many more instances of warped records and pitting in the surface of the vinyl. The reduced volume of material did not help them reduce their printing errors. No doubt these things contributed to my decision to drop my subscription during 1993.

At the time of writing this I have three more sets of DMC discs to record. It has been an interesting journey, revisiting these albums and hearing them again after such a long time. I suspect I never played some of the latest releases when they first arrived.

The next question is what to do when I have finished recording the DC albums. Dare I start recording the rest of my collection? It does not demand much effort, as the recordings are done while I am doing other things, and is an easy way to relive those musical memories. There are, however, 1,325 LPs to work through, so it will not be finished quickly.

Will the July issue come out as an independent entity? That remains to be seen, but as we are planning a short break during July, time may be in shorter supply than it has been this month. August is also time-limited as we are going to be in Indianapolis for GenCon, after which we take a train from Chicago to Boston to spend a few days there before flying home. If people are prompt with their orders, the responsibility for these will be all mine. ⚙



## 1825-X31

The Midland breaks into the LNWR network.

## OR6 - OR7

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	2:N12:3	-	150	No	126▼	150	5 2
Mid	MH	25:P14:4	-	160	Yes	112▲	20	3 2 2
NBR	JS	52:G9:6	-	160	No	76▼	280	3 3
L&YR	LR	5:N10:3 52:N14:4	-	-	④ ①	67▼	450	3 2 2

Notes: ① 300 to the bank for a '3' train  
 ② 40 to the bank for a token in Q17  
 ③ 40 to the bank for a token in F6  
 ④ 80 to the LNWR for two '2' trains

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	15:N12:3	-	160	Yes	142▲	110	5 2
Mid	MH	27:P12:2	-	210	Yes	126▲	20	3 2 2
NBR	JS	56:F8:4	-	160	No	71▼	320	3 3
L&YR	LR	12:N10:3	-	240	Yes	82▲	410	3 2 2

Notes: ① 40 to the bank for a token in N12  
 ② 120 to the bank for terrain costs

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Lionel Robbins	12	5	197	214	1,233	24.0▲	9
John Shelley	6	10	10	26	654	12.9▼	8
Willem Moene	23	92	133	248	1,171	22.8▲	8
Mike Hutton	10	80	121	211	1,130	22.0▲	7
John Boocock	126	30	62	218	940	18.3▼	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	67
Bank (pool)	S&D	3	-	-	-	-	-	-	-
Price (pool)	142	126	-	71	76	82	-	-	-
Company credit	110	20	-	320	410	-	-	-	-
Tokens	2	2	4	2	4	2	4	4	3
Trains	3 2	3 2 2	-	3 3	3 2 2	-	-	-	-

Bank cash: 14,083... Certificate limit: 18... Trains: 4 x '4', 5 x '5'...

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

Track may leave the grid if it connects to these areas

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# 1825

## Units 2-3

**GameX31**  
 Referee:  
 Keith Thomasson

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Minor Companies

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

Orders required for the following round

By the early deadline

SR6



1829-A30

We're running one hand short again.

OR13 - SR11

OR13	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	31:U19:5	►S13	120	No	①	225▼	350	3
GWR	RT	32:V20:1	►U21 !	190	Yes	②	160▲	260	4 4
Mid	JS	15:O15:4	►P12	290	No	-	100▼	310	5 3
LSWR	JB	-	►V22	150	Yes	-	76▼	120	3 3
GNR	LR	38:Q17:4	►Q15	130	Yes	③	71▲	240	4
LBSC	JB	-	►V14	50	Yes	-	76▲	370	3
GER	RT	8:U17:3	►S19	90	Yes	④	71▲	130	5 4 3
GCR	Rcvr	38:N14:3	►P16	140	No	⑤	47▼	190	-
L&YR	JS	47:R14:3	►O17 !	140	No	-	58▼	200	4
SECR	RT	47:V18:3	►U13	-	-	-	47▼	20	-

- Notes: ① 100 to the bank for a token in S13  
 ② 40 to the bank for terrain costs  
 ③ 40 to the bank for a token in Q15  
 ④ 20 to the SECR for a '5' train and a '3' train  
 ⑤ 10 to the bank to rent a '5' train

#### Stock Round 11

John Shelley	Lionel	John Boocock	Pete	Rob
+ GER pool	+ GER pool	✗	+ LSWR pool	- 6 SECR (Receivership) + GCR pool
+ LBSC pool	+ LBSC pool	✗	+ LBSC pool	+ GCR pool
+ LBSC pool	+ GCR pool	✗	✗	+ GCR pool (gains Dir)
✗	✗	✗	✗	+ GCR pool
✗	✗	✗	✗	+ GCR pool
✗	✗	✗	✗	+ GCR pool
✗	✗	✗	✗	+ GCR pool
✗	✗	✗	✗	✗

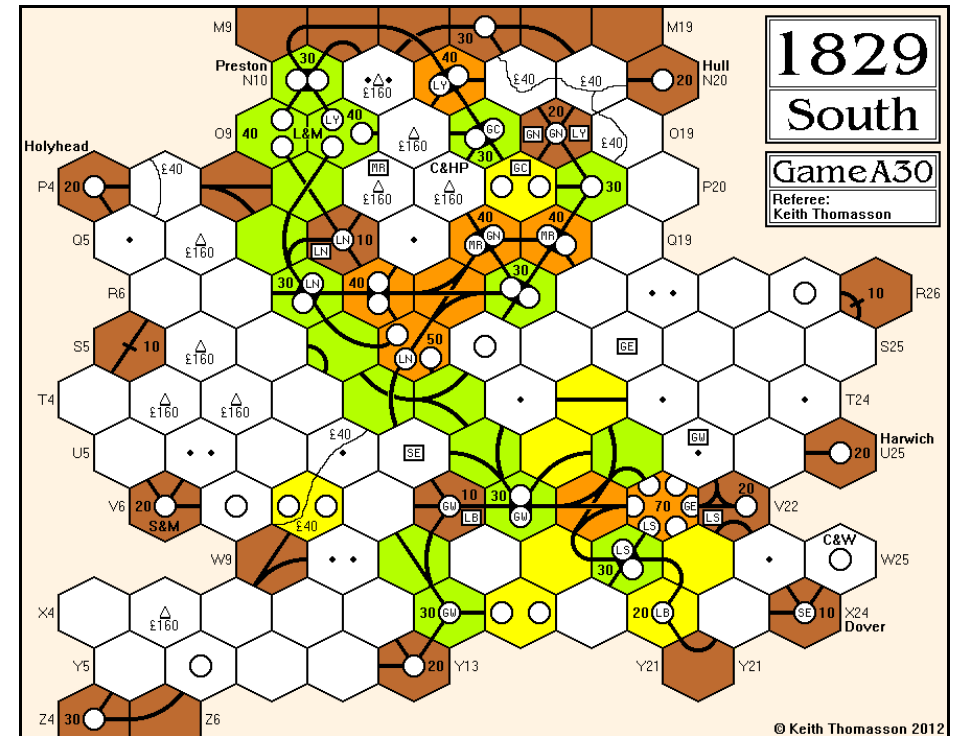
Priority for SR12

Cash Flow	b/f	OR13	SR11	c/f	Value	%	Certs
Pete Campbell	79	119	-152	46	2,104	23.8▼	17
Rob Thomasson	92	145	-94	143	1,751	19.8▲	17
John Shelley	210	28	-223	15	1,575	17.8▼	17
Lionel Robbins	113	176	-194	95	1,759	19.9▲	17
John Boocock	251	122	0	373	1,663	18.8▲	11

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

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	4D	2	-	2	4	3	-	-	3	-
Rob Thomasson	S&M	-	5D	-	-	-	-	5D	9D	-	-
John Shelley	-	-	1	7D	-	-	2	2	-	7D	-
Lionel Robbins	-	1	2	2	3	5D	1	3	1	-	-
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 C&W	4	-	-	-	-	-	-	-	-	6D
Price (pool)		225	160	100	76	71	76	71	47	58	47
Company credit		350	260	310	120	240	370	130	190	200	20
Tokens		3	3	3	3	3	3	3	3	1	2
Trains		3	4 4	5 3	3 3	4	3	5 4 3	-	4	-
Bank cash:	19,316	Certificate limit: 18					Trains: 3 x '5', 4 x '7'				



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1830-S32

Two companies will operate next time.

PUBLICS

Stock Round 1 - Public Companies

John	Don	Adam	Willem
+ PRR/Pres {67}	+ PRR new	+ C&O/Pres {71}	✗
+ PRR new	+ PRR new	+ C&O new	✗
+ PRR new (floated)	✗	+ C&O new	✗
+ PRR new	✗	+ C&O new	✗
✗	✗	+ C&O new (floated)	✗
✗	✗	✗	Priority for SR2

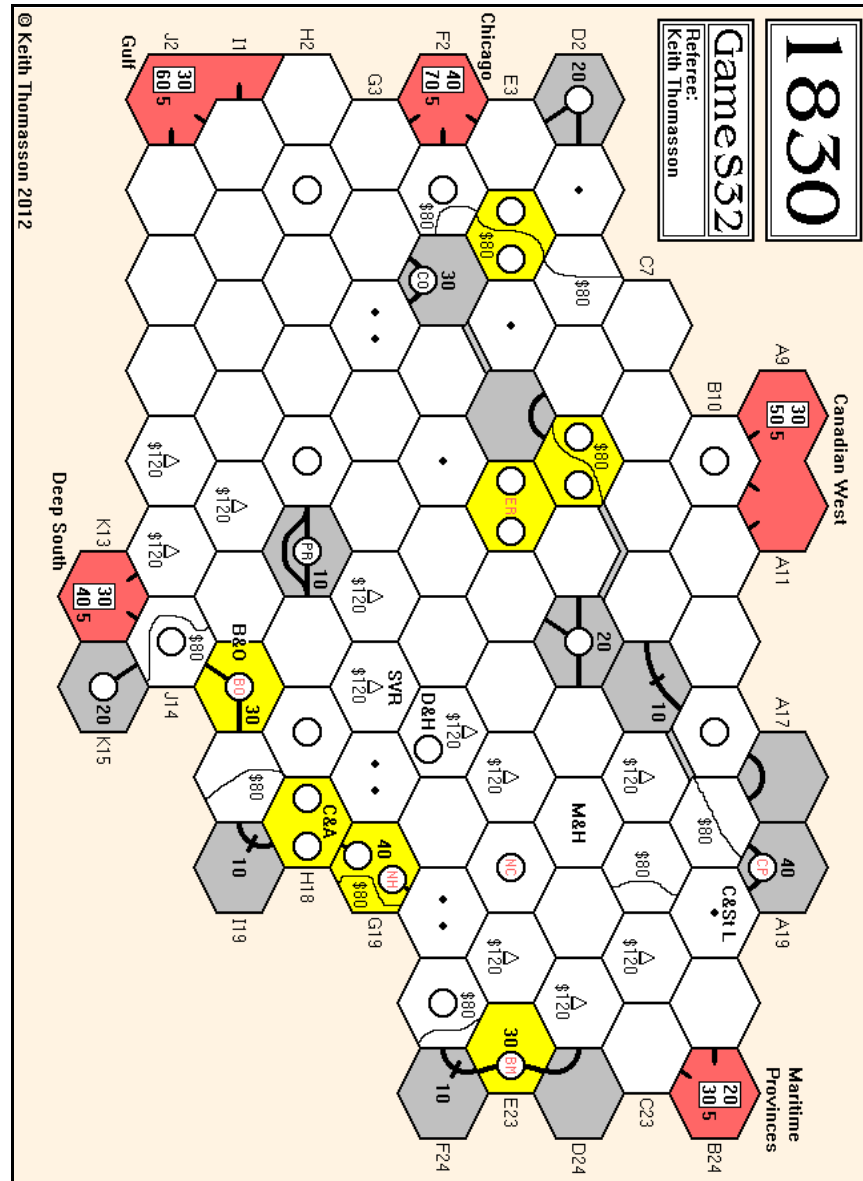
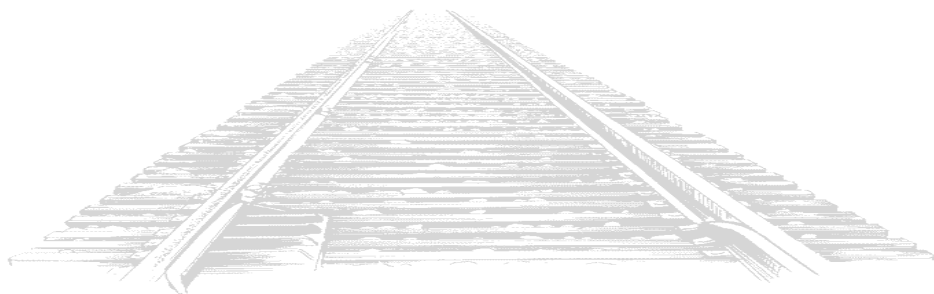
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Don Smith	365	-134	231	592	22.9▲	4
Adam Romoth	444	-426	18	594	23.0▼	7
Willem Moene	310	0	310	800	30.9▼	3
John Shelley	580	-335	245	600	23.2▼	5

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	C&A	-	-	-	-	-	-	-	3
Adam Romoth	C&StL, M&H	-	-	6P	-	-	-	-	-
Willem Moene	D&H, B&O	-	2P	-	-	-	-	-	-
John Shelley	SVR	-	-	-	-	-	-	-	5P

Bank (new)	10	8	4	10	10	10	10	9
Price (par)		100	71					67
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A	71E					67F
Company credit			710					670
Tokens								-

Trains			-	-	-
Bank cash: 9,816	Certificate limit: 16		Trains: 6 x '2', 5 x '3'...		
Current operating order:	C&O, PRR				

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 rounds

By the early deadline

OR1, SR2





1856-E31

Only one round, and the CGR does not form.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	AR	15:F17:5	120	Yes	①	125E	88	1	3
WR	MF	8:M16:6	210	Yes	② ③ ④ ①	125E	930	4	3
CA	AR	-	-	-	② ⑤	90A	40	1	5
TGB	RT	5:K8:1	-	-	⑤ ⑥	90A	49	-	5 4
THB	MF	59:L15:3	-	-	④ ③ ⑦ ⑧	90A	0	1	3
LPS	JS	126:F15:1	280	Yes	-	100E	99	6	4 4
GT	DS	8:L7:3	240	Yes	-	100E	121	5	4 3
CV	JS	2:M10:1	-	-	④ ⑤	80B	80	1	5
CPR	RT	3:N9:4	120	Yes	-	65G	82	5	3

- Notes: ① Government loan redeemed  
 ② Government loan secured  
 ③ 51 to Mark for the WSR private  
 ④ 40 to the bank for terrain costs  
 ⑤ 550 to the bank for a '5' train  
 ⑥ 1 to the CPR for a '4' train  
 ⑦ Destination reached for the WR - 375 released from escrow  
 ⑧ 550 to the WR for a '3' train

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Adam Romoth	15	48	61	1,011	17.6	7
Mark Frueh	23	218	241	1,516	26.4	10
John Shelley	3	140	145	1,123	19.5	9
Rob Thomasson	135	72	207	1,137	19.8	10
Don Smith	14	184	198	963	16.7	7

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

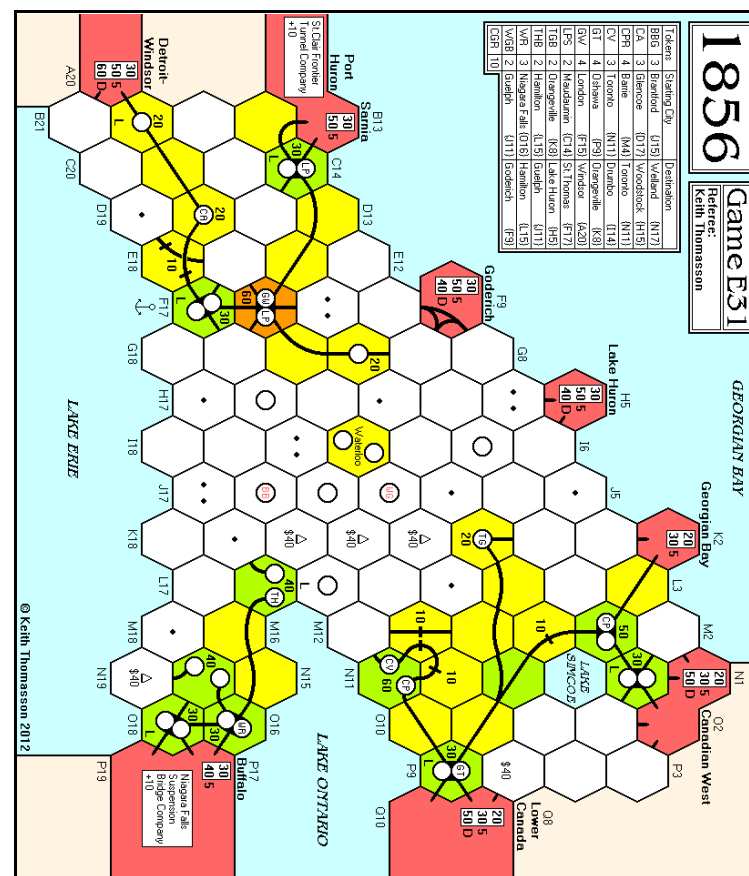
Bank (new)	10	5	2	4	1	2	-	4	5	10	-
Price (par)	100	65	90	80	70	65	100	100	-	-	75
Bank (pool)	-	1	-	2	4	3	-	-	-	-	5
Price (pool)	90A	65G	80B	100E	125E	100E	90A	90A	125E	-	-
Company credit	40	82	80	121	88	99	49	0	930	-	-
Loans	1	5	1	5	1	6	-	1	4	-	-
Tokens	3	2	2	2	3	3	-	1	1	2	2
Trains	5	3	5	4	3	3	4	4	3	3	3

Bank cash: 9.661 Certificate limit: 13 Trains: 2 x '6' Diesels  
 Current operating order: GW, WR, LPS, GT, CA, TGB, THB, CV, CPR

For the GW, Adam said the run was 120-20 without explaining what the -20 was. I came to the conclusion that this was supposed to mean the interest paid on the company's loans, but this is not how it works. Instead of reducing the dividend to 100 and paying 10 per share, the company pays 12 per share and the interest is deducted from the company credit. In truth, I found a run of 130, but the process is the same. The run is only reduced if the company's credit is insufficient to cover the loan interest.

As for the CA, the tile lay referred to a non-existent hex location and I could not figure out what was intended, so no tile could be laid.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/-	3/2	4/3	5/1	6/1	7/6	8/7	9/8	55/1	56/-	57/2	58/2	
69/1	14/1	15/1	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/-	120/-	121/1	39/1	40/1	41/3	42/3	44/1	45/2	46/2	47/2	
63/4	64/1	65/1	66/1	67/1	68/1	70/1	122/1	125/4	126/-	127/1			



The request to pause gives me the chance to remind everyone to provide orders for what to do with their companies when the CGR forms. This seems very likely to happen in the next round. If it does, only the operating round will take place.

Orders required for the following rounds

By the early deadline

OR9, SR7

Adjudication can pause between rounds if requested



1861-F31

One company nationalised,  
two merged and one converted.

OR7 - MR4

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	PC	25:J9:5	-	120	Half	-	135C	135	3
MNN	LQ	208:J7:3	-	170	Half	① ② ③	120D	60	3
V	WM	-	-	100	Half	-	110E	70	3
RO	LR	29:F11:2	-	130	Half	-	80G	80	3
KB	LQ	23:A12:3	-	130	Half	-	70G	230	3
SV	WM	621:M10:3	-	-	-	④	-	-	-
KK	PC	-	-	130	Half	③	65H	30	3
SPW	LR	9:E10:3	-	130	Half	-	65H	65	3
SE	LR	8:G16:2	-	160	Yes	⑤	165B	180	4 4
GRR	DS	-	-	160	Yes	⑥	110D	521	4
MK	PC	6:L7:4	-	-	-	⑦ ⑧ ⑨	80E	0	4 5
RSR				190	No		595	-	4

- Notes: ① Loan acquired  
 ② 20 to the bank for terrain costs  
 ③ Loan redeemed  
 ④ Nationalised  
 ⑤ 350 to the bank for a '4' train  
 ⑥ 60 to the bank for a token in H13  
 ⑦ 40 to the bank for terrain costs  
 ⑧ 40 to the bank for a token in J7  
 ⑨ 4 loans acquired  
 ⑩ 550 to the bank for a '5' train

#### Merger Round 4

MB and KK merge to form the MKN - Lyndon buys 1 share  
 V converts into the MKV - Willem buys 2 more shares, Pete buys 1 share

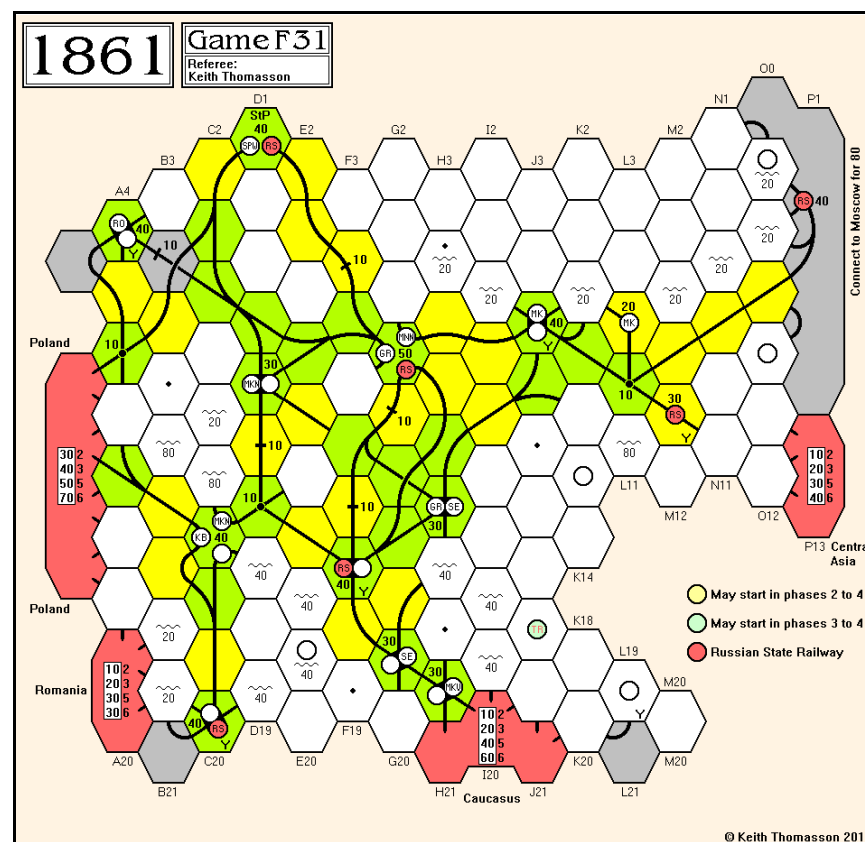
Portfolio	KB	MNN	RO	SPW	GRR	MK	MKN	MKV	SE	RSR
Willem Moene	-	-	-	-	-	-	-	4D	1	
Don Smith	-	-	-	-	6D	-	-	-	-	
Pete Campbell	-	-	-	-	-	5D	2D	1	-	
Lyndon Gurr	2D	2D	-	-	3	-	1	-	-	
Lionel Robbins	-	-	2D	2D	-	-	-	-	4D	
Bank (new)	-	-	-	-	1	5	7	5	5	
Bank (pool)	-	-	-	-	-	-	-	-	-	
Price	70G	120D	80G	65H	110D	80E	200A	110D	165B	
Company credit	230	60	80	65	521	0	365	400	180	395
Loans	-	-	-	-	-	4	-	-	-	-
Tokens	-	-	-	-	1	1	1	2	1	2
Trains	3	3	3	3	4	5	3 3	3	4 4	4

Bank cash: 12,150 Certificate limit: 13 Trains: 3 x '5' 2 x '6'...  
 Current operating order: MNN, RO, KB, SPW, MKN, SE, GRR, MKV, MK, RSR

Cash Flow	b/f	OR7	MR4	c/f	Value	%	Certs
Willem Moene	112	176	-220	68	673	14.7▼	4
Don Smith	62	96	0	158	818	17.8▲	5
Pete Campbell	47	125	-110	62	972	21.2▼	6
Lyndon Gurr	67	198	-200	65	975	21.3▲	6
Lionel Robbins	7	194	0	201	1,151	25.1▲	5

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

③ Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR8, MR5



1870-N29

Three assisted purchases  
of '12' trains.

OR14 - OR15

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	24:F3:1	-	370	Yes	① 350B	0	10 8
ATSF	MF	40:H9:1	-	510	Yes	-	165	-
GMO	WM	-	-	230	Yes	-	79	6
SSW	PC	15:M2:2	-	270	Yes	-	1	-
SLSF	DS	9:G12:2	9:E10:3	320	Yes	-	0	8
MKT	PC	41:L3:1	-	370	Yes	-	165	8
SP	MF	23:L9:6	-	310	Yes	② 140B	0	6
MP	LG	142:K4:5	-	-	-	③ 68D	0	12
TP	LG	145:K4:2	-	290	Yes	-	1	6
IC	WM	141:G20:5	-	390	Yes	-	0	10

- Notes: ① 321 to the MP for a '10' train  
 ② 60 to the ATSF for a '5' train  
 ③ 1,100 to the bank for a '12' train, partly funded by 499 from Lyndon

OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	14:B19:3	-	760	Yes	-	228	10 8
ATSF	MF	-	-	-	-	① 250B	1	6
GMO	WM	-	-	230	Yes	-	79	6
SSW	PC	-	-	-	-	② 180B	0	12
SLSF	DS	-	-	320	Yes	-	0	8
MKT	PC	-	-	370	Yes	-	165	8
SP	MF	-	-	-	-	③ 120B	0	12
MP	LG	147:G20:4	-	420	No	-	420	12
TP	LG	-	-	290	Yes	-	1	6
IC	WM	-	-	420	Yes	-	0	10

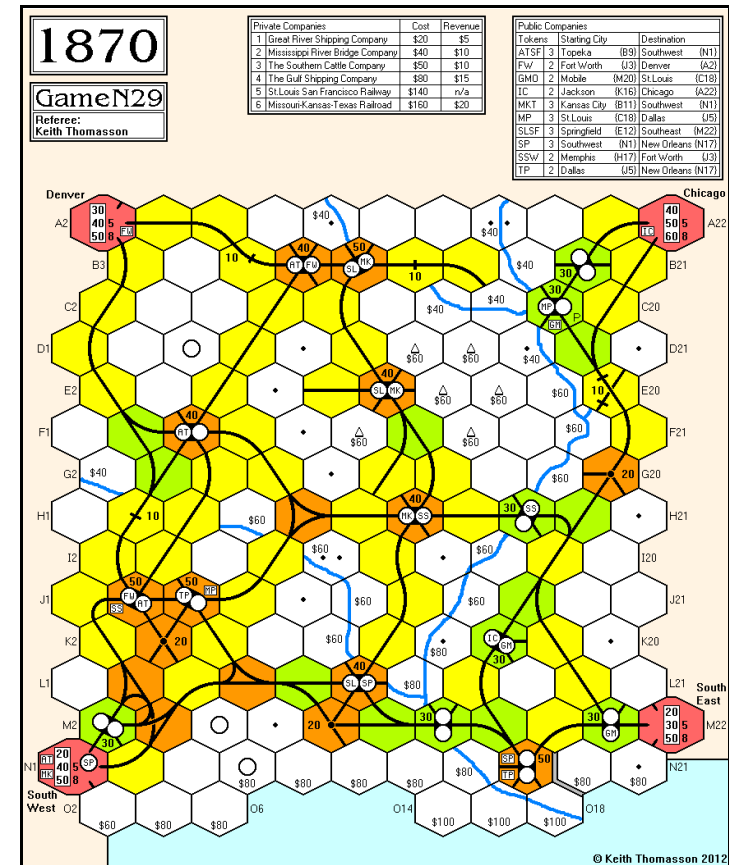
- Notes: ① 164 to the SP for a '6' train  
 ② 1,100 to the bank for a '12' train, mostly funded by 1,099 from Pete  
 ③ 1,100 to the bank for a '12' train, mostly funded by 936 from Mark

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	375B	275B	60D	160C	64D	200D	120B	180B	64E
Company credit	1	228	79	0	165	420	0	0	0	1
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	-	-	-	1	-	2	D	1	-	1
Trains	6	10 8	6	10	8	12	8	12	12	6
Bank cash: 5,442	Certificate limit: 13					Trains: '12's				
Current operating order: FW, GMO, ATSF, SLSF, SSW, MKT, SP, TP, MP, IC										

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Pete Campbell	826	549	-733	642	3,417	17.0	13-15
Lyndon Gurr	614	33	719	1,366	5,111	25.5	13-18
Willem Moene	94	544	507	1,145	4,129	20.6	10-16
Don Smith	46	331	249	626	2,495	12.4	9
Mark Frueh	2,057	677	-849	1,885	4,921	24.5	15-16

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



Orders required for the following round

By the early deadline

SR9





1870-A32

Lionel is given a gift of the SLSF but does manage to get some payback.

SR4

Stock Round 4

Adam	Lyndon	Lionel	John	Willem
- 2 SLSF {+72G} (Pres to Lionel) + ATSF/P {100}	FW redeems from Lyndon	- 1 FW {PP}	⇒	⇒
⇒	Price protects 1 FW	✗	+ MP new	+ MKT new
+ ATSF new	+ MP new	✗	+ SLSF pool	+ SLSF pool
+ ATSF new	+ MP new	✗	✗	✗
+ ATSF new	✗	✗	✗	✗
+ ATSF new (floated)	✗	+ ATSF new	✗	✗
✗	✗	+ ATSF new	✗	✗
✗	✗	- 1 FW {+76F} + ATSF new	✗	✗
✗	✗	- 1 FW {+72G} + ATSF new	✗	✗
✗	✗	4 ATSF {+72E} + SSW/P {68}	✗	✗
✗	✗	+ SSW new	✗	✗
✗	✗	+ SSW new	✗	✗
✗	✗	+ SSW new	✗	✗
✗	✗	+ SSW new (floated)	✗	✗
✗	✗	✗	Priority for SR5	

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

Bank (new)	-	-	10	10	3	1	2	10	4	10
Price (par)	100	68	-	-	72	76	100	-	68	-
Bank (pool)	4	2	-	-	-	-	3	-	-	-
Price (pool)	72E	72G	-	-	60H	76D	72G	-	68F	-
Company credit	1,000	9	-	-	520	338	156	-	680	-
Redeemed shares	-	2	-	-	-	-	-	-	-	-
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	-	-	-

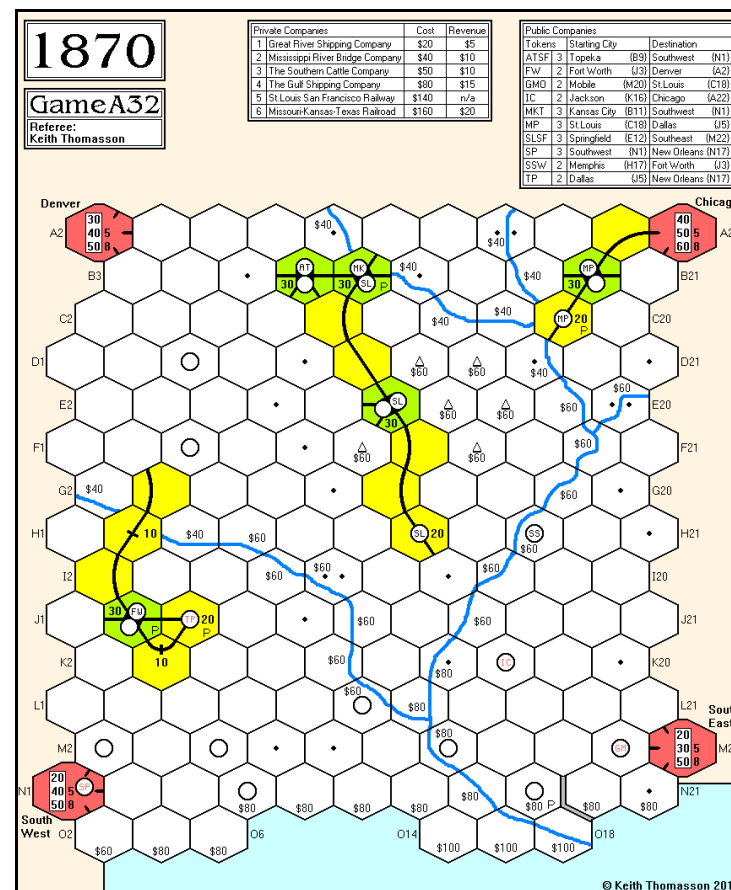
Bank cash: 9,131 Certificate limit: 13 Trains: 1 x '3', 5 x '4'

Current operating order: MP, SLSF, FW, ATSF, SSW, MKT

Cash Flow	b/f	SR4	c/f	Value	%	Certs
John Shelley	212	-148	64	612	20.1▲	4-8
Willem Moene	182	-144	38	626	20.5▲	6-7
Adam Romoth	468	-436	32	536	17.6▲	6
Lyndon Gurr	173	-152	21	665	21.8▲	7-8
Lionel Robbins	179	-168	11	613	20.1▲	7

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							



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



6 NIMMT! 16

Jim gets his first penalty points.

ROUND 5

Hand 1 (1-104)

	85	94	
77	83	55	
76	81	54	70
73	75	46	65
58	71	35	64
1/8	2/7	3/12	4/6

Michael (10), Bob (53), Jim (64) takes row 4 for 8 pts, Kevin (65), Don (70), Colin (76), John (77).

Hand 3 (1-74)

	61	66	74
	59	65	72
	58	63	71
52	56	62	68
51	55	60	67
1/2	2/11	3/12	4/5

Michael (11) takes row 1 for 2 pts, Bob (40), Kevin (47), Colin (48), Jim (49), Don (51) takes row 1 for 11 pts, John (52).

Hand 2 (1-104)

81	83		93
80	74		77
79	37	78	71
75	34	64	69
59	33	60	68
1/8	2/9	3/5	4/9

John (8), Michael (36), Colin (60) takes row 3 for 6 pts, Kevin (64), Jim (78), Don (80), Bob (81).

Hand 4 (1-74)

73			
72			
66	65		
62	60	28	2
40	57	26	1
1/11	2/6	3/2	4/2

John (2), Michael (13), Colin (18), Bob (26) takes row 3 for 6 pts, Jim (28), Kevin (60), Don (65).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	0	2	0	3
Jim Reader	8	0	0	0	8
Bob Coull	1	0	1	7	9
Colin Sharpe	12	12	0	0	24
Kevin Lee	5	1	0	20	26
Don Shailer	0	8	17	11	36
John Colledge	5	18	15	11	49

Orders required

Round six - cards for each hand



BREAKING AWAY 21

People are poised for the second sprint line.

ROUND 9

Pos	Riders	New
78	Leonard Suquehanna	3
77	Catasauaqua	5
76	-	
75	-	
74	-	
73	Givens Makes-Things	3
72	Mitre Conshohocken Hazz	5
71	Yatesy Kudov Boardy Agnes Nitt	8
70	Granny Weatherwax Healer	12
69	Wiggy	14
68	Red Fur Nanny Ogg	15
67	Magrat Garlick Silver Fur	15
66	Block Scudder	15

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



The points for the second sprint look like they're all reserved, assuming that the riders who can take those points actually do so next time.

After that is will be all out for the finish line and the final reckoning.

Orders required

Cards for round ten

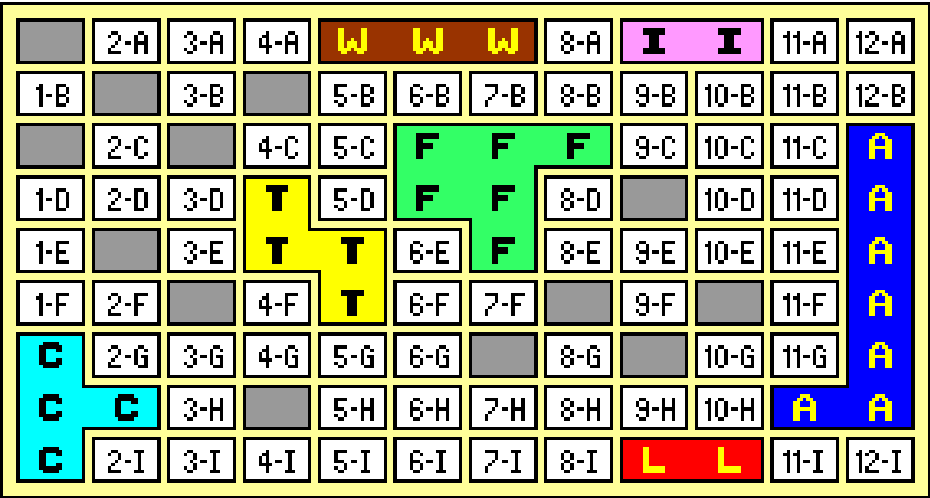


ACQUIRE 58

Cash is running low, so someone needs to initiate a merger.

ROUND 6

Michael 6-C Buys 2 Luxor @ 200, 1 Worldwide @ 400.  
Bob 10-F Buys 1 Imperial @ 400.  
Tony 9-G Buys 1 Worldwide @ 400.  
John 3-F Buys 2 Luxor @ 200.  
Kevin 4-E Buys 3 Continental @ 600.  
Michael 11-H No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	2	-	6	-	7	4	-	100	21,400
Bob Coull	-	7	4	5	1	2	3	100	23,000
Tony Wilcock	-	-	-	-	13	-	-	2,000	11,200
John Marsden	4	3	7	3	4	-	-	100	22,700
Kevin Lee	4	12	-	-	-	3	4	-	21,500
Bank Stock	15	3	8	17	-	16	18		
Chain Size	2	4	7	6	3	4	2		
Chain Value	200	400	700	700	400	600	400		

Playing sequence

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



ACQUIRE 59

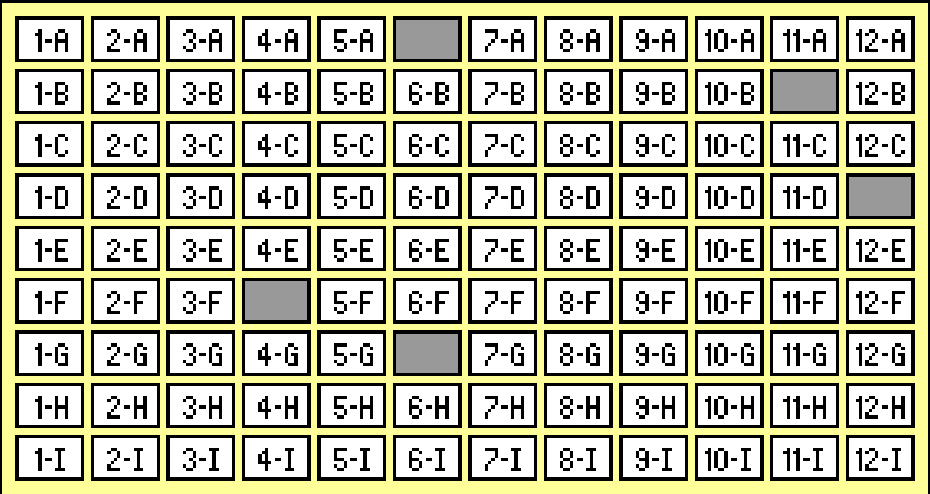
And the beat goes on.

NEW GAME

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

Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG  
Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF  
John Colledge Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR  
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN  
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

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



We have two pairs of starting tiles, not close enough to be let you form large chains right away, and a solitary tile on the top edge of the board.

Playing sequence

Lyndon, Michael, John, Colin, Tony, Lyndon again





## BATTLE! 4

Your Attribute research order is:  
MACPSDERBHX

## ROUND 21

Research: None.

.....  
New units: 5F {E}.

Moves: 2A slips round the back of his base to get at 2F, but the latter had moved away. *Chaos* is spreading out.

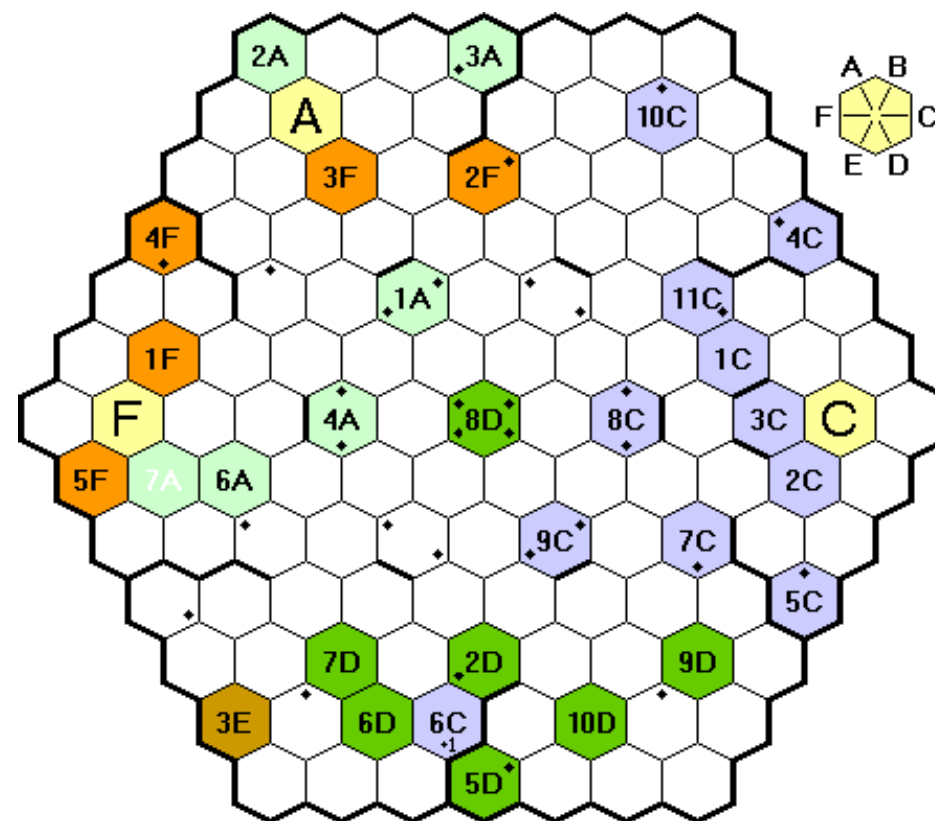
Combat: 7A⇒5F {2 hits}, 5F⇒7A {2 hits \*).

\* = destroyed

Builds: None.

Conversions: 1C converts 3B $\Rightarrow$ 11C.

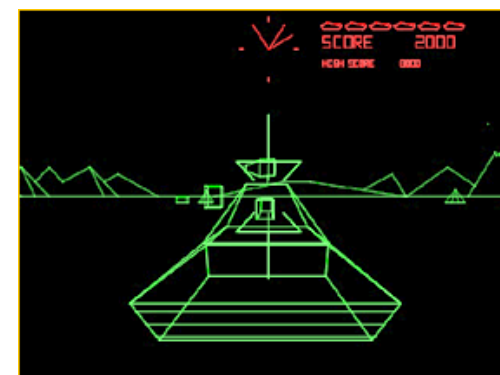
Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	No research Level 10	14	◆◆1A 2A ◆◇3A ◆◆4A 6A	1 3 2 0 4	4 4 0 1 4	1 0 0 0 4	1 0 2 1 0	1/0 0/0  1/0	3 0  5	2 3  	2 3  	1 2  	
<i>Blob</i> Steve Ham	Defunct (Sixth)	-	-										
<i>Chaos</i> Marcus Pratt	No research Level 10	19	1C 2C 3C ◆4C ◆◇5C 6C ◆7C ◆◆8C ◆◆9C ◆10C 11C	1 2 3 1 2 3 2 2 1 1 0	0 0 2 0 0 5 0 0  0 0	2 1 2 1 0 1 0 0  0 0	0 0 2 0 2 0 0   0	0/0 1/0 1/1 1/0  0/0 1/2 0/0   0/0	0 2 6 0  1 0 0   1	1 2 2 0  2 1 1   	 3 0 0   2     	0 1  0  0     	1   1        
<i>Dynamo</i> Mark Stretch	Defunct (Fourth=)	-	◆2D ◆5D 6D 7D ◆◆◆◆8D 9D 10D	1   1 2  	1   2 3  	    3  	      	      	      	      	      	      	      
<i>Elp</i> Michael Graystone	Defunct (Fourth=)	-	◆5E	1									
<i>Free Friends</i> John Marsden	No research Level 9	12	1F ◆2F 3F ◆4F 5F	1 3  1 1	3 2   	0 1   	0 0   	0/0 0/0   	2 3   	2 4   	3 3   	    	    



Orders required

Attribute order: MACPSDERBHX

Production, Moves, Combat, Build and Conversion for round twenty two





BATTLE! 5

Your Attribute research order is:  
AMECSBDRPHX

ROUNDS 1-2

Everyone researched Attack and built one new unit in the first round, except for Marcus, who ignored research but built two new units.

In the second round, everyone researched their next level. A few extra units were built, while Marcus built another two to completely surround his base.

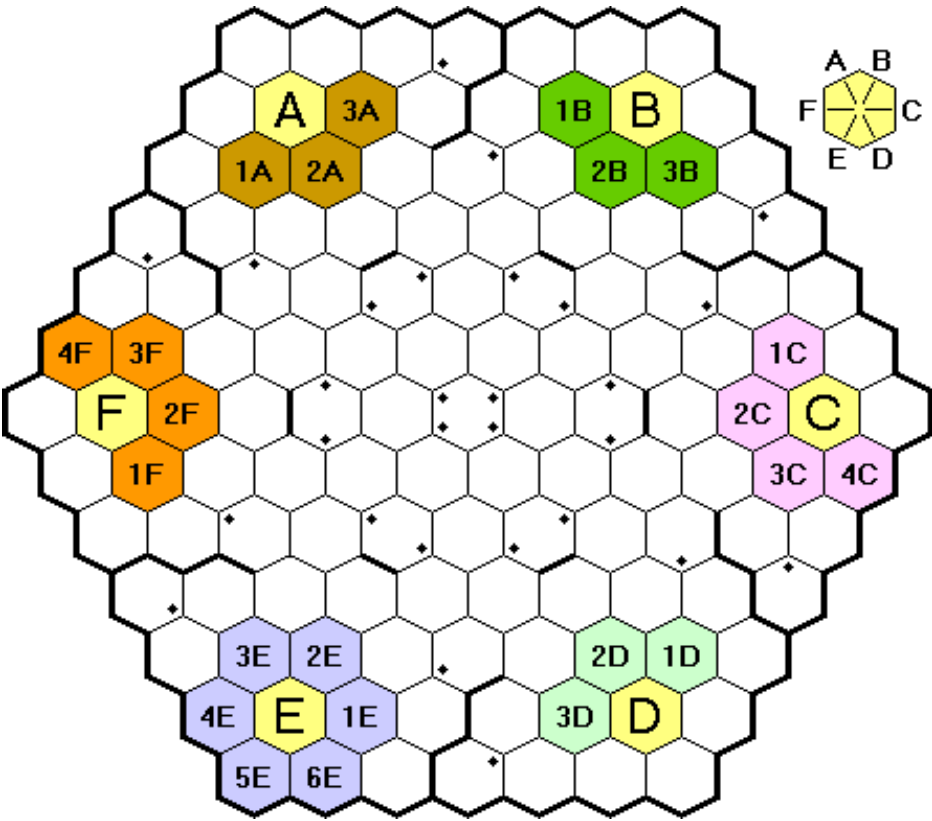
Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
Apache Pete Campbell	1: +Attack	10	1A	1									
	2: +Move		2A	3									
	Level 2		3A	1									
Banzai Mark Stretch	1: +Attack	10	1B	1									
	2: +Move		2B	2									
	Level 2		3B	1									
Conflux Steve Ham	1: +Attack	11	1C	1									
	2: +Move		2C	1									
	Level 2		3C	1									
			4C										
Dream Team Allan Stagg	1: +Attack	10	1D	1									
	2: +Move		2D	3									
	Level 2		3D	1									
Effalump Marcus Pratt	1: None	11	1E										
	2: +Attack Level 1		2E										
			3E										
			4E										
			5E										
			6E										
Frogs John Marsden	1: +Attack	11	1F	1									
	2: +Move		2F	1									
	Level 2		3F	1									
			4F										

When writing your orders, please do all your orders for Production first, then give all your Move orders, followed by any Combat orders, and so on, in separate sections. For example, please do not instruct a unit to move and attack as a single order. If you mix the different phases together I shall more than likely miss something.

The shading on the table above is to show what attributes you have researched, and which ones you can assign to your units. Everyone has researched Attack, and everyone except for Marcus has researched Move.

The next attribute to research is Elite.

Allan, please note that as the Dream Team, your units are identified by the letter D, so please don't refer to them as 1A, 2A, etc. in your orders. I know, that's a hang-over from the previous game :-)



Orders required	Attribute order: AMECSBDRPHX
Production, Moves and Combat for round three	







BUS BOSS 329-FRA

MARS spends the round  
going backwards.

## ROUND 10

France

## Round 10 Runs

Round To Name		①	FROGGIE	20	LIFT	GRUBBY	MARS	+7/-6	FROGGIE	20
6	A♦ Spain 8♥ Dijon	②	JAUUNE	10				+4	-4	6
27	A♣ England 3♥ Paris	①	GRUBBY	11			+6		+4	21
		①	LIFT	10						10
		③	MARS	5		-4				1
		④	FROGGIE	4		-6				-2
28	8♥ Dijon 7♣ Nimes	①	FROGGIE	15	+2					17
		①	LIFT	15					-2	13
29	10♣ Calais 5♣ St.Etienne	①	GRUBBY	11	+1/-3		+1			10
		①	FROGGIE	10	-2					8
		③	LIFT	5		+3/-1	+3		+2	12
		④	MARS	4	-3	-1				0
30	K♦ Lorient K♣ Italy	①	LIFT	16		+6/-7				15
		②	GRUBBY	9	+7/-6		+5			15
		③	MARS	5		-5				0
31	2♦ Bayonne 6♥ Orleans	①	JAUUNE	20			+7			27
		②	MARS	10				-7		3
32	8♣ Amiens K♥ Germany	①	FROGGIE	20						20
		②	GRUBBY	10			-1	-4		5
		X	JAUUNE			+4				4
		X	MARS			+1				1
33	3♦ Pau A♥ Paris	①	JAUUNE	20						20
		②	MARS	10		-5				5
		X					+5			

### Round 10 Routes

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)

None.

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

Caen - Cherbourg, Lorient - Brest (12)

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)

Pau - Toulouse, Pau - Spain (12)

Lost In France Together (LIFT) (Bob Coull, Black)

Limoques - Nantes (10)

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)

St.Etienne - Marseille (10)

### Scores

	Runs:	6	27	28	29	30	31	32	33	Routes	Score
FROGGIE	183	24	1	17	8	-	-	20	-	-10	243
LIFT	166	-	10	13	12	15	-	-	-	-10	206
JAUNE	94	6	-	-	-	-	27	4	20	-	151
GRUBBY	96	-	21	-	10	15	-	5	5	-12	140
MARS	115	-	-2	-	0	0	3	1	5	-12	110

### Round 11 Runs

3.	5♦ - 2♠	Toulouse to Cherbourg
19.	Q♦ - 8♠	Brest to Marseille
34.	9♦ - 2♠	Tours to Cherbourg
35.	Q♦ - 9♥	Brest to Metz
36.	J♠ - 4♥	Toulon to Paris
37.	3♣ - 10♥	Caen to Mulhouse
38.	7♦ - Q♣	La Rochelle to Lille
39.	6♣ - Q♥	Le Havre to Nancy
40.	4♣ - 7♥	Le Mans to Nevers
41.	8♠ - 9♣	Marseille to Boulogne
42.	J♦ - K♣	Rennes to Belgium
43.	Q♠ - 4♦	Nice to Perpignan
44.	3♠ - A♦	Lyon to Spain

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



## BUS BOSS 333-CRO

BUM pips CAR to Forestdale.

### ROUND 3

Croydon

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

Purley - Sanderstead - Selsdon - Forestdale .....	77 - 12 ...	65
---	-------------	----

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

South Croydon - Purley - Coulsdon	77 - 11	66
-----------------------------------	---------	----

Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)

West Croydon - South Norwood - Penze .....	76 - 11 ... 65
--	----------------

Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)

Beckenham - West Wickham, Crystal Palace - Dulwich . . . . .	77 - 10 . . .	67
--	---------------	----

Croydon Access Routes (CAR) (Bob Coull, Black)

Thornton Heath Pond - Purley .....	76 - 10 ...	66
------------------------------------	-------------	----

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





**BUS BOSS 331-SCT**

Two useful links to Aberdeen.

**ROUND 6**

Scotland

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

Arbroath - Aberdeen ..... 40 - 10 ... 30

Tartan Army Bus Services (TABS) (Don Shailer, Purple)

Forfar - Aberdeen ..... 44 - 11 ... 33

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)

Dundee - Arbroath, Hawick - England ..... 43 - 12 ... 31

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)

Edinburgh - Dunbar, Kelso - Galashiels ..... 41 - 12 ... 29

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

Fort William - Inverness ..... 46 - 13 ... 33

Round 7 Runs

1. 10♦ - J♠ Falkirk to Crianlarich

2. J♣ - J♥ Glasgow to Dundee

3. 3♣ - 2♦ Paisley to England

4. 3♠ - 6♥ Ballater to Kirkcaldy ..... (not yet available)

5. 3♥ - K♠ Cumbernauld to Inverness

6. 2♣ - K♥ Greenock to Aberdeen

7. Q♥ - 7♣ Aberdeen to Girvan

8. 4♦ - 6♠ Hawick to Ayr

9. 4♥ - 6♦ Stirling to Berwick-on-Tweed ..... (not yet available)

Runs	Routes
Enter up to 5	Buy in the order Pete, Mark, Roger, Jim, Don



**BUS BOSS 335-GMY**

The latest bus challenge.

**NEW GAME**

Germany is the scene for our next Bus Boss game, with five players competing for the various routes. Your buying order for the first round is as follows:

Mike Reeves                      mike {dot} reeves {at} ntlworld {dot} com

John Marsden                  91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS

Colin Sharpe                    94 Surrey Grove, Sutton, Surrey, SM1 3PN

Roger Trethewey              Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN

Bob Coull                        1 Lingfield House, Lancaster Street, London, SE1 0RW

Maps are enclosed for all, or sent separately if you don't get the zine by post. If you need a rules reference, you can get this from [www.fwtwr.com/postal\\_games/bus\\_boss.htm](http://www.fwtwr.com/postal_games/bus_boss.htm).

Routes
Buy in the order Mike, John, Colin, Roger, Bob
Don't forget company names and colour preferences



What a way to advertise the zoo!



HOMESTEADERS 1

Howard recruits another Worker

ROUND 3

Worker Allocation												
Michael	1	Homestead {Wood}										
Howard	2	Farm {Trade+\$\$} Farm {Food}										
Rob	2	Homestead {Wood} Homestead {VP}										

Income and Payroll												
Michael	Gains \$2 W T				Pays \$1 for 1 worker							
Howard	Gains \$4 F T				Pays \$2 for 2 workers							
Rob	Gains \$3 W VP				Pays \$2 for 2 workers							

Auctions						Auction 1 {C} : Auction 2 {Any}						
Michael			Howard			Rob						
\$4 on Auction 2			Recruits a worker with T+F			\$3 on Auction 1						
Passes to Railroad Track												
Gains a Trade token												

Building												
Rob	Buys a Market											
Howard	Buys a Foundry											

Resources													
	\$	Wrk	W	F	S	G	C	L	Debt	T	Inc	VPs	RT
Rob Thomasson	1	2	2	-	-	-	-	-	-	1	1	3	Inc
Michael Longdin	6	1	1	-	-	-	-	-	-	4	-	2	Inc
Howard Bishop	-	3	-	-	-	-	-	-	-	-	-	-	T

	RT	ML	HB	Income
Homestead	✓	✓	✓	\$\$ {Wood} {VP}
Farm	-	-	✓	{Trade token + \$\$} {Food}
Market	✓	✓	-	Trade token {\$\$} (T+W=F / T+F=S)
Foundry	-	-	✓	{S}

Auction 1			Auction 2			Auction 3			Your fourth auction set gives you the option of Residential or Industrial, or Industrial on its own.
R or I			I			-			
3	4	5	6	7	9	12	16	21	

Don't forget that your Homestead always gives you \$2 each turn, without the need to allocate a worker for this income.

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 {1}	✓	✓	-	2	W	T {\$\$}	{T+W=F / T+F=S}
Foundry {2}	-	-	✓	-	-	{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 Rob



## OUTPOST 29

The big stuff will be available next time.

## ROUND 14

### Commander Actions

Lyndon Auctioned a Laboratory for 80. Willem joined at 81. Lyndon dropped out at 81. Willem got it for 81 reduced to 41 after Data Library discounts (w:9,10,10 r:12) plus a free Research Factory

- ▶ Auctioned a Laboratory for 80. Willem joined at 81. Lyndon dropped out at 81. Willem got it for 81 reduced to 41 after Data Library discounts (w:7,9 r:9,16) plus a free Research Factory
- ▶ Auctioned an Orbital Lab for 51 and got it (w:7 t:44)
- ▶ Auctioned a Scientists for 40 and got it (t:11,11 m:18)
- ▶ Bought one Population Unit (w:8)

Pete Bought one New Chemicals Factory (o:1 w:6,30 r:10,13)

Mark Bought four Population Units (w:6 m:14,20)

- ▶ Bought three Titanium Factories (w:6,8,8,8 t:44 m:16)

Marcus Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (w:6,7,9 t:9 n:14,18,22) plus a free Titanium Factory

- ▶ Bought three Population Units (w:8 n:22)

Jim Bought one New Chemicals Factory (o:2,4 w:30 t:12 r:12)

John Passed

WillemPassed

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,4w,6t	9 (13)	0 (0)	3w,2t,1T,1r,2m (132,15)
2	Mark	2o,4w,9t	9 (10)	5 (9)	1o,4w,3t,2T,2m (183,20)
3	Pete	2o,5w,3r,3n	8 (8)	4 (8)	2o,2w,1W,4r,3m,6n (273,15)
4	Marcus	2o,4w,2t,4n	11 (13)	0 (0)	1o,1w,1W,2t,3r,2N (275,20)
5	Willem	2o,5w,2r	5 (5)	0 (0)	3w,4r (73,15)
6	Jim	2o,4w,1t,1r,1n	8 (8)	1 (8)	3o,4w,3t,1r,1n (100,15)
7	John	2o,4w,5t	8 (8)	1 (8)	6t,1T (104,10)

PO	Name	Colony Cards	Victory Points
1	Lyndon	HE, Nod, Sci, OL, OL, Eco, Eco, Eco, OP	51 (415)
2	Mark	WH, HE, OL, OL, Rob, OP	39 (305)
3	Pete	WH, Nod, OL, Rob, Lab	35 (230)
4	Marcus	WH, HE, Nod, Sci, OP	32 (220)
5	Willem	DL, DL, DL, DL, WH, Sci, Sci, Lab, Lab, Eco	31 (355)
6	Jim	WH, HE, Nod, Rob, Lab	25 (210)
7	John	DL, HE, Nod, Rob	21 (120)

Data Library	..... 0	Sold out	Laboratory	..... 1	(none left)
Warehouse	..... 0	Sold out	Ecoplants	..... 0	Sold out
Heavy Equipment	.. 0	Sold out	Outpost	..... 0	(2 more)
Nodule	..... 0	Sold out	Space Station	.... 1	(4 more)
Scientists	..... 1	(none left)	Planetary Cruiser	... 1	(4 more)
Orbital Lab	..... 0	Sold out	Moon Base	..... 2	(3 more)
Robots	..... 1	(none left)			

Orders required

Round fifteen auctions, bids and purchases



## 7 WONDERS 1

Nice and simple at this stage.

## ROUND 1

### Age 1 - Card 1

There are no discarded cards

Mike Reeves	Clay Pit (costs 1 coin)
Lyndon Gurr	Timber Yard (costs 1 coin)
Jim Reader	Stone Pit
Allan Stagg	Scriptorium
Pete Campbell	Stone Pit
John Boocock	Tavern (gains 5 coins)
Kevin Lee	Clay Pool

Mike	Lyndon	Jim	Allan	Pete	John	Kevin
2 coins	2 coins	3 coins	3 coins	3 coins	8 coins	3 coins

Orders required

Age 1 cards are passed to the left

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





## RAILWAY RIVALS 2178-MA

MIST gets the only solo of the round.

## ROUND 9

Malta

### Round 9 Runs

			RAM	MIST	BUM	OMR	MR	
15	14 Sliema 44 Qormi	① OMR 16 ② RAM 7 ② BUM 7						16 7 7
16	65 Mosta 51 Mellieha	① MIST 10 ① OMR 10 ① MR 10		-1 -2		+1 -4	+2 +4	13 13 4
17	63 Imdina 33 Siggiewi	① MIST 15 ① MR 15 ✗ OMR				-1	+1	15 14 1
18	21 Birzebbuga ③ North west sights	① MIST 9 ① OMR 9 ① MR 8 ④ RAM 4 ✗ BUM	+2 -3	-1	-2 -1 -2		+1	10 9 3 3 5
19	36 Luqa 25 Zejtun	① BUM 13 ① MR 12 ③ RAM 5 ✗ OMR			+1	-1		12 5 5 1
20	56 Ghajn Tuffieha 16 Three Cities	① OMR 15 ① RAM 15	+1			-1		16 14
21	46 Hamrun ① Gozo ferry	① MIST 30 ✗ RAM	-1	+1				29 1

### Builds

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

None.

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

K18 - K19, H21 - I21.

-2 (builds) = -2

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

None.

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

None.

Maltese Rails (MR) (Roger Trethewey, Black)

None.

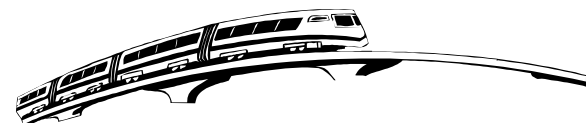
### Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
MIST	161	-	13	15	10	-	-	29	-2	226
MR	173	-	4	14	3	12	-	-	-	206
OMR	100	16	13	1	9	1	16	-	-	156
RAM	118	7	-	-	3	5	14	1	-	148
BUM	105	7	-	-	5	12	-	-	-	129

### Round 10 Runs

22.	13 - 24	Valletta to Tarxien
23.	45 - 11	Paola to Valletta
24.	26 - 55	Marsaxlokk to Mgarr
25.	32 - ③	Qrendi to North west sights
26.	44 - 54	Qormi to Qawra
27.	36 - 65	Luqa to Mosta
28.	62 - ①	Rabat to Gozo ferry

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



## RAILWAY RIVALS 2194-MN

HEART slips into Duluth ahead of his rivals.

## ROUND 4

Minnesota

{14 points for these builds}

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

Pipestone - E4 - Sioux Falls, N17 - X22.

37 +6 (towns) -1 (MARS) +1 (BUM) = 43

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)

L16 - Hopkins, Brainerd - V15 - Y17 - Y23 - Duluth, Fergus Falls - U4.

40 +7 (towns) -1 (MARS) +2/-1 (BUM) = 47

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)

I44 - Grand Forks, L42 - N43 - Noyes - Q43, K13 - K16.

52 +9 (towns) = 61

Making Alternative Routes Superior (MARS) (John Marsden, Green)

K18 - Hopkins - Granite Falls, L59 - N58, M59 - International Falls, D61 - Hibbing.

36 +11 (towns) +1 (GREAT) +1 (HEART) +1 (BUM) = 50

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

F5 - Pipestone, P15 - K18 - St.Paul, Bemidji - E50.

61 -1 (GREAT) +1/-2 (HEART) -1 (MARS) = 58

Michael, note that your builds as ordered would have required 16 points, and we only had 14 for this round. Your last two hexes were not built. Conversely, Kevin only spent 12 points on his builds.

Builds
Up to 18 points excluding payments to rivals





RAILWAY RIVALS 2205-M

COLIN gets to Coventry ahead of BUM.

ROUND 1

London & Midlands {13 points for these builds}  
Birmingham and London Link (BALL) (Bob Coull, Black)  
C75 - B75 - Loughborough - B68 - Leicester - A65.  
20 +12 (towns) = 32

One Dark Engine (ODE) (John Marsden, Green)  
M75 - M75 - M74 - J73 - Newark, J73 - Grantham - J65.  
20 +12 (towns) = 32

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
C35 - B35 - Wolverhampton - C32 - C29 - Birmingham - D27 - Coventry.  
20 +12 (towns) -5 (COLIN) = 27

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)  
C75 - N34 - Derby - L35 - Burton - J32 - M30.  
20 +12 (towns) = 32

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)  
E35 - F35 - F33 - E32 - E26 - Coventry - H25.  
20 +6 (towns) +5 (BUM) = 31

In a strange repeat of someone else's error in another game this month, John spent two more points than the allowance, so the last two hexes were not built. In an even stranger coincidence, Don did not spend the full 13 point allowance, which also happened in that other game.

Builds

Up to 14 points excluding payments to rivals



SAINT PETERSBURG 3

How close were you expecting it to be?

PHASE 6-T

Round 6 - Trading Phase

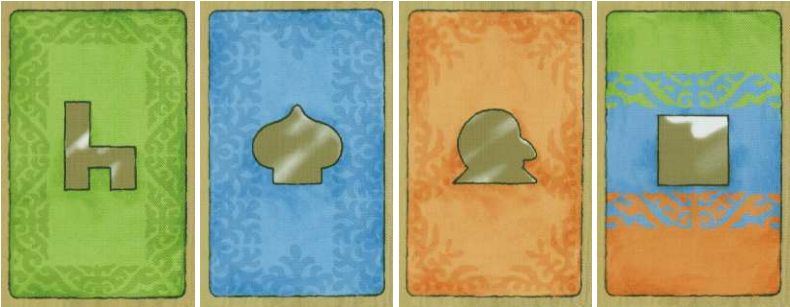
Kevin	Bob	Tony	Rob
Administrator ⇨	Secretary ⇨	✗	+ Secretary from hand
Weapon Master	Patriarch		
Mistress of Ceremonies ⇨	✗	✗	+ Warehouse Manager from hand
Admiral			
Controller ⇨			
Senator from hand			

Players	Rubles	VPs	Aristocrats	Cash VPs	Final VPs
Bob	25	55	21	2	78
Rob	2	41	36	-	77
Kevin	15	62	10	1	73
Tony	18	38	15	1	54

I was expecting Rob to overtake Kevin, but had not realised that Bob would be in the mix. In the end it was down to cash in hand to make the crucial difference.

1st	Bob Coull	78
2nd	Rob Thomasson	77
3rd	Kevin Lee	73
4th	Tony Wilcock	54

Congratulations to Bob, commiserations to Rob on such a close second, and thanks to everyone for the game.



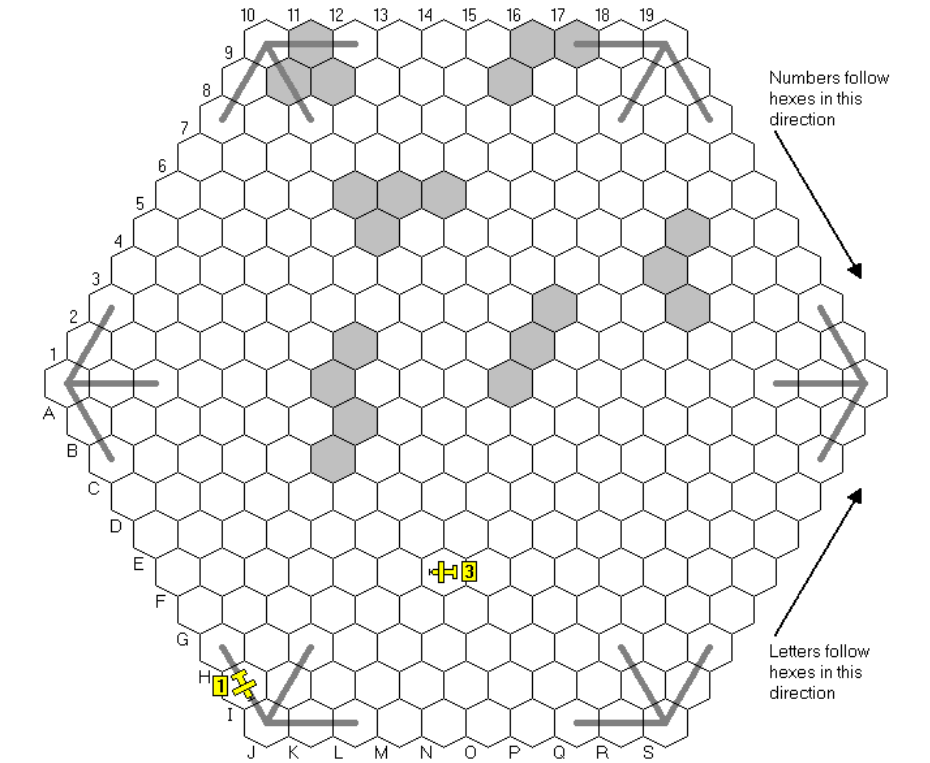


SOPWITH T353FW

And then there were two.

ROUND 19

Pilot	Starts	Moves	Ends	A:D:P
1 ♠ <i>The Brown Baron</i> Michael Graystone	G2-SE	A-fA, A-fA, RS-fA (2 kills) {Airfield: A1}	I1-SE	06:11:36
3 <i>Wizard Prang</i> Jim Reader	P10-W	A, A, A {Airfield: J19}	L7-W	16:10:00
6 ♠ <i>Glider</i> Hugo Griffin	I1-SE	A, 0, 0 (1 1/2 kills) {Airfield: J1}	Shot down	00:05:16



The clouds moved north west. *The Brown Baron* finally gets *Glider* where he wants him and scores his second kill of the game. However, he is now heading into a corner, which may give *Wizard Prang* some advantage.

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 . . . . . 3.400

- Per Hallberg . . . . . 3.182

▲ Pete Campbell . . . . . 2.825

▲ David Hilbert . . . . . 2.810

▼ Rob Thomasson . . . . . 2.566

▲ John Boocock . . . . . 2.444

▲ Victor Cronshaw . . . . . 2.477

▲ John Boocock . . . . . 2.333

▼ Michael Graystone . . . . . 2.161

- Mick Haytack . . . . . 2.111

- Neil McConnell . . . . . 2.071

▲ John Colledge . . . . . 2.062

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

Completed games and winners:

1856 e934 {1856-M30} . . . . . Ken Boucher

Puerto Rico e965 . . . . . Pete Campbell

Carcassonne e969 . . . . . John Boocock

Acquire e970 . . . . . Victor Cronshaw

Acquire e974 . . . . . Michael Graystone

Ingenious e976 . . . . . Pete Campbell

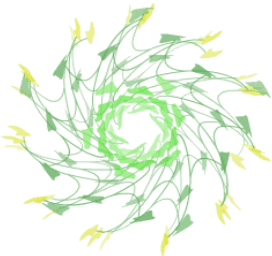
New games and start dates:

1850 e978 {1850-X32} . . . . . Apr 22nd

Acquire e979 . . . . . May 16th

Carcassonne e980 {River} . . . . . May 17th

Puerto Rico e981 . . . . . May 22nd



## PREVIEW

The 1861 list found a fifth player, and that is due to start in the next issue.



The Railway Rivals list is over-subscribed for one game, so an appropriate number will come off the front for the next game - probably five of you.

Beyond that... we shall have to wait and see. I had no RoboRally playing areas submitted, so that remains in the same state.

I am thinking of starting the 18Rh1 Rheinland game with just the three on the list, but have to get myself sorted out with an adjudication helper first.

I use brother Rob's 18xx adjudicator for the games that it covers, and for the others I have developed a number of reasonably robust Excel spreadsheets.

These help me by keeping the share trading legal and blocking illegal tile lays, but has to be customised for each game. This isn't always a huge job, but does need time, and as you know, time is the enemy for just about everything we want to get done.

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

#193: 1861, Railway Rivals



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
May 25	...mais n'est-ce pas la gare? 130
Jun 1	Save Your XXs For Me 96
Jun 5	Minstrel 360
Jun 8	Fury of the Northmen 10, Variable Fig 134

## 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	2.225
▲	Bob Coull	2.038

The rating system is:

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

## 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, 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, Acq59	Mike Reeves . . . .	7W1, BA21, BB-335-GMY
Bob Coull . . . . .	6n16, Acq58, BB-329-FRA, BB-333-CRO, BB-335-GMY, 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, Acq59, BB-329-FRA, BB-333-CRO, RR-2194-MN, Sop353	Colin Sharpe . . . .	6n16, Acq59, BB-329-FRA, BB-335-GMY, 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, Acq59, 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, BB-335-GMY, RR-2178-MA
John Marsden . . .	Acq58, Bat4, Bat5, BB-329-FRA, BB-335-GMY, RR-2194-MN, RR-2205-M	Tony Wilcock . . . .	Acq58, Acq59, StP3



## 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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Wednesday July 11th 2012  
18xx games - Friday July 6th

Future deadlines: 18xx games: August 3rd Other games: August 8th

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.