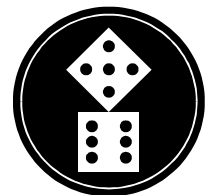This page has been added to the PDF copy
so that reports that appear on facing pages
in the paper copy are shown side-by-side.

£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #193, 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}.

E-mail: Keith@Thomasson.com   Web site: www.fwtwr.com
Subscription payments can be sent via PayPal to Keith@Thomasson.com
Please specify the currency for international payments as GBP

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...

1861 . . . . Pete Campbell, Lyndon Gurr, Mike Hutton, John Shelley, Don Smith
Railway Rivals . . . . Pete Campbell, Michael Graystone, Steve Ham, Mike Reeves, 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
⇨①	1837	Pete Campbell, John Hopkins, Don Smith, Mark Frueh
⇨①	1856	Mike Hutton, Don Smith, Lyndon Gurr, Mark Frueh
⇨⑥	18C2C	Pete Campbell, Mark Frueh
⇨②	18Rhl Rhineland	Willem Moene, Pete Campbell, Alan Harvey
⇨④	Acquire	Tony Wilcock
⇨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
⇨③	Saint Petersburg	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
⇨③	Bus Boss	Jim Reader, Roger Trethewey
⇨③	Railway Rivals	Jim Reader, Bob Coull

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

START

Welcome to issue #193. This issue was produced around our holidays, with the 18xx done before we went and the rest after we got back. I got some revised orders for one of the 18xx games, but it arrived after the games had been done, which is why it was not acted upon.

At least they arrived. I have no orders from John Boocock for the third month in a row, and as I cannot get a response from him regarding the zine, have decided to drop him from his games with immediate effect. There are places available in 1825-X31, 1829-A30 and 7 Wonders 1, should anyone be interested in taking over from him. The Outpost game he is involved in is close to the end, so his position will just coast to the end of that one.

Given that we are heading off to the USA for GenCon in a couple of weeks, there will not be time to produce an issue during August. The deadlines have been adjusted and are set so that all orders should arrive before we get back. Do not worry if you don't get an instant email confirmation, as I have to be here for that to happen. They should all be fire off when I download my mail once we are back.

The deadlines for the issue after that are set for mid-September, which should give me time to produce the next issue before we head off to Essen. If time gets too tight it will have to be resolved by another double issue.   ✪

## SAINT PETERSBURG 3   An accumulation of Aristocrats. Is that the correct collective?   GAME OVER

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

Bob Coull (1st): I must admit that Rob's accumulation of Aristocrats had me worried, but going into the last phase I realised I had done just enough.

Tony Wilcock (4th): My congratulations to all the three joint winners, especially Bob Coull. I did actually do slightly better than usual in this game but I am pretty hopeless at it.

My usual problem in this game is being unable to resist the nice shiny buildings that come out early on, when I should be preserving my cash to build up my income.   ☑

⌂⌂⌂
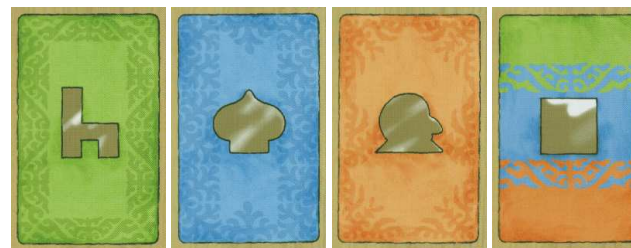
1825-X31   The silent partner is exposed.   SR6

Stock Round 6

John Shelley	Willem	Mike	{John Boocock}	Lionel
✘	+ L&YR new	− 1 Cal + GNR/Dir	✘	+ L&YR new
✘	+ L&YR new	+ L&YR new	✘	+ LNWR pool
✘	+ Cal new {floated}	✘	✘	✘
✘	✘	*Priority for SR7*		

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Lionel Robbins	214	−213	1	1,244	24.0◄	11
John Shelley	26	0	26	654	12.6▾	8
Willem Moene	248	−218	30	1,193	23.1▴	11
Mike Hutton	211	−137	74	1,141	22.1▴	8
{John Boocock}	218	0	218	940	18.2▾	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GCR	GNR	GSWR
Lionel Robbins	A&F	4D	-	-	1	-	7D	-	-	-
John Shelley	TWW	-	-	-	8D	-	-	-	-	-
Willem Moene	C&HP	1	5	-	2	2	-	-	-	-
✪ Mike Hutton	-	1	5D	-	1	-	1	-	2D	-
{John Boocock}	L&M	2	-	-	-	3D	-	-	-	-
Bank (new)		-	-	10	-	4	-	10	8	10
Price (new)		100	82	82	76	76	71	71	71	67
Bank (pool)	S&D	2	-	-	-	1	-	-	-	
Price (pool)		142	126		71	76	82		71	
Company credit		110	20		320	760	410			
Tokens		2	2	4	2	4	2	4	4	3
Trains		3 2	3 2 2		3 3	-	3 2 2			

Bank cash: 14,651   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				

If it wasn't obvious, I can confirm that John Boocock has dropped out of his games, using the method of not supplying orders or responding to reminders in any way.

I will operate the Caledonian for the next two rounds as if the companies were in receivership, and continue to do this until he is no longer the Director.

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

1829-A30	Two full rounds as we get closer to the '7' trains.	**OR14 - OR15**

I overpaid the LSWR revenue last time, by allowing the train to use the LBSC home base. This has been corrected.

OR14	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	18:T18:3	▸U7	120	No	-	200▲	470	3
GWR	RT	4:U21:1	▸T20	190	Yes	-	180▲	280	4
Mid	JS	38:P18:5	▸Q13	310	No	①	90▾	210	5 5
LSWR	{JB}	-	▸V22	200	Yes	-	82▲	120	3 3
GNR	LR	13:X20:2	▸N16	160	Yes	-	76▲	240	4
LBSC	{JB}	-	▸V14	130	Yes	-	82▲	370	3
GER	RT	9:S19:1	▸R18	90	Yes	-	76▲	150	4 3
GCR	RT	10:P16:1	▸U11	-	-	② ③	38▾	150	5 4
L&YR	JS	38:P16:3	▸O13	150	No	④	56▾	210	4 3
SECR	Rcvr	26:W21:6	▸W15	-	-	-	38▾	20	-

Notes:
①   550 to the bank for a '5' train
②   20 to the GWR for a '4' train
③   20 to the GER for a '5' train
④   140 to the Midland for a '3' train

OR15	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	43:T12:1	▸U13	120	No	①	180▾	40	5 3
GWR	RT	4:T20:1	▸X16	140	Yes	-	200▲	280	4
Mid	JS	3:Q13:4	▸O15	390	Yes	②	100▲	110	5 5
LSWR	{JB}	-	▸V22	200	Yes	-	90▲	120	3 3
GNR	LR	8:N16:4	▸N14	160	Yes	③ ④	82▲	100	4
LBSC	{JB}	-	▸V14	130	Yes	-	90▲	370	3
GER	RT	9:R18:1	▸R12	270	Yes	⑤	82▲	110	4 3
GCR	RT	23:U17:5	▸U13 !	250	Yes	-	47▲	150	5 4
L&YR	JS	8:O13:6	▸N12	210	Yes	⑥	58▲	50	4 3
SECR	Rcvr	45:W21:3	▸W25	-	-	-	29▾	20	-

Notes:
①   550 to the bank for a '5' train
②   100 to the bank for a token in O15
③   40 to the bank for terrain costs
④   40 to the bank for a token in N14
⑤   40 to the bank for a token in R12
⑥   160 to the bank for terrain costs

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Pete Campbell	45	181	234	460	2,532	21.1▾	17
Rob Thomasson	143	145	435	723	2,586	21.5▲	17
John Shelley	15	63	514	592	2,242	18.7▲	17
Lionel Robbins	80	218	365	663	2,506	20.9▲	17
{John Boocock}	356	188	227	771	2,153	17.9▾	11

John Boocock has not been an active player in this game for some time, and is now officially dropped. It is unlikely that anyone will be interested in his position at this late stage, so I will operate his companies as if they were in receivership from now on.

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	4	-	-	-	-	-	-	-	-	6D
	C&W										
Price (pool)		180	200	100	90	82	90	82	47	58	29
Company credit		40	280	110	120	100	370	110	150	50	20
Tokens		3	3	2	3	2	3	2	3	1	2
Trains		5 3	4	5 5	3 3	4	3	4 3	5 4	4 3	-

Bank cash: 16,758   Certificate limit: 18   Trains: 1 x '5', 4 x '7'

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

1/2	2/2	3/1	4/4	5/4	6/4	7/3	8/6	9/8	10/3	12/3	13/1	14/-
15/-	16/1	17/1	18/-	19/2	20/1	21/1	22/-	23/2	24/4	25/-	26/2	27/2
28/-	29/1	30/1	31/-	32/-	33/1	34/-	35/1	36/1	37/1	38/-	39/1	40/1
41/2	42/2	43/-	44/1	45/-	46/1	47/-						
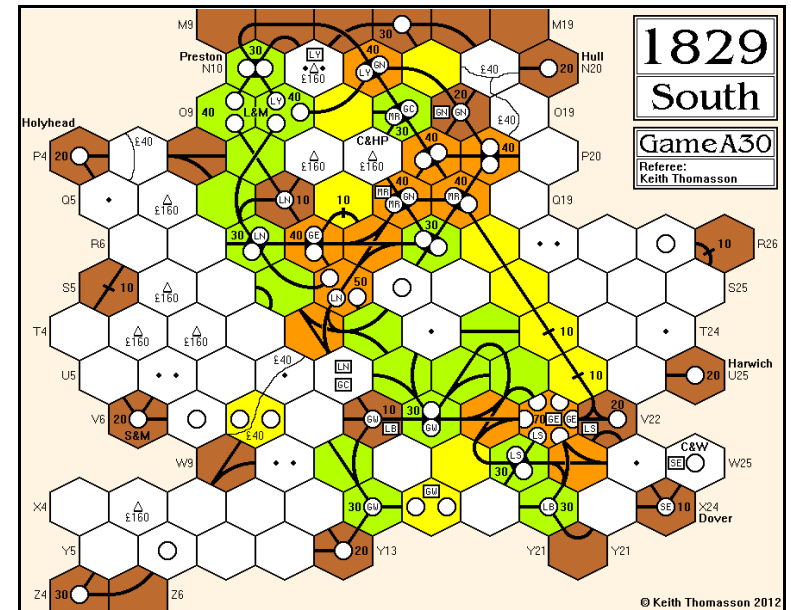
Orders required for the following rounds	*By the early deadline*
OR16, SR12	*Adjudication can pause between rounds if requested*

▲▲

1830-S32

Don miscalculates and the NYNH does not float.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	AR	8:G5:6	-	-	①	67E▼	630	2
PRR	JS	9:H14:3	-	-	①	65F▼	590	2

Notes: ①   80 to the bank for a '2' train

Stock Round 2

Willem	John	Don	Adam
+ C&O new	+ PRR new	- 3 PRR {▼50I}	✗
		+ NYNH/Pres {76}	
+ C&O new	+ C&O new	+ NYNH new	✗
+ C&O new	+ B&O new	+ NYNH new	✗
	- 1 B&O {▼90B}		
- 3 C&O {▼60H}	Buys C&O pool	+ NYNH new	✗
+ B&O new			
+ B&O new	✗	✗	✗
+ B&O new	✗	✗	✗
{floated}			
✗	*Priority for SR3*		

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Don Smith	231	25	-185	71	611	25.0▲	5
Adam Romoth	18	30	0	48	558	22.8▼	2-7
Willem Moene	310	45	-312	43	783	32.0▲	6
John Shelley	245	5	-198	52	492	20.1▼	1-8

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	C&A	-	-	-	-	-	-	5P-	-
Adam Romoth	C&StL, M&H	-	-	6P	-	-	-	-	-
Willem Moene	D&H, B&O	-	5P	-	-	-	-	-	-
✪ John Shelley	SVR	-	-	2	-	-	-	-	6P
Bank (new)		10	4	-	10	10	10	5	1
Price (par)			100	71				76	67
Bank (pool)		-	1	2	-	-	-	-	3
Price (pool)			90B	60H					50I
Company credit			1,000	630					590
Tokens			3	2					3
Trains			-	2					2

Bank cash: 9,566   Certificate limit: 16   Trains: 4 x '2', 5 x '3'...

Current operating order: B&O, C&O, PRR

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

© Keith Thomasson 2012

1830   Game S32   Referee: Keith Thomasson
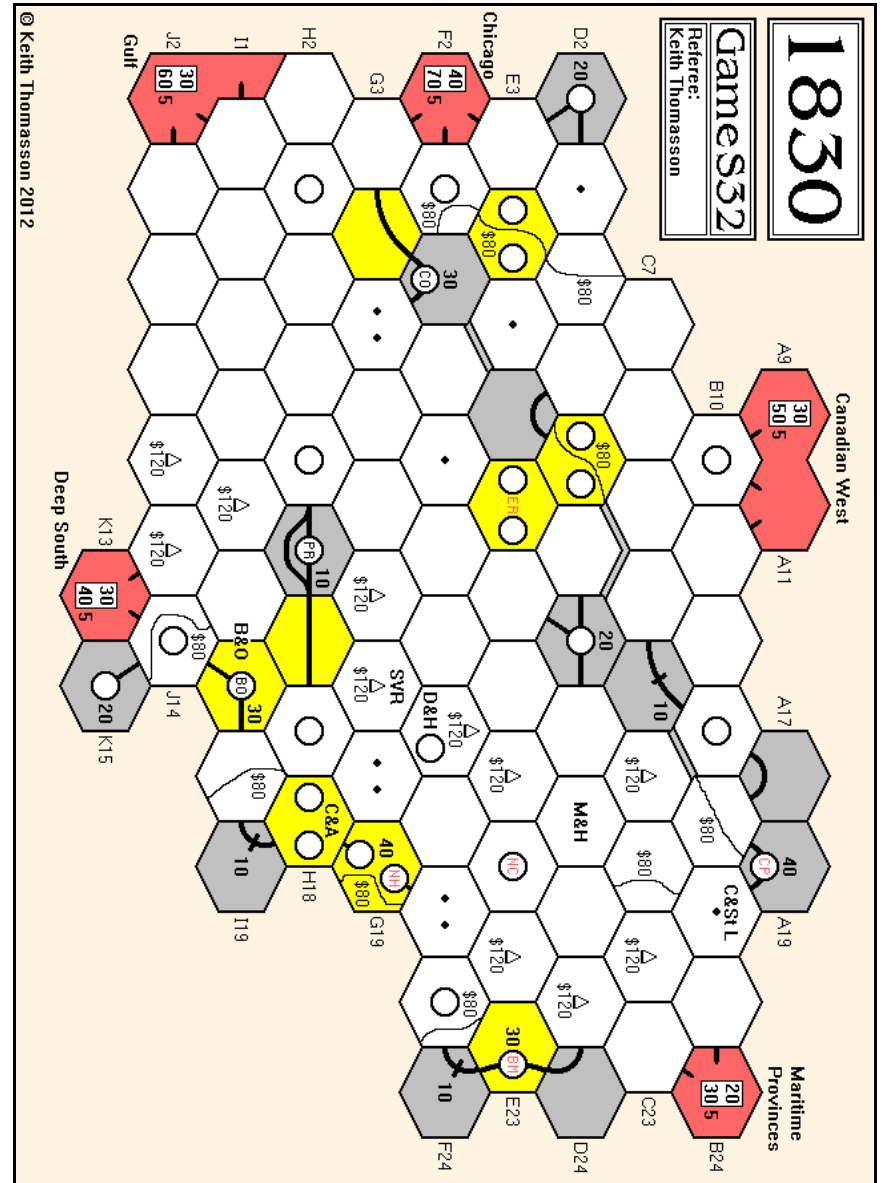
Orders required for the following rounds	*By the early deadline*
OR2, SR3	

▲▲

| 1856-E31 | Waiting for the CGR? You could be waiting a while... | OR9 |

The GT reached its destination, gaining 320 from escrow.

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	AR	125:F17:6	150	Yes	① ②	150D▲	157	-	5
WR	MF	125:O18:6	120	Yes	③	150D▲	750	2	3
LPS	JS	125:C14:3	300	Yes	-	110E▲	130	6	4
GT	DS	122:N11:1	320	Yes	④	100E▲	415	5	4 3
CA	AR	14:D17:3	-	-	⑤ ⑥	80A▼	1	2	3
TGB	RT	42:N7:3	140	Yes	-	100A▲	49	-	5 4
THB	MF	7:N19:1	110	Yes	⑤ ⑦ ⑧	100A▲	0	2	3
CV	JS	9:M12:2	180	Yes	⑨	90B▲	69	1	5 4
CPR	RT	127:M4:1	140	Yes	-	70G▲	46	5	3

Notes:
① 1 to the CA for a '5' train
② Government loan redeemed
③ Two government loans redeemed
④ 40 to the bank for a token in N11
⑤ Government loan secured
⑥ 120 to the GW for a '3' train
⑦ 40 to the bank for terrain costs
⑧ 40 to the bank for a token in O16
⑨ 1 to the LPS for a '4' train

Cash Flow	b/f	OR9	c/f	Value	%	Certs
Adam Romoth	61	60	121	1,121	15.6▼	7
Mark Frueh	241	177	418	1,888	26.3▼	10
John Shelley	143	258	401	1,491	20.8▲	9
Rob Thomasson	207	168	375	1,395	19.5▼	10
Don Smith	198	236	434	1,274	17.8▲	7

Portfolio	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	-	-	-	-

	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
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)		80A	70G	90B	110E	150D	110E	100A	100A		150D
Company credit		1	46	69	415	157	130	49	0		750
Loans		2	5	1	5	-	6	-	2		2
Tokens	3	2	2	2	3	3	-	1	-	2	2
Trains		3	3	5 4	4 3	5	4	5 4	3		3

Bank cash: 8,634   Certificate limit: 13   Trains: 2 x '6', Diesels

Current operating order: GW, WR, LPS, GT, TGB, THB, CV, CA, CPR

We had a request to pause before the stock round, so we do.

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
1/1	2/-	3/2	4/3	5/1	6/2	7/5	8/7	9/7	55/1	56/-	57/2	58/2
69/1	14/1	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
28/1	29/1	59/-	120/1	121/2	39/1	40/1	41/3	42/2	43/2	44/1	45/2	46/2
47/2	63/4	64/1	65/1	66/1	67/1	68/1	70/1	122/-	125/1	126/-	127/-	
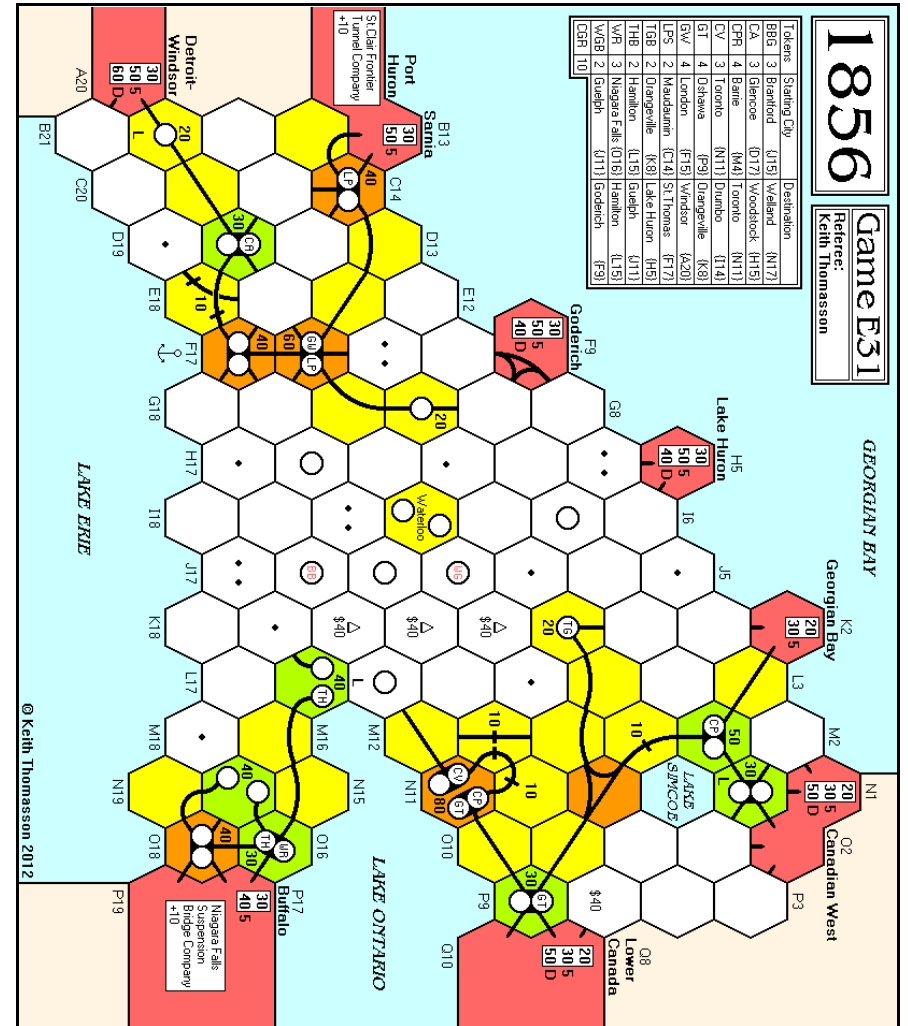
| Orders required for the following round | By the early deadline |

| SR7 | |

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

| 1861-F31 | The last minors are merged. | OR8 - MR5 |

OR8	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
MNN	LG	638:G8:1	9:A10:1	190	Half	①	135C▲	135	-	3
RO	LR	801:A4:2	-	170	Half	-	90F▲	180	-	3
KB	LG	636:C14:1	-	170	Half	-	80G▲	305	-	3
SPW	LR	641:D1:1	-	170	Half	-	70G▲	150	-	3
MKN	PC	45:F11:6	-	310	Yes	②	220A▲	32	-	5 3 3
SE	LR	623:J7:1	-	400	Yes	-	180B▲	380	-	4 4
GRR	DS	-	-	230	Yes	③	120D▲	444	-	4
MKV	WM	63:G18:1	-	160	Yes	④	120D▲	420	-	3
MK	PC	47:H11:2	-	210	Yes	⑤	90E▲	35	3	5
RSR				220	No	②		100	-	5 4

Notes:
① 20 to the bank for a second tile lay
② 550 to the bank for a '5' train
③ 120 to the bank for a token in J7
④ 60 to the bank for a token in F15
⑤ Loan redeemed

Merger Round 5

MNN and KB merge to form the NW
RO and SPW merge to form the SW

Cash Flow	b/f	OR8	MR5	c/f	Value	%	Certs
Willem Moene	68	104	0	172	832	13.9▼	4
Don Smith	158	138	0	296	1,016	17.0▼	5
Pete Campbell	62	183	0	245	1,255	21.0▼	6
Lyndon Gurr	65	280	0	345	1,325	22.2▲	5
Lionel Robbins	201	330	-150	381	1,551	25.9▲	5

Portfolio	GRR	MK	MKN	MKV	NW	SE	SW	RSR
Willem Moene	-	-	-	4D	-	1	-	
Don Smith	6D	-	-	-	-	-	-	
Pete Campbell	-	5D	2D	1	-	-	-	
✪ Lyndon Gurr	3	-	1	-	2D	-	-	
Lionel Robbins	-	-	-	-	-	4D	3D	
Bank (new)	1	5	7	5	8	5	7	
Bank (pool)	-	-	-	-	-	-	-	
Price	120D	90E	220A	120D	200A	180B	150C	
Company credit	444	35	32	420	440	380	480	100
Loans	-	3	-	-	-	-	-	-
Tokens	-	1	1	1	1	1	1	2
Trains	4	5	5 3 3	3	3 3	4 4	3 3	5 4

Bank cash: 11,230   Certificate limit: 13   Trains: 3 x '5', 2 x '6'...
Current operating order: MKN, NW, SE, SW, GRR, MKV, MK, RSR

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

✪ Yellow track tiles are unlimited
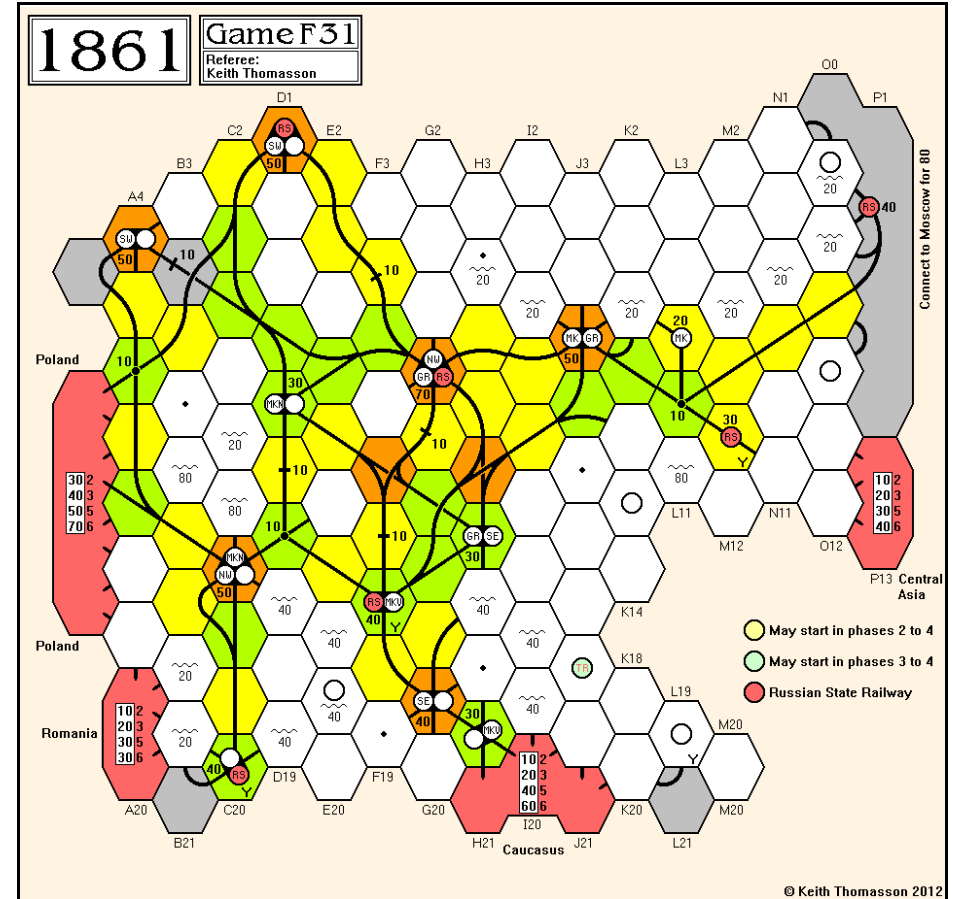
Orders required for the following round   *By the early deadline*

SR5

▲▼

| 1861-E33 | The sale of privates was completed by e-mail. | NEW GAME |

The five players for this game will deal in the following order.

Mike Hutton   57 Ascension Road, Romford, Essex, RM5 3RT
Lyndon Gurr   15b Hedley Street, Maidstone, Kent, ME14 1UG
Pete Campbell   39 Water Street, Cambridge, CB4 1NZ
John Shelley   59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Don Smith   16 Gilchrist Way, Braintree, Essex, CM7 7SY

Stock Round 1 - Privates

Mike	Lyndon	Pete	John	Don
30 on TSR	✘	✘	✘	✘
TSR for 30	40 on BSSC	45 on BSSC	✘	✘
✘	✘	BSSC for 45	60 on MYR	65 on MYR
✘	70 on MYR	✘	✘	75 on MYR
✘	✘	✘	✘	MYR for 75
50 on MRR	75 on MRR	✘	85 on MRR	✘
✘	✘	✘	MRR for 85	✘
65 on WVR	75 on WVR	85 on WVR	✘	✘
90 on WVR	✘	✘	✘	✘
WVR for 90	*Priority : Minors*			

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Mike Hutton	TSR WVR	-	-	-	-	-	-	-	-	-	-
✖ Lyndon Gurr	-	-	-	-	-	-	-	-	-	-	-
Pete Campbell	BSSC	-	-	-	-	-	-	-	-	-	-
John Shelley	MRR	-	-	-	-	-	-	-	-	-	-
Don Smith	MYR	-	-	-	-	-	-	-	-	-	-
Bank (new)		2	2	2	2	2	2	2	2	2	2
Bank (pool)											
Price											
Loans											
Company credit											
Tokens											
Trains											

Bank cash: 14,065   Certificate limit: 13   Trains: 10 x '2', 7 x '3'...

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Mike Hutton	252	-120	132	252	20.4▲	2
Lyndon Gurr	252	0	252	252	20.4▲	-
Pete Campbell	252	-45	207	252	20.4▲	1
John Shelley	252	-85	167	242	19.6▼	1
Don Smith	252	-75	177	237	19.2▼	1

The first stock round will continue with the minor companies, also via e-mail.   ◪

ᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃᐃ
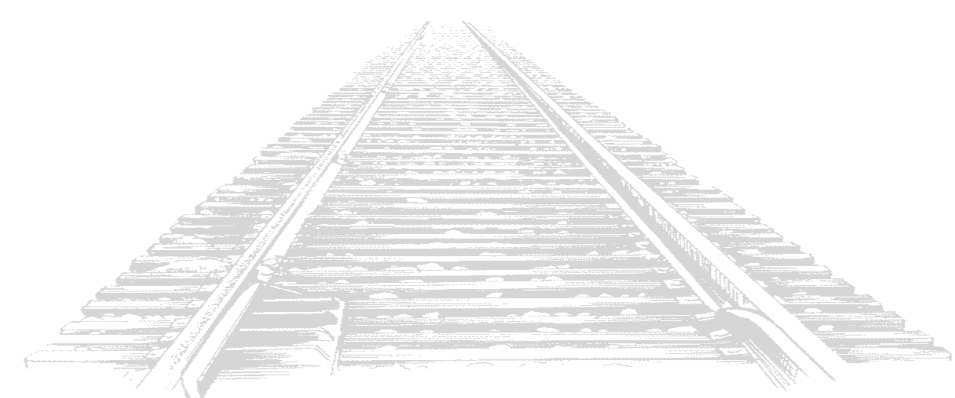
1870-N29	The bank holds no more shares.	SR9

Stock Round 9

Willem	Don	Mark	Pete	Lyndon
- 1 IC {▾55E} {forced}	+ SLSF pool	- 1 TP {▾60F} {forced}	+ MP new	+ MP new
+ MP pool		+ SLSF pool		
+ MP new	+ MKT pool	✘	+ IC pool	+ TP pool
+ SLSF pool	+ MKT pool	✘	✘	+ SP new
+ SLSF pool	✘	✘	✘	+ SLSF pool
✘	✘	✘	✘	✘
Priority for SR10				

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Pete Campbell	642	-145	497	3,705	17.2▲	14-17
Lyndon Gurr	1,366	-450	916	5,413	25.1▾	21-22
Willem Moene	1,145	-494	651	4,401	20.4▾	14-19
Don Smith	626	-520	106	2,775	12.9▲	12
Mark Frueh	1,885	-136	1,749	5,270	24.4▾	16

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

	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (par)	68	68	100	72	72	90	100	100	100	68
Bank (pool)										
Price (pool)	275A	400A	300A	60D	180B	68C	225C	140A	200A	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: 7,187   Certificate limit: 13   Trains: '12's

Current operating order: FW, GMO, ATSF, SLSF, SSW, MKT, SP, MP, TP, IC

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			

I am not expecting us to have another stock round in this game, so this comment is purely for people to carry forward to other games. New shares are held by the bank. Pool shares are held by the bank. This means it is very frustrating when someone says they will buy a bank share and there is a choice of new or pool. You should never use the term 'bank' on its own for share dealing orders so that your intentions are clear.
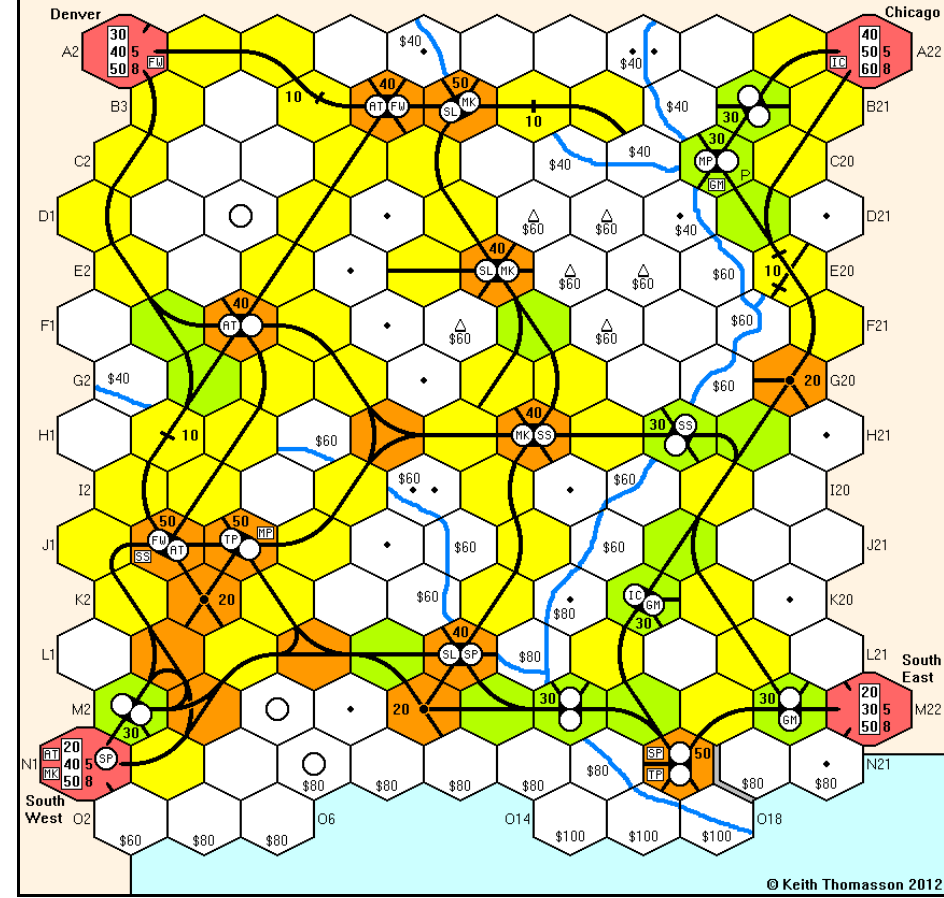
Private Companies		Cost	Revenue
1	Great River Shipping Company	$20	$5
2	Mississippi River Bridge Company	$40	$10
3	The Southern Cattle Company	$50	$10
4	The Gulf Shipping Company	$80	$15
5	St.Louis San Francisco Railway	$140	n/a
6	Missouri-Kansas-Texas Railway	$160	$20

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)	Southeast (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

1870

GameN29

Referee:
Keith Thomasson

© Keith Thomasson 2012

Orders required for the following rounds	*By the early deadline*
OR16, OR17, OR18	

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

1870-A32	A shortage of type 14 and 15 tiles slows people down.	OR5 - OR6

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	WM	8:B21:6	-	160	Yes	-	82D▲	364	3 3
SLSF	LR	14:H13:1	-	180	No	-	68G▼	356	-
FW	LG	15:J5:4	-	170	Yes	-	76F▲	43	3 3
ATSF	AR	23:C10:4	-	-	-	① ②	68E▼	480	4 3
SSW	LR	5:H17:6	9:H15:3	-	-	③ ④	64F▼	20	4 4
MKT	JS	58:B7:1	4:B13:3	90	Yes	⑤	64H▲	207	4 3

Notes:
①   40 to the bank for a token in E12
②   480 to the bank for a '3' train and a '4' train
③   60 to the bank for terrain costs
④   600 to the bank for two '4' trains
⑤   300 to the bank for a '4' train

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	WM	15:C18:2	-	170	Yes	-	90D▲	391	3 3
FW	LG	9:F3:1	9:E2:1	140	Yes	①	82F▲	31	3 3
SLSF	LR	9:H11:3	8:H9:3	-	-	②	64G▼	0	4
ATSF	AR	-	-	170	Yes	-	72E▲	480	4 3
MKT	JS	9:B15:3	-	140	Yes	③	68G▲	49	4 3
SSW	LR	-	-	80	Yes	④	68F▲	128	4 4

Notes:
①   40 to the bank for a token in J5
②   376 to the SSW for a '4' train
③   200 to John for the GRSC and GSC privates
④   300 to the bank for a '4' train

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
John Shelley	64	81	307	452	946	22.5▲	6
Willem Moene	38	105	116	259	931	22.1▲	7
Adam Romoth	32	0	102	134	630	15.0▼	6
Lyndon Gurr	21	143	132	296	1,036	24.6▲	8
Lionel Robbins	11	10	58	79	665	15.8▼	7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
✪ John Shelley	-	-	-	-	-	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	82F			68G	90D	64G		68F	
Company credit		480	31			49	391	0		128	
Redeemed shares		-	2	-	-	-	-	-		-	
Tokens		1+D	D	2+D	2+D	2+D	1+D	D	3+D	1+D	2+D
Trains		4 3	3 3			4 3	3 3	4		4 4	

Bank cash: 9,701   Certificate limit: 13   Trains: 4 x '5', 3 x '6'...
Current operating order: MP, SLSF, FW, ATSF, SSW, MKT

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

1/1	2/1	3/2	4/4	5/1	6/2	7/9	8/15	9/17	55/1	56/1	57/5	58/3
69/1	14/-	15/-	16/2	17/2	18/2	19/2	20/2	23/3	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
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}	Southeast {M22}
SP	3	Southwest {N1}	New Orleans {N17}
SSW	2	Memphis {H17}	Fort Worth {J3}
TP	2	Dallas {J5}	New Orleans {N17}

© Keith Thomasson 2012

Orders required for the following round	*By the early deadline*
SR5	

6 NIMMT! 16

John strengthens his position as high scorer.

ROUND 6

Hand 1 (1-104)

		94	
77		55	
76		54	
73		46	
58	88	35	63
1/8	2/5	3/12	4/1

John (30) takes row 4 for 6 pts, Colin (40), Michael (43), Don (47), Kevin (50), Bob (63) takes row 4 for 11 pts, Jim (88) takes row 2 for 7 pts.

Hand 2 (1-104)

81	83		93
80	74		77
79	37		71
75	34	63	69
59	33	62	68
1/8	2/9	3/2	4/9

Kevin (48) takes row 3 for 5 pts, Michael (50), Bob (52), Don (58), Colin (61), John (62) takes row 3 for 7 pts, Jim (63).

Hand 3 (1-74)

	61	66	74
	59	65	72
	58	63	71
54	56	62	68
50	55	60	67
1/4	2/11	3/12	4/5

John (4) takes row 1 for 2 pts, Bob (6), Jim (9), Colin (15), Michael (32), Kevin (50) takes row 1 for 6 pts, Don (54).

Hand 4 (1-74)

73	68		25
72	67	41	14
66	65	31	4
62	60	28	2
40	57	26	1
1/11	2/8	3/4	4/6

John (4), Michael (14), Bob (25), Colin (31), Don (41), Jim (67), Kevin (68). No penalties!

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	0	2	0	3
Jim Reader	15	0	0	0	15
Bob Coull	12	0	1	7	20
Colin Sharpe	12	12	0	0	24
Don Shailer	0	8	17	11	36
Kevin Lee	5	6	6	20	37
John Colledge	11	25	17	11	64

Orders required
Round seven - cards for each hand

---

7 WONDERS 1

One of our Wonders is missing.

ROUND 2

Age I - Card 2   The discard pile is empty

Mike Reeves	Guard Tower {costs 1 clay}
Lyndon Gurr	Baths {costs 1 stone}
Jim Reader	West Trading Post
Allan Stagg	West Trading Post
Pete Campbell	Forest Cave {costs 1 coin}
{John Boocock}	Lumber Yard
Kevin Lee	Ore Vein

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
2 coins/-	2 coins/3 VP	3 coins/1 VP	3 coins/2 VP	2 coins/-	8 coins/2 VP	3 coins/-
					Trading Post	Trading Post
Guard Tower	Baths		Scriptorium			

Names have been added to some of the icons to remind us which cards cannot be duplicated, and which chains may be available in future ages. The VP totals added after your coin totals includes those from the coins you hold, so bear this in mind.

John Boocock has been silent and could be replaced if someone wants to take over from him. If not, he will draw cards at random, giving you a specific target to beat in the game.

Orders required	Age I cards are passed to the left
Your third card for Age I, to play, build a Wonder stage or discard for 3 coins	

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

| ACQUIRE 58 | Two mergers and one reformed chain. | ROUND 7 |

Bob	8-H	No purchases.
Tony	7-B	Festival takes over Worldwide, bonuses for Tony {4,000} and Michael {2,000}, Tony swaps 12 for 6, sells 1 for 400, John sells 3 for 1,200, retains 1, Michael retains 7, Bob retains 1. Buys 3 Festival @ 700.
John	9-F	Forms Worldwide, one free share. Buys 3 Luxor @ 200.
Kevin	7-F	Festival takes over Worldwide, bonuses for Michael {5,000} and John {2,500}, Michael retains 7, Bob retains 1, John sells 1 for 500, retains 1. No purchases.
Michael	1-F	Buys 3 American @ 700.
Bob	4-A	No purchases.
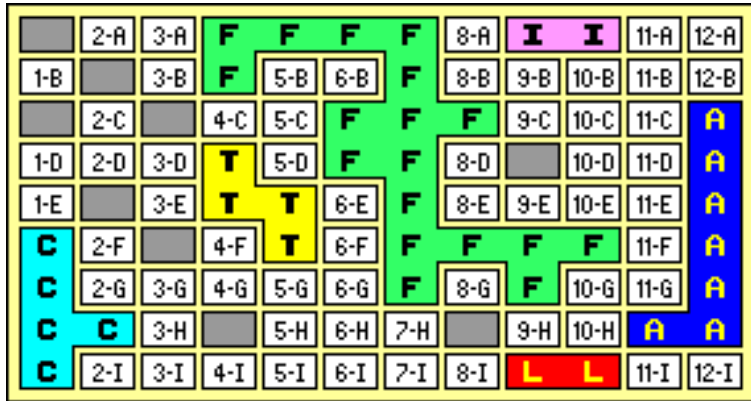
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	2	-	9	-	7	4	-	5,000	28,500
Bob Coull	-	7	4	5	1	2	3	100	20,300
Tony Wilcock	-	-	-	9	-	-	-	4,300	19,500
John Marsden	7	3	7	3	1	-	-	3,700	19,100
Kevin Lee	4	12	-	-	-	3	4	-	21,800
Bank Stock	12	3	5	8	16	16	18		
Chain Size	2	4	7	18	-	5	2		
Chain Value	200	400	700	800	-	700	400		

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

| ACQUIRE 59 | Three new chains in six turns. | ROUND 1 |

Lyndon	2-I	No purchases.
Michael	3-I	Forms Luxor, one free share. Buys 3 Luxor @ 200.
John	11-D	Forms Tower, one free share. Buys 3 Tower @ 200.
Tony	4-C	No purchases.
Colin	4-G	Forms American, one free share. Buys 3 American @ 300.
Lyndon	7-I	Buys 3 Luxor @ 200.
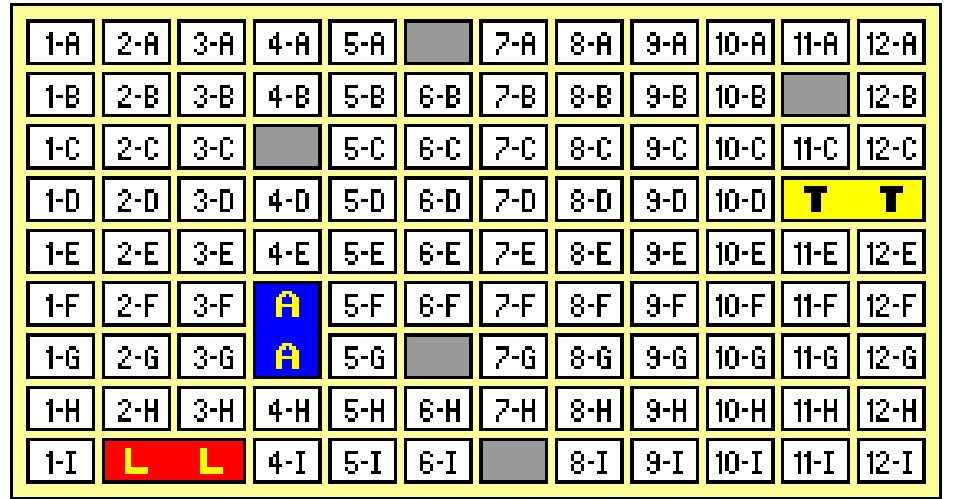
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	3	-	-	-	-	-	-	5,400	7,000
Michael Graystone	4	-	-	-	-	-	-	5,400	8,200
John Colledge	-	4	-	-	-	-	-	5,400	9,200
Tony Wilcock	-	-	-	-	-	-	-	6,000	6,000
Colin Sharpe	-	-	4	-	-	-	-	5,100	10,800
Bank Stock	18	21	21	25	25	25	25		
Chain Size	2	2	2	-	-	-	-		
Chain Value	200	200	300	-	-	-	-		

| Playing sequence |
| Michael, John, Colin, Tony, Lyndon, Michael again |

⚞⚞

| **BATTLE! 4** | Your Attribute research order is:
MACPSDERBHX | **ROUND 22** |

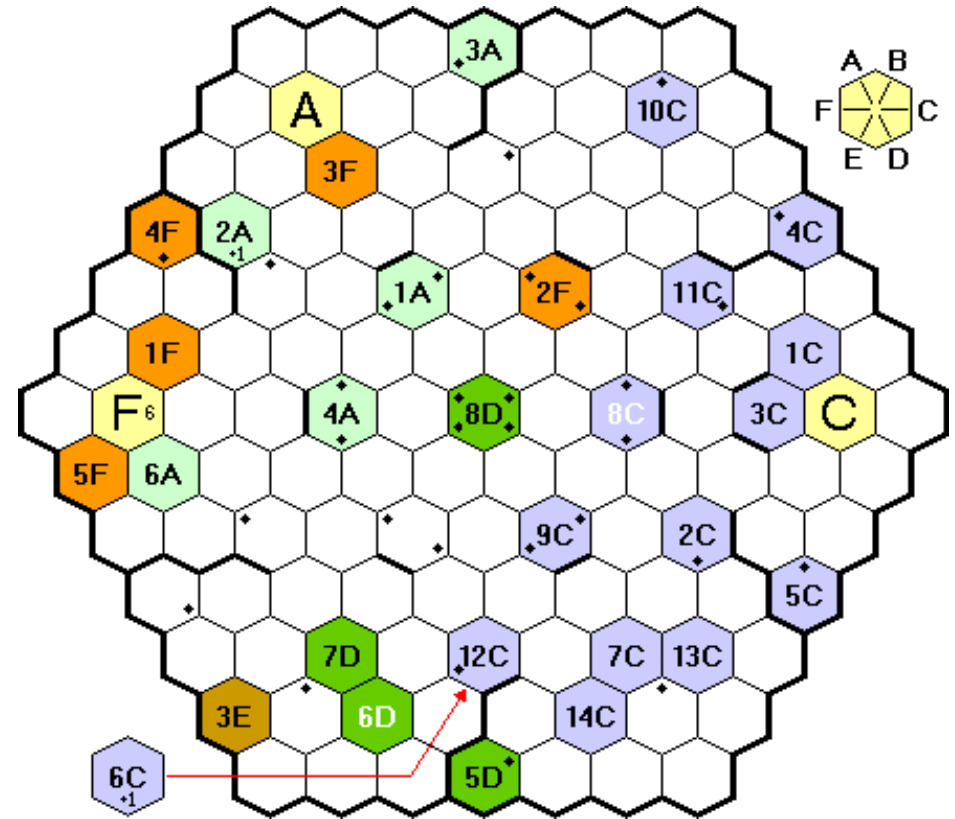**Research:** *Free Friends* research Hover.   **New units:**   None.

Moves: 2A takes to the skies while 6A moves next to the *Free Friends* base. 2F upgrades to a two-point Power hex.

Combat: 1A⇨2F {2 elite vs Defence} {6 hits}, 6A⇨F base {4 hits}, 3C⇨2F (3 elite vs Defence} {10 hits}, 6C⇨6D {10 hits ✳}, 2F⇨8C {4 hits ✳}.   ✳ = destroyed

Builds: None.

Conversions: 6C converts 2D⇨12C, 7D converts 9D⇨13C and 10D⇨14C.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 10	16	✦✦1A	1	4	1	1	1/0	3	2	2	1	
			2A	4	6	0	0	0/0	0	3	2	0	1
			✦✦✧3A	2	0	0	2						
			✦✦4A	0	1	0	1						
			6A	4	4	4	0	1/0	5				
Blob Steve Ham	Defunct {Sixth}	-	-										
Chaos Marcus Pratt	No research Level 10	20	1C	1	0	2	0	0/0	0	1			
			2C	2	0	1	0	1/0	2				
			3C	4	5	2	2	1/2	6	3	3	0	1
			✦4C	1	0	1	0	1/0	0	0	0	1	
			✦✧5C	2	0	0	2						
			6C	3	5	1	0	0/0	1	2	2	0	1
			✦7C	2	0	2	0	1/2	0	1			
			✦✦9C	1									
			✦10C	1									
			✦11C	0	0	0	0	0/0	1				
			✦12C										
			13C										
			14C										
Dynamo Mark Stretch	Defunct {Fourth=}	-	✦5D										
			7D	0	1								
			✦✦✦8D	1	2								
Elp Michael Graystone	Defunct {Fourth=}	-	3E										
Free Friends John Marsden	+ Hover Level 10 Base at 6	9	1F	1	3	0	0	0/0	2	2			
			✦✦2F										
			3F										
			✦4F	1									
			5F	1	1	0	0	1/0					

Anon reduces *Free Friends'* base to 6 points. It would have been much worse if unit 1F had moved away, giving 2A line-of-sight for an additional attack.

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

BATTLE! 5	Your Attribute research order is: AMECSBDRPHX	ROUND 3

Research: Four teams research the next attribute, while two are content with strengthening their existing forces.

New units: 4B {A}, 5C {B}.

Moves: A number of units headed for power hexes. Most got to their destinations, but 2A and 3F got jammed up next to each other while trying to enter the central area.

Combat: 2A⇨3F (6 hits ✳), 3F⇨2A (2 hits).   ✳ = destroyed

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
Apache Pete Campbell	No research Level 2	11	1A 2A ✦3A	1 2 1	1 2 2								
Banzai Mark Stretch	+Elite Level 3	11	1B 2B 3B 4B	1 2 1	1 1								
Conflux Steve Ham	+Elite Level 3	12	✦1C 2C 3C 4C 5C	1 1 1	2								
Dream Team Allan Stagg	+Elite Level 3	10	1D 2D 3D	1 3 1	 3 1								
Effalump Marcus Pratt	+Move Level 2	11	1E 2E 3E 4E 5E 6E	2 2 2									
Frogs John Marsden	No research Level 2	11	✦1F 2F 4F	1 1 0	2 1 1								

We have our first casualty, rather earlier than might have been expected. Put it down to bad luck - if either of *Apache* or *Frogs* had chosen the other route to the central area, both would have survived to complete their missions. *Apache's* unit was reduced while *Frog's* unit was destroyed.
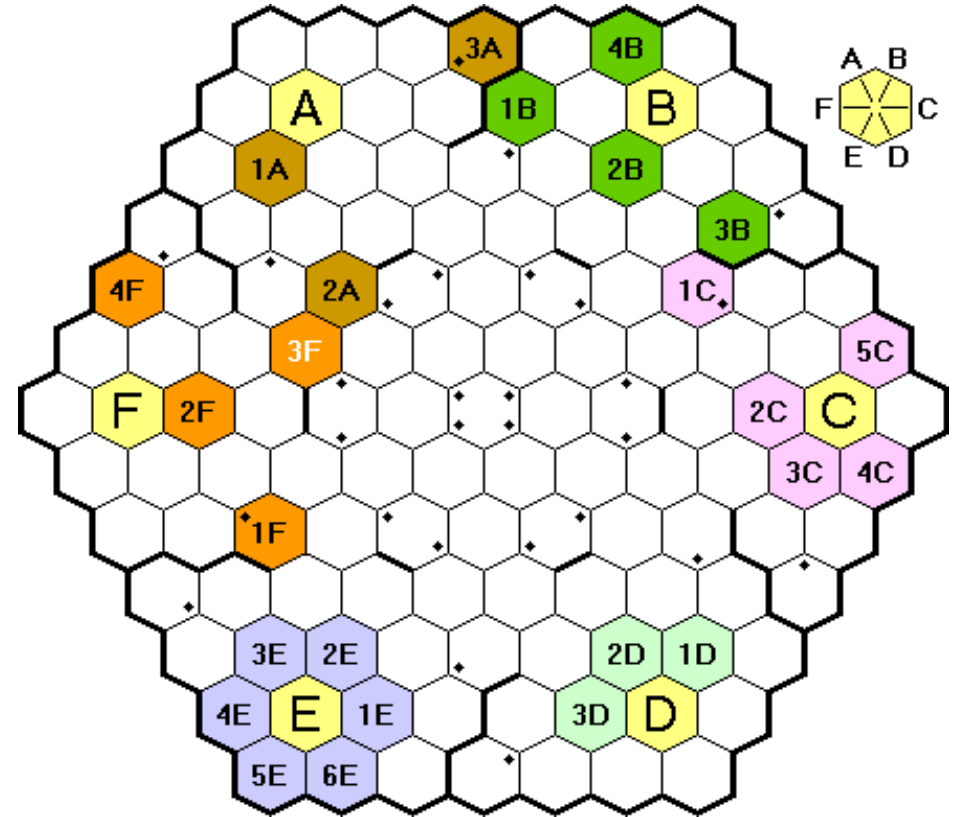
Orders required	Attribute order: AMECSBDRPHX
Production, Moves and Combat for round four	

BREAKING AWAY 21

Leonard takes the tape at the second spring line.

ROUND 10

Pos	Riders		New
87	Conshohocken	{3 pts}	3
86	-		
85	Hazz	{2 pts}	3
	Givens	{5pts}	
	Makes-Things	{4 pts}	
84	-		
83	Nanny Ogg		3
	Wiggy		
82	Granny Weatherwax	{1 pt}	5
	Catasauaqua	{6 pts}	
	Magrat Garlick		
81	Block		8
	Scudder		
	Leonard	{10 pts}	
	Suqeuhanna	{8 pts}	
80	-		
79	Kudov		3
	Agnes Nitt		
78	-		
77	-		
76	Mitre		3
75	-		
74	Yatesy		3
	Boardy		
73	Healer		5
72	-		
71	Red Fur		3
70	Silver Fur		4

Dennis Frank (8) — *Fuzzy Riders*

A	Red Fur (3)	3	4	14	15
B	Healer		5	12	15
C	Silver Fur		3	4	15
D	Makes-Things (5)		3	3	3

Jim Reader (19) — *Team Lenape*

A	Catasauaqua (6)	3	3	5	7
B	Conshohocken (5)		3	4	5
C	Tamaqua				Dropped
D	Suquehanna (8)		3	3	8

Mike Reeves — *HasBeens*

A	Yatesy	3	3	6	8
B	Boardy		3	3	8
C	Wiggy		3	3	5
D	Liggy				Dropped

Allan Stagg (25) — *Beanz*

A	Mitre (10)		3	5	5
B	Kudov (8)		3	4	4
C	Hazz (7)		3	3	5
D	Human				Dropped

Mark Stretch (1) — *Witches Abroad*

A	Granny Weatherwax (1)	3	5	10	15
B	Nanny Ogg		3	6	15
C	Magrat Garlick		5	11	15
D	Agnes Nitt		3	4	6

Rob Thomasson (25) — *Hard Boiled*

A	Block (4)		7	8	9
B	Scudder (6)		3	3	8
C	Leonard (10)		3	8	14
D	Givens (5)		3	3	14

Everyone is a bit spread out, so the highest replacement cards issued were only 8s. This could slow the race down a bit.

Hard Boiled catch up to *Beanz* after the second sprint points are tallied, with *Team Lenape* moving up to a solid third place.

Orders required
Cards for round eleven

BUS BOSS 329-FRA

GRUBBY gets three solo runs to lift him up to second.

ROUND 11

France

Round 11 Runs

					LIFT	GRUB	MARS	JAUNE	FROG
3	5♦	Toulouse	①	MARS 20		-8			12
	2♣	Cherbourg	②	JAUNE 10		-8			2
			✗	GRUBBY			+8	+8	16
19	Q♦	Brest		No entrants					
	8♣	Marseille							
34	9♦	Tours	①	GRUBBY 30			-3		27
	2♣	Cherbourg	✗	MARS		+3			3
35	Q♦	Brest	①	GRUBBY 30	-2				28
	9♥	Metz	✗	LIFT		+2			2
36	J♠	Toulon	①	LIFT 20				+2	22
	4♥	Paris	②	FROGGIE 10	-2				8
37	3♣	Caen	①	JAUNE 13		-4		-3	6
	10♥	Mulhouse	①	FROGGIE 12	+4	-3	-1	+3	15
			③	LIFT 5		-4		-4	-3
			✗	GRUBBY	+4			+4	+3	11
			✗	MARS				+1	1
38	7♦	La Rochelle	①	MARS 20			+8		28
	Q♣	Lille	②	JAUNE 10			-8		2
39	6♣	Le Havre	①	GRUBBY 30	-6				24
	Q♥	Nancy	✗	LIFT		+6			6
40	4♣	Le Mans	①	GRUBBY 16			+5		21
	7♥	Nevers	②	JAUNE 9		-5			4
			③	LIFT 5					5
41	8♠	Marseille	①	LIFT 13			+3		16
	9♣	Boulogne	①	FROGGIE 12		-1			11
			③	MARS 5	-3				2
			✗	GRUBBY				+1	1
42	J♦	Rennes	①	MARS 20		-4			16
	K♣	Belgium	②	GRUBBY 10			+4		14
43	Q♠	Nice	①	MARS 20				+4/-2	22
	4♦	Perpignan	②	FROGGIE 10			+2/-4		8
44	3♠	Lyon	①	FROGGIE 16	+9				15
	A♦	Spain	②	LIFT 9				-9	0
			③	JAUNE 5		-4			1
			✗	GRUBBY				+4	4

Round 11 Routes

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
None.

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
None/

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
None.

Lost In France Together (LIFT) (Bob Coull, Black)
Limoges - Bordeaux (9)

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
None.

Scores

	Runs:	3	19	34	35	36	37	38	39	40	41	42	43	44	Routes	Score
FROGGIE	243	-	-	-	-	8	15	-	-	-	11	-	8	25	-	310
GRUBBY	140	16	-	27	28	-	11	-	24	21	1	14	-	4	-	286
LIFT	206	-	-	-	2	22	-3	-	6	5	16	-	-	0	-9	245
MARS	110	12	-	3	-	-	1	28	-	-	2	16	22	-	-	194
JAUNE	151	2	-	-	-	6	2	-	4	-	-	-	1	-	-	166

Round 12 Runs
19. Q♦ - 8♠   Brest to Marseille
45. 5♣ - 10♦   Rouen to Nantes
46. J♣ - 6♠   Dunkerque to Grenoble
47. 5♦ - 9♠   Toulouse to Marseille
48. 5♥ - A♠   Reims to Switzerland
49. 7♣ - 10♠   Dieppe to Narbonne
50. 2♥ - 6♦   Paris to Bordeaux
51. 4♠ - J♥   Clermont Ferrand to Strasbourg
52. 8♦ - 2♠   Limoges to Lyon

Runs
Enter up to 5

BUS BOSS 331-SCT   BUM benefits from his early routes to the north.   **ROUND 7**

Scotland

Round 7 Runs

Run	Route		SCAM	BUM	TABS	OMR	SLOB	Score
1	10♦ Falkirk / J♠ Crianlarich	① BUM 30						30
2	J♣ Glasgow / J♥ Dundee	① SLOB 9	+4/-3					10
		① SCAM 9					+3/-4	8
		① TABS 8						8
		④ OMR 4						4
3	3♣ Paisley / 2♦ England	① OMR 11	+2	+4			+2	19
		① BUM 10				-4		6
		③ SLOB 5				-2		3
		④ SCAM 4				-2		2
5	3♥ Cumbernauld / K♠ Inverness	① BUM 30					-2	28
		✗ SLOB		+2				2
6	2♣ Greenock / K♥ Aberdeen	① OMR 20			+4			24
		② TABS 10				-4		6
7	Q♥ Aberdeen / 7♣ Girvan	① TABS 15				+9		24
		① OMR 15			-9			6
8	4♦ Hawick / 6♣ Ayr	① SLOB 13	+3		+8/-6			18
		① TABS 12	+2				+6/-8	12
		③ SCAM 5			-2		-3	0

Please check carefully when making payments to others. In run 8, TABS ordered payments to SCAM, when it should have been SLOB, while SLOB wanted to pay OMR instead of TABS.

Round 7 Routes
Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)
Aviemore - Inverness - Nairn (12)

One Man's Routes (OMR) (Mark Stretch, Red)
Aberdeen - Elgin (13)

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)
Perth - Ballater (14)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Crianlarich - Perth (10)

Tartan Army Bus Services (TABS) (Don Shailer, Purple)
Aberdeen - Peterhead - Fraserburgh (12)

	Runs:	1	2	3	5	6	7	8	Routes	Score
BUM	33	30	-	6	28	-	-	-	-10	87
TABS	33	-	8	-	-	6	24	12	-12	71
OMR	30	-	4	19	-	24	6	-	-13	70
SLOB	31	-	10	3	2	-	-	18	-14	50
SCAM	29	-	8	2	-	-	-	0	-12	27

Round 8 Runs
4.   3♠ - 6♥   Ballater to Kirkcaldy
9.   4♥ - 6♦   Stirling to Berwick-on-Tweed . . . . (not yet available)
10. K♣ - J♦   Glasgow to Edinburgh
11. 9♣ - 7♥   Newton Stewart to Perth . . . . (not yet available)
12. 10♠ - 5♣   Oban to Kilmarnock . . . . (not yet available)
13. 7♠ - A♣   Kyle of Lochalsh to Dumbarton . . . . (not yet available)
14. K♦ - A♠   Edinburgh to Peterhead
15. 7♠ - 4♠   Galashiels to Elgin
16. Q♣ - Q♠   Glasgow to Inverness
17. Q♦ - 2♠   Edinburgh to Fraserburgh
18. 5♦ - 10♣   Kelso to Dumfries . . . . (not yet available)

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

BUS BOSS 333-CRO

GRUBBY arrives in Wimbledon too late for the tennis!

ROUND 4

Croydon

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
South Croydon - Wallington, Mitcham - Wimbledon & Merton . . . . 66 - 12 . . . 54

Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)
Penge - Bell Green - Forest Hill, Streatham Hill - Tooting . . . . 65 - 12 . . . 53

Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)
West Wickham - Coney Hall - Addington Village - New Addington . . . . 67 - 12 . . . 55

Croydon Access Routes (CAR) (Bob Coull, Black)
Purley - Whyteleafe, Thornton Heath Road - Streatham Common . . . . 66 - 12 . . . 54

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Purley - Woodcote - Wallington - Carshalton Ponds . . . . 65 - 12 . . . 53

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

BUS BOSS 335-GMY

The French are in Germany!

ROUND 1

Germany

Busreisen Überall Schnell (BUS) (Mike Reeves, Black)
Berlin - Magdeburg - Braunschweig . . . . 100 - 11 . . 89

Over Deutschland Express (ODE) (John Marsden, Yellow)
Regensburg - Nürnberg - Plauen . . . . 100 - 12 . . 88

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Red)
Kassel - Frankfurt - Würzburg . . . . 100 - 12 . . 88

German Buses Rule (GBR) (Roger Trethewey, Blue)
Hamburg - Berlin . . . . 100 - 10 . . 90

Buses Around Germany (BAG) (Bob Coull, Green)
Köln - Erfurt . . . . 100 - 13 . . 87

Colin, I suspect you copied your French orders to do this one, because the company abbreviation was given but not the full name, and you probably did not mean to invade Germany with your French company. If you want to change it for next time, please feel free.

Routes
Buy in the order John, Colin, Roger, Bob, Mike

OUTPOST 29

John is now officially declared as a moribund player in this game.

ROUND 15

Commander Actions

Lyndon   Auctioned a Space Station for 125 and got it (w:8,9 t:8,9,44 r:13 m:15,19)
    ▸ Bought one Population Unit (w:5)

Mark   Auctioned a Planetary Cruiser for 160 and got it (w:5,7,7 t:7,11,44,44 m:17,18)
    ▸ Bought one Robot (t:10)

Pete   Auctioned a Moon Base for 200 and got it (o:3,5 w:5,5,30 r:12,14 m:16,16,16 n:18,18,20,22)

Marcus Auctioned a Moon Base for 200 and got it (o:3 w:9,12 n:88,88)

Willem Auctioned a Robots for 50 and got it (w:4,7 r:13,13,13) plus a free Robot
    ▸ Auctioned a Scientists for 40 and got it for 40 reduced to zero after Data Library discounts

Jim   Bought one New Chemicals Factory (o:3,5 w:7,10 t:10,13 r:12)

{John}   Passed

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,4w,6t	10	(14)	0	(0)	3w,2t,1T,1r,2m,1om	(162,15)
2	Mark	2o,4w,9t	9	(11)	6	(9)	2o,1w,1W,1t,2T,2m,1ro	(215,20)
3	Pete	2o,5w,3r,3n	8	(9)	4	(8)	1w,1W,5r,1m,5n,1mo	(269,15)
4	Marcus	2o,4w,2t,4n	11	(14)	0	(0)	1w,2W,2t,4r,1N,1mo	(277,20)
5	Willem	2o,5w,2r	5	(5)	1	(5)	5w,6r	(113,15)
6	Jim	2o,4w,1t,1r,2n	8	(8)	1	(8)	2o,6w,2t,1r,3n	(141,15)
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, Eco, OP, SS	61	(535)
2	Mark	WH, HE, OL, OL, Rob, OP, PC	54	(465)
3	Pete	WH, Nod, OL, Rob, Lab, MB	54	(430)
4	Marcus	WH, HE, Nod, Sci, OP, MB	51	(420)
5	Willem	DL, DL, DL, DL, WH, Sci, Sci, Sci, Rob, Lab, Lab, Eco	37	(445)
6	Jim	WH, HE, Nod, Rob, Lab	27	(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	2	(none left)
Nodule	0	Sold out	Space Station	1	(3 more)
Scientists	0	Sold out	Planetary Cruiser . . .	1	(3 more)
Orbital Lab	0	Sold out	Moon Base	2	(1 more)
Robots	0	Sold out			

Orders required
Round sixteen auctions, bids and purchases

▲▼

HOMESTEADERS 1	The minimum bid on an auction is $3.	ROUND 4

Worker Allocation
Rob   2   Homestead {Wood} Market {$$}
Michael 1   Market {$$}
Howard   3   Homestead {Wood} Market {T$$} Foundry {S}

Income and Payroll
Rob   Gains $5 W T   Pays $2 for 2 workers
Michael Gains $4 T   Pays $1 for 1 worker
Howard Gains $4 W S T   Pays $3 for 3 workers

Auctions   Auction 1 {R or I} : Auction 2 {I}

Rob	Michael	Howard
$3 on Auction 1	$4 on Auction 1	Passes to Railroad Track Gains in Income token
$3 on Auction 2		

Building
Michael Builds a Farm {W}
         Marketplace: T$$ to gain F, TF to gain a Worker
Rob   Market: TW to gain F, T to gain S
         Builds a Gold Mine {WS}

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

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

Auction 1	Auction 2	Auction 3
C and Worker	I or C	-

3	4	5	6	7	9	12	16	21

Your fifth auction set gives you the option of Commercial with a Worker, or the choice between Industrial or Commercial.

Remember to say what bonus to take if you pass to the Railroad Track.

These are the buildings available during the Town period, which lasts for rounds five to eight.

	RT	ML	HB	VPs	Cost	Income	Special
Settlement/Town							
Boarding House {1}	-	-	-	-	WW	$$ <-1 Debt>	{End: 1 VP per I}
Railworker's House {1}	-	-	-	-	SS	T $	{End: 1 VP per Wrk/Inc}
Ranch {2}	-	-	-	-	WFS	{L}	<T>
General Store {2}	-	-	-	2	S	T	{+$ per sale}
Trading Post {1}	-	-	-	-	G	TT	
Copper Mine {2}	-	-	-	-	WWS	{C}	
Gold Mine {1}	-	-	-	-	WS	{G}	
River Port {2}	-	-	-	-	W	{{G}}	(Use G for C or L)
Town							
Church {1}	-	-	-	10	WSGC	VP VP	
Workshop {2}	-	-	-	2	S	VP	<Gain a worker>
Bank {1}	-	-	-	3	WC	Clear 1 debt (T⇒$ at any time) (End: 1 VP per Special)
Depot {2}	-	-	-	-	WS	$$ <Railroad Track advance> (End: 1 VP per Inc)
Stables {1}	-	-	-	1	L	T VP (End: 1 VP per Residential)
Forge {2}	-	-	-	1	SS	{VP VP} (1 VP per new building)
Meatpacking Plant {1}	-	-	-	2	WL	{VP VP} {VP VP}
Factory {1}	-	-	-	6	SSC	VP VP (End: 1 VP per Industrial)
Fairgrounds {1}	-	-	-	6	WWCL	G (End: 1 VP per Residential)
Lawyer {1}	-	-	-	4	WGL	VP VP (Tied bids win auctions) (End: 1 VP per Commercial)
Rodeo {1}	-	-	-	4	FL	$ per worker

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	
Special	

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

▲▲

RAILWAY RIVALS 2178-MA	RAM pulls ahead of OMR.	ROUND 10

Malta

Round 10 Runs				RAM	MIST	BUM	OMR	MR	
22	13 Valletta	① MR	20				+1		21
	24 Tarxien	② OMR	10					-1	9
23	45 Paola	① BUM	13					-3	10
	11 Valletta	① OMR	12			+3			15
		③ RAM	5						5
24	26 Marsaxlokk	① RAM	16					-1	15
	55 Mgarr	② BUM	9				-8		1
		③ MIST	5					-2	3
		✘ OMR					+8		8
		✘ MR		+1	+2				3
25	32 Qrendi	① MIST	11	-2				+1	10
	✪5 North west sights	① MR	10	-3	-1				6
		① RAM	5		+2		+1	+3	11
		③ OMR	4	-1					3
26	44 Qormi	① BUM	16		-1				15
	54 Qawra	② MIST	9	-4		+1			6
		③ OMR	5						5
		✘ RAM			+4				4
27	36 Luqa	① BUM	20				+1/-1		20
	65 Mosta	② OMR	10			+1/-1			10
28	61 Rabat	① RAM	13		-5			+3	11
	✪1 Gozo ferry	① MR	12	-3	-6				3
		③ MIST	5	+5				+6	16

Builds

Rails Across Malta (RAM) (Pete Campbell, Blue)
None.

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)
None.

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:	22	23	24	25	26	27	28	Builds	Score
MIST	226	-	-	3	10	6	-	16	-	261
MR	206	21	15	3	6	-	-	3	-	254
RAM	148	-	5	15	11	4	-	11	-	194
OMR	156	9	-	8	3	5	10	-	-	191
BUM	129	-	10	1	-	15	20	-	-	175

Round 11 Runs

29.	46 - 66	Hamrun to Naxxar
30.	41 - 22	Gzira to Zabbar
31.	53 - 33	Bugibba to Siggiewi
32.	21 - ✪6	Birzebbuga to Ancient sights
33.	31 - 14	Zurrieq to Sliema
34.	16 - 63	Three Cities to Imdina
35.	51 - ✪5	Mellieha to Western sights

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

▲▲

RAILWAY RIVALS 2194-MN	Irregularities in the books.	ROUND 5

HEART did not get any points for building into Duluth, as it was BUM's start town. The yellow doesn't always show up too well in artificial light, something I had not realised before. For the same reason, MARS did not get points for Hibbing. I also missed payments between FEAR and MARS for the lines between K13 and K16, resulting in a net payment of 8 from FEAR to MARS.

Minnesota   {18 points for these builds}

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
X22 - A61 - Eveleth, P16 - U14 - Brainerd - W15 - C52.
     43 -9 (HEART) +1 (FEAR) -1 (MARS) -2 (BUM) = 32

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)
U7 - Moorhead, Y19 - C61, L12 - L10 - H8.
     47 -6 (adjustment) +9 (GREAT) +1 (FEAR) -1 (MARS) -1 (BUM) = 49

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)
K16 - J16 - J22, J21 - Red Wing - G23, P10 - P9 - Glenwood, Fairmont - A12.
     61 -8 (adjustment) -1 (GREAT) -1 (HEART) -8 (MARS) = 43

Making Alternative Routes Superior (MARS) (John Marsden, Green)
St.Paul - K21 - Red Wing - G23 - G25 - Winona, G23 - Rochester, Albert Lea - A19,
Superior - Duluth.
     50 +2 (adjustment) +1 (GREAT) +1 (HEART) +8 (FEAR) = 62

Bloody Useless Management (BUM) (Jim Reader, Yellow)
E50 - E45 - Fargo, E46 - Crookston - H42.
     58 +2 (GREAT) +1 (HEART) = 61

Jim, your build was 19 points in total, so the last hex you ordered has not been built.

Builds	
Up to 15 points excluding payments to rivals	▣

▲▲

RAILWAY RIVALS 2205-M	Some are heading south faster than others.	ROUND 2

London & Midlands   {14 points for these builds}

Birmingham and London Link (BALL) (Bob Coull, Black)
A65 - A63 - C62 - Wellingborough - C58 - D58 - Bedford - D53.
     32 +9 (towns) = 41

One Dark Engine (ODE) (John Marsden, Green)
J65 - J58 - Bedford - C54.
     32 +3 (towns) = 35

Bloody Useless Management (BUM) (Jim Reader, Yellow)
C32 - Walsall, Coventry - G24 - Leamington Spa - E22 - C21 - Stratford Upon Avon,
F24 - F19 - Banbury.
     27 +24 (towns) = 51

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)
M30 - M28 - Leicester - D66 - D65 - E64 - E60 - D60.
     32

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)
H25 - Rugby - K16 - I15 - I13.
     31 +6 (towns) = 37

Don, please, when you write your orders, mention EVERY town that you build to, even if you are going straight through to another hex.

Builds
Up to 14 points excluding payments to rivals   ▲

▲▲

RAILWAY RIVALS 2206-NE	We'll be in Boston this August…	NEW GAME

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	103 College Road, Norwich, NR2 3JP
Mike Reeves	mike {dot} reeves {at} ntlworld {dot} com
Roger Trethewey	Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN

Maps are supplied to all the players, either on paper or in an electronic version. Your starting towns are Manhattan, Boston or Portland. I will ensure there is a balance in that no more than two players may start from each town, so all three will be used.

Pay attention to the shade of blue for the rivers and estuaries. The darker shade marks the estuaries (and lakes) that cannot be built across.

Set up
Please provide a company name and give start town and colour preferences   ▲
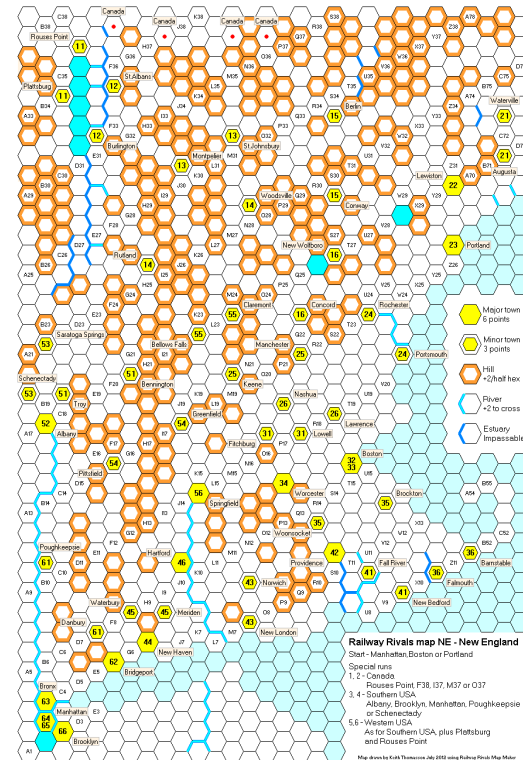
Railway Rivals map NE - New England
Start - Manhattan, Boston or Portland
Special runs
1, 2 - Canada
    Rouses Point, F38, I37, M37 or O37
3, 4 - Southern USA
    Albany, Brooklyn, Manhattan, Poughkeepsie or Schenectady
5, 6 - Western USA
    As for Southern USA, plus Plattsburg and Rouses Point

Map drawn by Keith Thomasson July 2002 using Railway Rivals Map Maker

SOPWITH T353FW

Who is the cat and who is the mouse?

ROUND 20

	Pilot	Starts	Moves	Ends	A:D:P
1 ♠	*The Brown Baron* Michael Graystone	I1-SE	I, A, A {2 kills} {Airfield: A1}	G1-NW	06:11:36
3	*Wizard Prang* Jim Reader	L7-W	LS, A-fL, LT-fAL {Airfield: J19}	K3-SW	13:10:00

Numbers follow hexes in this direction

Letters follow hexes in this direction
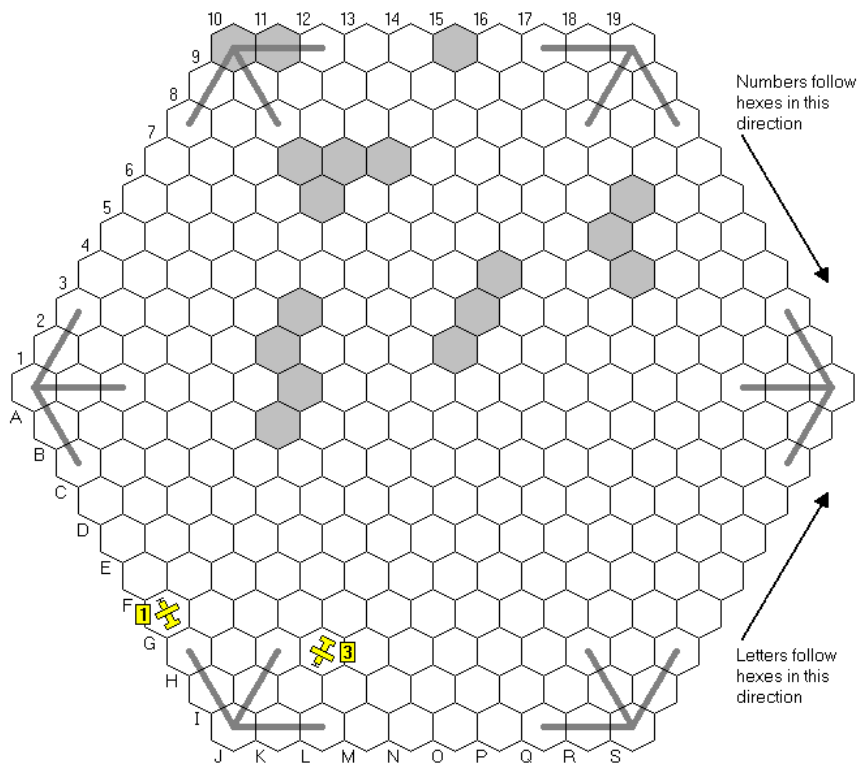
The clouds moved north west. *Wizard Prang* tries to outguess *The Brown Baron* but ends up shooting lead into empty space. They're pretty evenly matched. *Wizard Prang* has more ammunition, while *The Brown Baron* has his Ace status.

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

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

✪ Here are the current web ratings for active players with a rating of 2 or more. People are included if they have competed five or more games.

-	Mike Eddleston 3.889
▼	Ken Boucher 3.387
-	Per Hallberg 3.182
▼	Pete Campbell 2.815
-	David Hilbert 2.810
▲	Rob Thomasson 2.611
-	Victor Cronshaw 2.477
▼	John Boocock 2.261
▲	Michael Graystone 2.186
▼	Mick Haytack 2.091
▲	John Colledge 2.073

The rating system is:

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

✪ Completed games and winners:

1850 e942 {1850-P30} . . . . Willem Moene
1856 e948 {1856-A31} . . . . Rob Thomasson
Saint Petersburg e953 . . . . Pete Campbell

✪ New games and start dates:

1825 e982 {1825-D33} . . . . Jun 25th   ✪
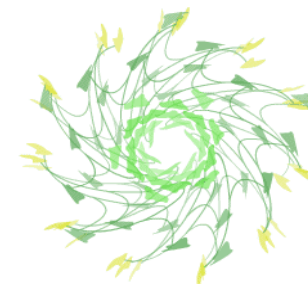
PREVIEW

What does the future hold? If I knew that life would be less interesting, albeit somewhat more manageable.

There will be no new games next month, if only because there will not be an issue of the zine coming out in August. Whether or not any new games will show their faces in the next *issue* of the zine is another matter,

As things stand there are no obvious contenders. The Agricola game sits on the sidelines while I consider whether to take the chance that I won't be able to understand what people want, as many (not all) previous players gave vague orders at best that needed interpreting before I could figure out what they wanted to do.

The RoboRally also waits, as nobody came forward with any suggestions for the playing area.

I may finally get real with those lists that have been static for some time and clear them out, but for now they can linger. ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jun 20	...mais n'est-ce pas la gare? 131
Jun 22	Ode 332
Jun 27	The Tangerine Terror 58
Jul 3	Devolution 91
Jul 19	...mais n'est-ce pas la gare? 132, Fury of the Northmen 11
Jul 24	Variable Pig 135

RATINGS

This is the list of subscribers with a rating of 2 or more.
People are included if they have completed five or more games.

-	David Smith	3.478	The rating system is:
-	Lyndon Gurr	3.382	
-	Tony Bromley	3.364	5 points for a win
-	Pete Campbell	3.333	3 points for second
-	Marcus Pratt	2.833	1 point for third
-	Mark Frueh	2.786	
-	Lionel Robbins	2.727	
-	Steve Thomas	2.611	
-	Tony Robbins	2.318	
-	Michael Graystone	2.301	
-	Stephen Webb	2.226	
-	Rob Thomasson	2.225	
-	Bob Coull	2.038	

WHO PLAYS WHAT

Howard Bishop . . . HS1

Pete Campbell . . . 7W1, 1829-A30, 1861-F31, 1861-E33, 1870-N29, Bat5, BB-331-SCT, BB-333-CRO, OP29, RR2178-MA, RR-2206-NE

John Colledge . . . 6n16, Acq59

Bob Coull 6n16, Acq58, BB-329-FRA, BB-333-CRO, BB-335-GMY, RR-2178-MA, RR-2205-M

Dennis Frank BA21

Mark Frueh 1856-E31, 1870-N29

Michael Graystone 6n16, Acq58, Acq59, BB-329-FRA, BB-333-CRO, RR-2194-MN, RR-2206-NE, Sop353

Lyndon Gurr 7W1, 1861-F31, 1861-E33, 1870-N29, 1870-A32, Acq59, OP29

Steve Ham Bat5, RR-2194-MN, RR-2206-NE

Mike Hutton 1825-X31, 1861-E33

Kevin Lee 7W1, 6n16, Acq58, BB-333-CRO, RR-2194-MN

Michael Longdin . . HS1

John Marsden . . . Acq58, Bat4, Bat5, BB-329-FRA, BB-335-GMY, RR-2194-MN, RR-2205-M

Willem Moene . . . 1825-X31, 1830-S32, 1861-F31, 1870-N29, 1870-A32, OP29

Marcus Pratt Bat4, Bat5, OP29

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

Mike Reeves 7W1, BA21, BB-335-GMY, RR-2206-NE

Lionel Robbins . . . 1825-X31, 1829-A30, 1861-F31, 1870-A32

Adam Romoth . . . 1830-S32, 1856-E31, 1870-A32

Don Shailer 6n16, BB-331-SCT, RR-2205-M

Colin Sharpe 6n16, Acq59, BB-329-FRA, BB-335-GMY, RR-2205-M

John Shelley 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-E33, 1870-A32

Don Smith 1830-S32, 1856-E31, 1861-F31, 1861-E33, 1870-N29

Allan Stagg 7W1, Bat4, Bat5, BA21

Mark Stretch Bat5, BA21, BB-331-SCT, OP29, RR-2178-MA

Rob Thomasson . . 1829-A30, 1856-E31, BA21, HS1

Roger Trethewey . BB-331-SCT, BB-335-GMY, RR-2178-MA, RR-2206-NE

Tony Wilcock Acq58, Acq59

OUTSIDE EDGE

CONTENTS

DEADLINES

Wednesday August 22nd 2012
18xx games - Friday August 17th

Future deadlines: 18xx games: September 14th   Other games: September 19th

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.