

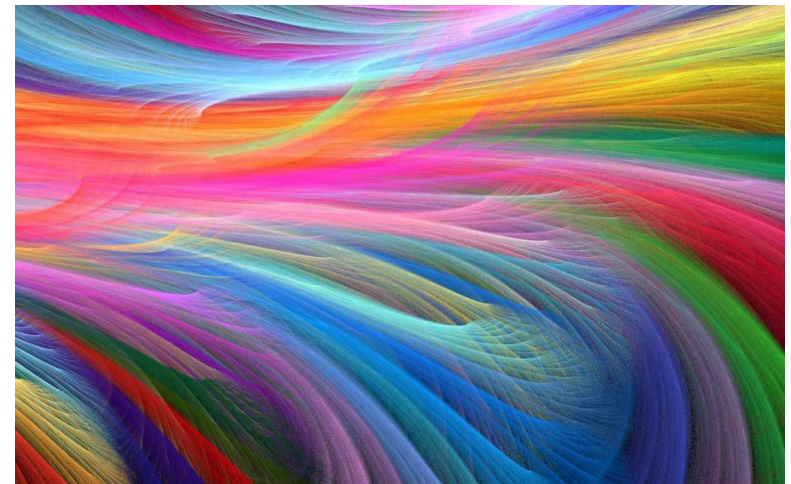
FOR WHOM THE DIE ROLLS

June 2013

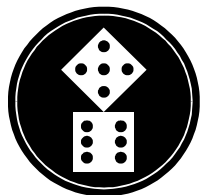
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Issue 203

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #203, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage).

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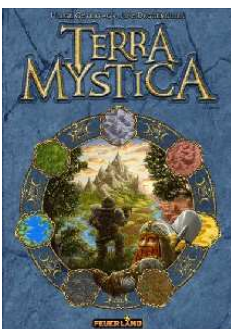
START

Welcome to issue #203. My big news for this month is that after a successful time at UK Games Expo, Heron Games is closing down. There are lots of small factors that played into this decision, such as Kickstarter creaming off the first (or even second) round of sales for new games that were funded through that system, the increased number of UK retailers cutting their prices to a ridiculous degree, and finding that companies offering you services will only do so by adding excessive charges for doing absolutely nothing extra for the increase.

To compete with the deep discounters you end up having to sell for a very small profit per game. If you succeed at that, you end up working all hours for a relatively small return. I've reached that point in my life when I am receiving a pension, and it just didn't make sense for the pension to be funding the business rather than the business funding my retirement.

I had my exit strategy lined up a couple of year ago, and it seems to be working. Have a good sale in March, try not to restock too much before Expo, and clear a good proportion of the remaining stock at the show. I now have a relatively small amount of stock left over, and that is still available through the site, a fair bit of it at sale prices. I am not buying in new stock for the shop, though, and will close properly at some point once the remaining stock has had its chance to find new homes.

Another issue is the ever-increasing cost of games, and since I decided to close it has got worse. The Anniversary Edition of Galaxy Trucker had a recommended retail price of £79.99, which has just been revised up to £99.99. I have my doubts about how many people would bite at that price, or to be honest, even at the trade price. Time to go.



Terra Mystica, which was one of the highly regarded games from last year's Essen, finally got a reprint through Z-Man Games. It didn't make the game as widely available as it should have done, as they didn't gauge the demand properly. Everyone down the supply route got an allocation rather than what they really wanted, and it is probably sold out across the globe once more.

I have played four games, and have concluded it just isn't right for me. I think I know what I need to do in the game, but always seem to end up doing significantly less than my opponents, and never get anything of value from the end-game scoring. In my last game I set myself an initial target and found that it took 80% of the game to achieve it. I'm clearly missing something, as I take one or two actions at most while the others execute multiple actions and leave me standing. The 'Mystica' part of the name certainly matches my response to the game.



1825-X31

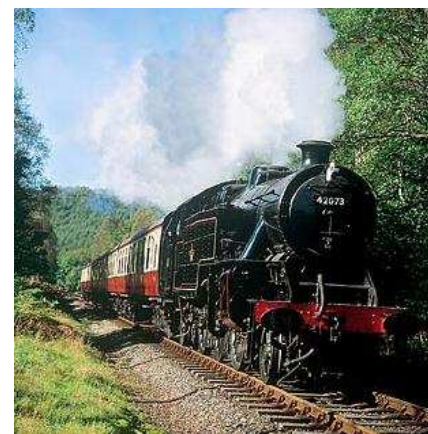
Plenty of comments from John!

GAME OVER

1st	Lionel Robbins	11,958	30.2%
2nd	John Shelley	11,728	29.7%
3rd	Mike Hutton	8,038	20.3%
4th	Willem Moene	5,395	13.6%
5th	(John Boocock)	2,435	6.2%

John Shelley (2nd): My first game of 1825 and I'm a close second to Lionel, not a bad effort, even though I say it myself. John B's disappearance part way through really queered the game as for a good deal of the time we were a player short and that certainly had an effect. I was, however, able to exploit the situation by taking over the Cal to go with my NB, thereby being able to develop the Scottish network as I wished without interference. Adding the GSWR later was a bonus. When the brown tiles arrived I was surprised by the lack of ability to promote the #14 & #15 tiles, a fact that I hadn't properly registered to begin with. I was also caught out by not realising that only Manchester or Glasgow could become grey rather than both. Lionel's neat move to get both the '6' trains in the L&YR caught me out and I found that I'd retained for no good reason as the trains ran out before I could spend all the company cash, maybe there needs to be more trains in the game? The only way to use it seemed to build a route for the GNoS and to dump the Cal, having moved its trains into the GSWR which could then run for lots, in order to make room for the GNoS certificate plus more GSWR. I was rather surprised that I was allowed to buy all the new as there was an immediate value gain, but of course only I, and Keith, knew that the GSWR had bought the '4's from the Cal. With hindsight I should have let the M&C go and bought another GNoS as the M&C couldn't earn enough to advance in price. Congratulations to Lionel on his win, thanks to Willem and Mike for playing and to Keith for running the game and patiently answering my questions on the rules.

Regarding the shortage of trains, the train kit (K2) was offered, but the general consensus was against it. I'm quoting from the game start - I don't have a record of who was for or against, but there could have been more trains available. It's difficult to know at the start of the game what you will actually want later on!





1861-E33

The MNN and E merge to form the MK.

OR9 - MR5

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
KR	LG	58:D11:2	-	170	Half	120D▲	200	-	4
MNN	DS	8:N7:3	-	110	Half	120D▲	4	-	3
E	DS	6:O8:6	-	90	Half	120C▲	61	-	3
SPW	MH	23:A12:3	-	130	Half	80G▲	80	-	3
GRR	JS	8:J9:5	207:J7:2	290	Yes	200B▲	109	-	5 4 3
SW	PC	636:C14:1	-	400	Yes	180D▲	443	-	4 3 3
SE	MH	6:O2:3	-	-	-	135C▼	20	2	5
NW	LG	638:G8:1	-	160	Yes	135D▲	69	-	5 3
RSR				180	No		250	-	4

- Notes:
- ① 1 loan redeemed
 - ② 90 to Mike for the WVR private
 - ③ 20 to the bank for a second tile lay
 - ④ 20 to the bank for terrain costs
 - ⑤ 550 to the bank for a '5' train
 - ⑥ 40 to the bank for terrain costs
 - ⑦ 100 to the bank for a token in J7
 - ⑧ 2 loans acquired
 - ⑨ 60 to the bank for a token in F15

Merger Round 5

The MNN and E merge to form the MK with a par of 200
 Don buys an extra share, Mike, Lyndon and Pete buy one share each

Cash Flow	b/f	OR9	MR5	c/f	Value	%	Certs
Mike Hutton	30	211	-200	41	1,106	17.9▼	7
Lyndon Gurr	11	245	-200	56	1,531	24.8▲	8
Pete Campbell	116	240	-200	156	1,436	23.2▲	6
John Shelley	0	185	0	185	1,365	22.1▲	5
Don Smith	162	120	-200	82	742	12.0▼	3

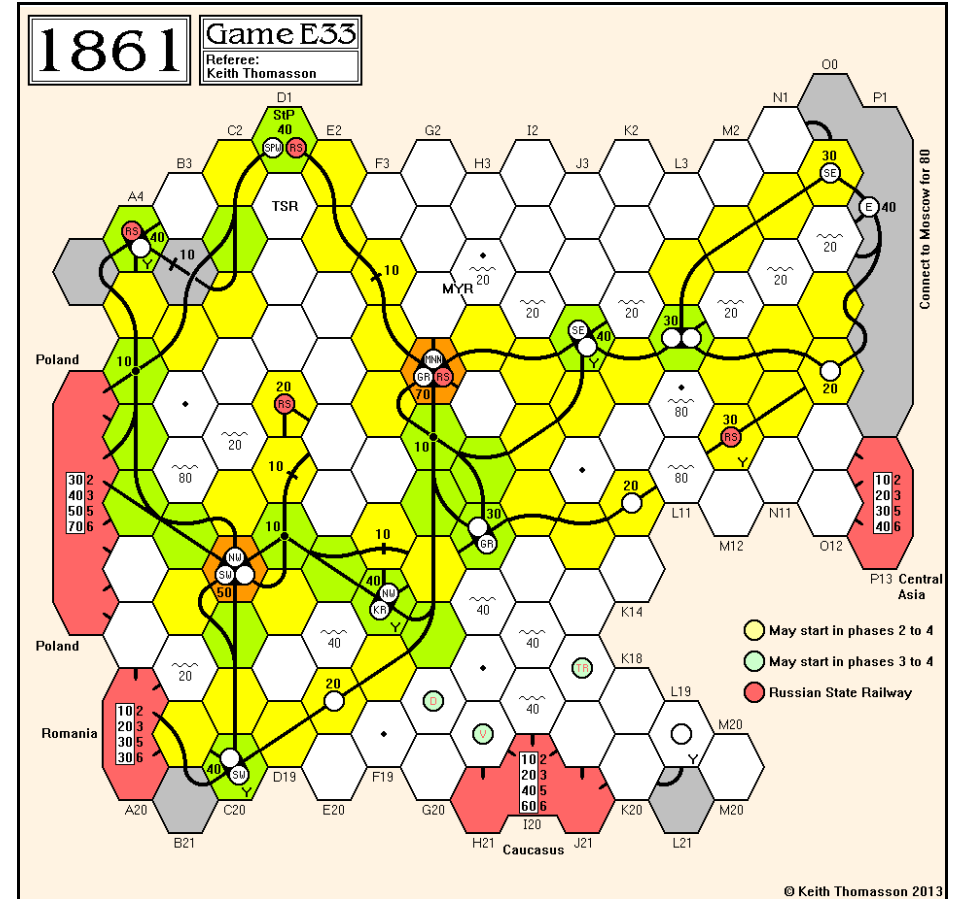
Portfolio	Privates	KR	SPW	GRR	MK	NW	SE	SW	RSR
Mike Hutton	TSR	-	2D	-	1	1	4D	-	
Lyndon Gurr	-	2D	-	-	1	5D	-	2	
Pete Campbell	-	-	-	-	1	-	-	6D	
John Shelley	-	-	-	5D	-	-	-	1	
Don Smith	MYR	-	-	-	3D	-	-	-	

Bank (new)	-	-	4	4	4	6	1	
Bank (pool)	-	-	1	-	-	-	-	
Price		120D 80G	200B 200A	135D 135C	180D			
Company credit		200 80	109 865	69 20	443			250
Loans		-	-	-	2	-	-	
Tokens		-	-	1	1	1	1	
Trains		4 3	5 4 3	3 3	5 3	5	4 3 3	4

Bank cash: 12,444 Certificate limit: 13 Trains: 4 x '5', 2 x '6'
 Current operating order: KR, SPW, GRR, MK, SW, NW, SE, RSR

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

② Yellow track tiles are unlimited



Orders required for the following rounds *By the early deadline*
 OR10, MR6



7 WONDERS 1

We have reached the end of the Second Age.

ROUND 12

Age II - Card 6
 The discard pile contains 7 Age I cards and 7 Age II cards

Mike Reeves Training Ground (1 coin to Lyndon)
 Lyndon Gurr Third Wonder stage
 Jim Reader Quarry
 Allan Stagg First Wonder stage (1 coin to Jim, 2 coins to Steve)
 Pete Campbell Forum (2 coins to John)
 (John Boocock) Aqueduct (2 coins to Kevin)
 Kevin Lee Second Wonder stage (4 coins to John)

When you build a Wonder stage, please specify which card you are using to do this. As some people will have the opportunity to build cards from the discard pile, it can make a difference which you use.

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
7 coins 13 VPs	14 coins 25 VPs	1 coin 19 VPs	4 coins 25 VPs	7 coins 18 VPs	13 coins 11 VPs	11 coins 21 VPs
Marketplace	Tavern		Trading Post	Marketplace		
Trading Post	Caravansery		Tavern	Caravansery		
Caravansery	Baths	Trading Post	Courthouse	Bazaar		
Vineyard	Temple	Forum	Apothecary	Forum		Vineyard
Guard Tower	Statue	Altar	Scriptorium	Barracks		Courthouse

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
Stables	Stockade	Pawnshop	Library	Stables	Tavern	Aqueduct
Training Ground	Archery Range	Temple	School	Apothecary	Altar	Archery Range
Walls		Statue	Workshop	Dispensary	Theatre	
		Barracks	Laboratory	Scriptorium	Aqueduct	
				Library	Laboratory	
+1	-1	+2	-2	+2	-1	-1
Military Conflict after Age II - Strength first, with VP tokens received below						
7	5	2	0	5	0	2
+3 +3	-1 +3	-1 +3	-1 -1	+3 +3	-1 -1	+3 -1
Total value of Military Conflict VP tokens held						
+7	+1	+4	-4	+8	-3	+1

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





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 13

Research: *Dream Team* researches Explosives. All of their units will deal double damage, starting in the next round.

New units: 8A (D).

Moves: Most moves are internal, but *Apache* and *Banzai* both move units into contact situations. 5F failed to move as 7E moved next to it before it could move and pinned it in place.

Combat: 5A⇒4B (6 hits), 1B+4B+5B⇒5A (12 hits *), 2D+3D+4D⇒5C (10 hits *), 6E⇒1F (1E to target Attack, blocked by defence - 2 hits), 7E⇒5F (1E vs defence, 1E to target Move - 2 hits on Move, 4 other hits), 5F⇒7E (no hits).
(* = destroyed)

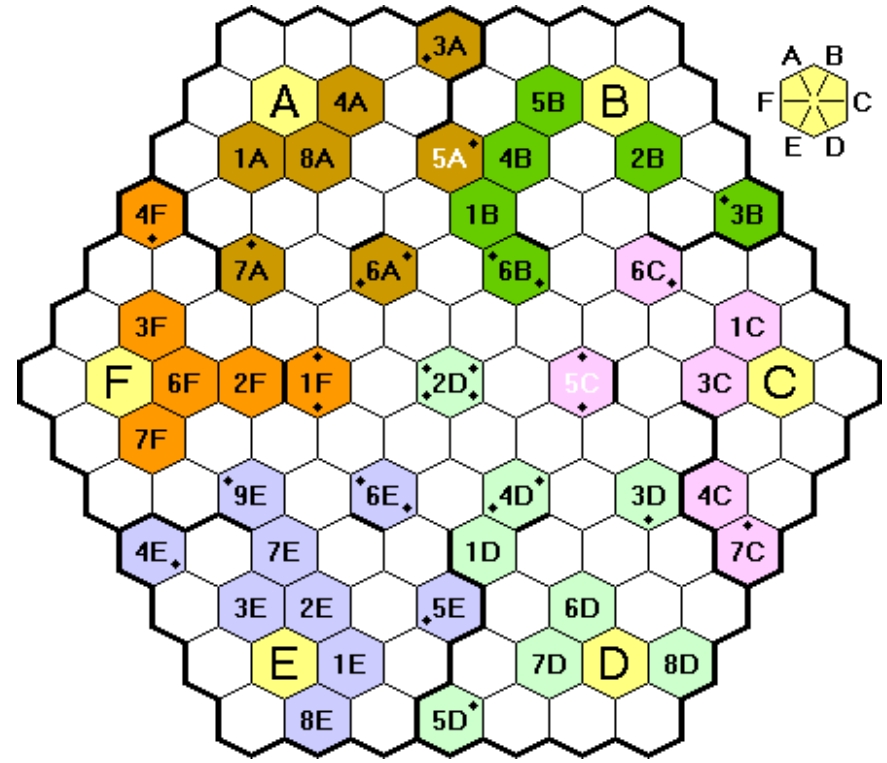
Builds: 4C builds a wall (A).

Conversions: 1B converts 2A to 6B. 7E converts 5F to 9E.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Apache</i> Pete Campbell	✗ Level 6	14	1A	2	3	1	1	1/0	1						
			◆3A	1	2										
			4A	2	2	1	1	2/1	1						
			◆◆6A	3	2	1	1	1/0	1						
			◆7A	3	2	1	1	1/0							
			8A												
<i>Banzai</i> Mark Stretch	✗ Level 9	14	1B	2	2	0	1								
			2B												
			◆3B	1	1										
			4B	1	0	0	0	0/0	0	0	2				
			5B	2	2	0	0	0/0	0	0	3				
			◆◆6B												
<i>Conflux</i> Steve Ham	✗ Level 9	14	1C	1	1										
			3C	3	3	1	0	0/0	0	0	1	2			
			4C	0	2	0	0	1/0	1						
			◆◆6C	3	2	1	1	1/0	1	2	3	2			
			◆◆7C	0	2	1	0	1/0	1	0	0	2			
			8D												
<i>Dream Team</i> Allan Stagg	+ Explosives Level 10 Double Damage	21	1D	0	1										
			◆◆◆◆2D	3	3	1	0	1/0	0	3	1				
			◆◆3D	1	2	0	0	0/0	1	1	1	2			
			◆◆4D	1	2	0	0	2/0	0	1	1	0	1		
			◆◆5D	0	2	0	0	0/0	0	1	0	2			
			6D	0	1	0	0	1/0							
			7D	1	1	1	0	0/0	0	1	1				
			8D	1	0	0	0	0/0	0	0	1				

Two units are knocked out by combined attacks. *Conflux* works on defence by building another wall, while *Banzai* converts 2A to his cause and gains control of a 2-point power hex.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Effalump</i> Marcus Pratt	✗ Level 10	18	1E	2	2										
			2E	2	2	1	0	1/0	1	0	1	0	1		
			3E	2	1	2	1	1/0	1	1	1				
			◆4E	0	2										
			◆◆5E	0	1	0	0	1/0	0	0	0	2			
			◆◆◆6E	2	2	1	1	1/0	1	1	1	2			
			7E	3	2	2	1	1/0	1	6	2	0	1		
			8E												
			◆9E												
<i>Frogs</i> John Marsden	✗ Level 9	14	◆◆1F	1											
			2F	0	1										
			3F	2	1	1	1	2/2	2	1	2				
			◆4F	0	1										
			6F	2	2	2	0	2/0	0	2	2				
			7F	1	1	1	1	2/0	2	2					
			8E												

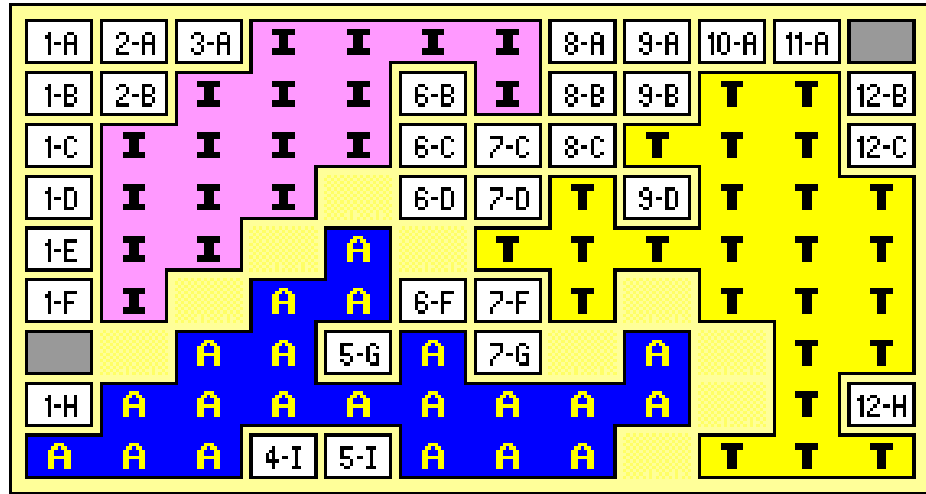


Orders required: Attribute order: AMECSBDRPHX
Production, Moves and Combat for round fourteen



ACQUIRE 59 And it was suddenly all over. **ROUND 11**

Lyndon 11-H Tower takes over Luxor, bonuses for Lyndon (3,000) and John (1,500), Lyndon sells 4 for 1,200, John sells 3 for 900, Colin sells 1 for 300. [Dead tiles: 9-I 10-H] Buys 3 Imperial @ 900.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	-	7	-	4	-	-	9	13,900	40,600
Michael Graystone	-	9	-	-	-	-	-	18,500	33,700
John Colledge	-	4	11	-	-	-	3	11,400	34,000
Tony Wilcock	-	-	3	-	-	-	4	3,900	14,700
Colin Sharpe	-	5	11	-	-	-	1	900	22,500
Bank Stock	25	-	-	21	25	25	8		
Chain Size	-	25	21	-	-	-	18		
Chain Value	-	800	900	-	-	-	900		

Lyndon didn't waste any time in ending the game. It was to his advantage, after all.

1st	Lyndon Gurr	40,600
2nd	John Colledge	34,000
3rd	Michael Graystone	33,700
4th	Colin Sharpe	22,500
5th	Tony Wilcock	14,700

Congratulations to Lyndon and thanks to everyone for playing in our last Acquire game for these pages. Final round-up will be next month if you have any comments to make on the game.



BUS BOSS 335-GMY ODE moves up a place. **ROUND 11**

Germany

Round 11 Runs		BAG	ODE	BUS	HUN	GBR	
36	A♠ Poland K♥ Saarbrücken	① ODE 20	+4/-4				20
		② BAG 10	+4/-4				10
37	6♣ Rostock 8♥ Bonn	① BUS 11			-6	-1	4
		① GBR 10		+1	-6		5
		③ HUN 5	+2	+6		+6	19
		④ ODE 4			-2		2
38	A♠ Mannheim 3♥ Essen	① BAG 15					15
		① GBR 15	-5				10
		✗ ODE				+5	5
39	2♣ Berlin 9♠ München	① ODE 15					15
		① GBR 15	-6				9
		✗ BAG				+6	6
40	6♠ Nürnberg Q♦ Netherlands	① BUS 16	-2		-3	-2	9
		② HUN 9		+3		+4	16
		③ GBR 5		+2	-4		3
		✗ BAG		+2			2
41	J♥ Frankfurt 5♦ Hamburg	① HUN 16		+2			18
		② BAG 7					7
		② BUS 7			-2		5
42	K♠ Czechoslovakia K♦ Belgium/ Luxemburg	① ODE 11				-2	9
		① BAG 10		+3/-2		+3	14
		③ BUS 5	+2/-3				4
		④ GBR 4	-3	+2			3
43	J♦ Osnabrück 7♠ Augsburg	① HUN 20	+2		-4		18
		② BAG 10			-3	-2	5
		✗ BUS	+3			+4	7
44	8♣ Erfurt J♠ Switzerland	① ODE 15			+8/-4		19
		① HUN 15	+4/-8				11

Round 11 Routes
Busreisen Überall Schnell (BUS) (Mike Reeves, Black)
 Dresden - Karl-Marx-Stadt - Plauen (10)

Over Deutschland Express (ODE) (John Marsden, Yellow)
 None.

German Buses Rule (GBR) (Roger Trethewey, Blue)
 None.

Hamburg Upper Network (HUN) (Colin Sharpe, Red)
 Stuttgart - France (6)

Buses Around Germany (BAG) (Bob Coull, Green)
 None.

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
BAG	250	10	-	15	6	2	7	14	5	-	-	309
HUN	218	-	19	-	-	16	18	-	18	11	-6	294
ODE	186	20	2	5	15	-	-	9	-	19	-	256
GBR	209	-	5	10	9	3	-	3	-	-	-	239
BUS	121	-	4	-	-	9	5	4	7	-	-10	140

Round 12 Runs

- 45. 4♦ - 3♣ Lübeck to Berlin
- 46. A♥ - J♣ France to Karl-Marx-Stadt
- 47. 2♥ - 10♠ Duisburg to Regensburg
- 48. 2♠ - 2♦ Karlsruhe to Flensburg
- 49. 7♥ - 8♦ Kassel to Bremen
- 50. 3♠ - 10♦ Freiburg to Hannover
- 51. 5♣ - 3♦ Stralsund to Kiel
- 52. 10♣ - 7♦ Plauen to Wilhelmshaven

Runs
Enter up to 5



RAILWAY RIVALS 2206-NE	The last towns are connected.	ROUND 9
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New England

Round 9 Runs

		RINE	GREAT	HEART	RRR	AOL	
15	45 Meriden/Waterbury	① AOL	20		+4	-1	23
	55 Bellows Falls/Claremont	② HEART	10		-2	-4	4
		✕ RRR			+2		+1
16	16 Concord/ New Wolfboro 36 Barnstable/ Falmouth	① GREAT	16	-2		-1	13
		② RRR	9	+2	+1		12
		③ RINE	5		+2	-2	
17	32 Boston 52 Albany	① RINE	20			+2	22
		② HEART	10	-2	-2		6
		✕ GREAT				+2	
18	44 New Haven ♣4 Southern USA	① RRR	16				15
		② AOL	9			+1	10
		③ GREAT	5				

19	65 Manhattan 26 Lawrence/Nashua	① RRR	9		+1			+1	11
		① RINE	9						9
		③ AOL	5				-1		4
		③ HEART	4		-1				3
		⑤ GREAT	3			+1	-1		3
20	22 Lewiston 14 Rutland/ Woodsville	① RINE	30				-3		27
		✕ RRR		+3					3
21	62 Bridgeport ♣2 Canada	① HEART	13	-1					12
		② AOL	6						6
		② RRR	6						6
		② GREAT	5	-2					3
		✕ RINE			+2	+1			3

Routes

Railways in New England (RINE) (Pete Campbell, Blue)
None. +1 (RRR) = +1

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Q22 - N24 - Claremont. -8 (builds) +1 (RRR) +1/-1 (AOL) = -7

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)
M14 - M11 - N11 - Norwich. -5 (builds) = -5

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)
K11 - Norwich, X13 - X11 - W10 - New Bedford, Waterbury - F9.
-10 (builds) +6 (towns) -1 (RINE) -1 (GREAT) = -6

America On Line (AOL) (Roger Trethewey, Black)
17 - Norwich, J15 - Springfield, P17 - Worcester. -10 (builds) +1/-1 (GREAT) = -10

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
RINE	150	-	5	22	-	9	27	3	+1	217
HEART	138	4	-	6	-	3	-	12	-5	158
GREAT	136	-	13	2	5	3	-	3	-7	155
AOL	95	23	-	-	10	4	-	6	-10	128
RRR	79	3	12	-	15	11	3	6	-6	123

Round 10 Runs

- 22. 15 - 22 Berlin/Conway to Lewiston
- 23. 43 - 62 New London/Norwich to Bridgeport
- 24. 41 - 52 Fall River/New Bedford to Albany
- 25. 54 - ♣4 Greenfield/Pittsfield to Southern USA
- 26. 23 - 33 Portland to Boston
- 27. 16 - 61 Concord/New Wolfboro to Danbury/Poughkeepsie
- 28. 34 - ♣3 Worcester to Southern USA

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



RAILWAY RIVALS 2205-M Nip and tuck... **ROUND 12**

London & Midlands

Round 12 Runs

		BALL	ODE	BUM	DRAB	COLIN	
36	63 Nottingham 22 Aylesbury	① BUM 20				-3	17
		② ODE 10					10
		✘ COLIN		+3			3
37	51 Birmingham 16 London	① COLIN 16					16
		② BUM 9					9
		③ DRAB 5	-1				4
		✘ BALL			+1		1
38	32 Bedford 53 Birmingham	① COLIN 20					20
		② DRAB 10					10
39	62 Loughborough ① The North West	① BALL 16		-3			13
		② ODE 7	+3	-4	+2		8
		② DRAB 7		-2			5
		✘ BUM		+4			4
40	11 Hertford 45 Rugby	① BALL 20					20
		② ODE 10					9
		✘ BUM		+1			1
41	25 Windsor 34 Northampton	① BALL 10			+5		15
		① COLIN 10					10
		① BUM 10	-5				5
42	42 Stratford Upon Avon ③ The North	① COLIN 15					15
		① BUM 15					15

ODE was excluded from run 42 as his route was more than twice the length of the others.

Scores

	Runs:	36	37	38	39	40	41	42	Score
BALL	296	-	1	10	13	20	15	-	355
COLIN	248	3	16	20	-	-	10	15	312
BUM	260	17	9	-	4	1	5	15	311
ODE	208	10	-	-	8	9	-	-	235
DRAB	149	-	4	-	5	-	-	-	158

Congratulations to Bob on the win. Nip and tuck indeed for second. If John had been able to compete, the revised points would have resulted in a tie...

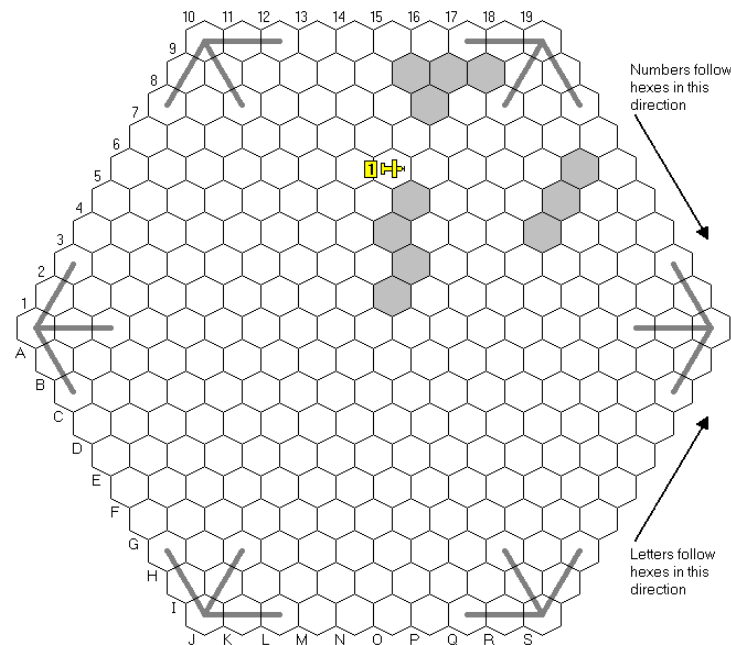
1st	Bob Coull	BALL	355
2nd	Colin Sharpe	COLIN	312
3rd	Jim Reader	BUM	311
4th	John Marsden	ODE	235
5th	Don Shailer	DRAB	158

We'll do the usual round up next time to put this one to bed.



SOPWITH T353FW He's down, we're done. **ROUND 30**

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	E11-SE	LS-FAR, A, LT (2 kills) (Airfield: A1)	H13-E	06:07:51
3 <i>Wizard Prang</i> Jim Reader	G11-NE	LT-FLAR (Airfield: J19)	Shot down	08:00:1



The Brown Baron knew he had *Wizard Prang* dead to rights, and while he took damage himself, was guaranteed of the kill with the right move. He took it. The clouds moved north east. Other than the clouds and *The Brown Baron*, the sky is clear.

1st	Michael Graystone	<i>The Brown Baron</i>	Won	30/1
2nd	Jim Reader	<i>Wizard Prang</i>	Shot down	30/1
3rd	Hugo Griffin	Glider	Shot down	19/3
4th	Mark Stretch	Mark	Shot down	6/1
5th	Don Shailer	<i>Not Only But Also</i>	Shot down	4/2
6th	Greg Payne	<i>Das Flenser</i>	Shot down	3/2

If you have any comments, we'll round it all up next time.

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.

▼ Ken Boucher	3.486
- William Jockusch	3.400
- Rob Thomasson	2.702
▼ Pete Campbell	2.692
- Victor Cronshaw	2.500
▲ Michael Graystone	2.242
- Dvd Avins	2.167
- John Colledge	2.121
▼ Mick Haytack	2.098
▲ Willem Moene	2.011
▼ Neil McConnell	2.000

The rating system is:

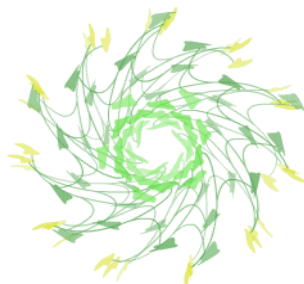
- 5 points for a win
- 3 points for second
- 1 point for third

- ✦ Completed games and winners:

1870 e968 {1870-K32}	Randall Nelson
1800 e1001 {1800-A34}	Willem Moene
Puerto Rico e1006	Willem Moene
Acquire e1007	Michael Graystone

- ✦ New games and start dates:

Puerto Rico e1013	May 17th
Ingenious e1014	May 19th
1830 e1015	May 19th
Samurai e1016	May 22nd
Carcassonne e1017 {River}	Jun 4th



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.



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
May 9	Devolution #95
May 21st	...mais n'est-ce pas la gare? 142
May 29th	Variable Pig 139
Jun 6	Ode 341

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.

- Adam Romoth	3.600	The rating system is: 5 points for a win 3 points for second 1 point for third
▲ Lyndon Gurr	3.358	
- Pete Campbell	3.029	
- Marcus Pratt	2.911	
- Mark Frueh	2.813	
- Lionel Robbins	2.731	
- Steve Thomas	2.611	
▲ Michael Graystone	2.337	
- Rob Thomasson	2.333	
- Tony Robbins	2.318	
▲ Bob Coull	2.085	

WHO PLAYS WHAT

- Pete Campbell . . . 7W1, 1861-E33, Bat5, RR-2206-NE
- John Colledge . . . Acq59
- Bob Coull BB-335-GMY, RR-2205-M
- Michael Graystone . Acq59, RR-2206-NE, Sop353
- Lyndon Gurr 7W1, 1861-E33, Acq59
- Steve Ham Bat5, RR-2206-NE
- Mike Hutton 1861-E33
- Kevin Lee 7W1
- John Marsden Bat5, BB-335-GMY, RR-2205-M
- Marcus Pratt Bat5
- Jim Reader 7W1, RR-2205-M, Sop353
- Mike Reeves 7W1, BB-335-GMY, RR-2206-NE
- Don Shailer RR-2205-M
- Colin Sharpe Acq59, BB-335-GMY, RR-2205-M
- John Shelley 1861-E33
- Don Smith 1861-E33
- Allan Stagg 7W1, Bat5
- Mark Stretch Bat5
- Roger Trethewey . . BB-335-GMY, RR-2206-NE
- Tony Wilcock Acq59

OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:
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DEADLINES

All games - Friday July 5th

Future deadline: All games: August 2nd

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.

