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For Whom The Die Rolls

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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #137, 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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Farewell to Peter Mearns and Alan Parr.

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...

1826	Tim Franklin, Lyndon Gurr, John Shelley, Don Smith, Stephen Webb
Acquire {Standard} . . .	Simon Brooks, John Colledge, Michael Graystone, Willem Moene, Colin Sharpe
Bus Boss {Kyrgyzia} . . .	Simon Brooks, Bob Coull, Michael Graystone, Jim Reader, Simon Robertson

Games starting in the next issue...

✪	Railway Rivals	Bob Coull, Jim Reader, Simon Brooks, Tony Bromley, Peter Mearns (Israel and Palestine)

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

⇨①	1850	Lyndon Gurr, Tim Franklin, Stephen Webb, Alan Harvey
⇨①	1856	Tony Sait, Lyndon Gurr, Mike Head, Willem Moene
⇨⑤	1861	{In the new year at the earliest - the first stock round will be run by e-mail}
②	1895	Steve Thomas
⇨②	18EU	Stephen Webb, Don Smith, Peter Berlin {The minor company auctions will be rune by e-mail for this game}
⇨⑦	6 nimmt!	Colin Sharpe
⇨②	Acquire {Standard} . . .	Tony Wilcock, Kevin Lee, Colin Sharpe
⇨①	Acquire {Powers}	Colin Sharpe, John Colledge, Michael Graystone, Richard Lunn
⇨②	Age of Steam	Sharon Khan (original map/first expansion), Michael Longdin, Mike Hutton
⇨②	Industrial Waste	Sharon Khan, Mike Head
⇨⑨	Outpost	Willem Moene

I supply everything you need for these...

③/⑨	Battle!	Michael Graystone, Allan Stagg, Steve Ham
②	Breaking Away	Allan Stagg, Kevin Lee, Richard Lunn, Jim Reader
⇨④	Bus Boss	Jim Reader
⇨⑤	Golden Strider	Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee, Simon Brooks
⇨②	Sceptre of Zavandor . .	Michael Longdin, Lyndon Gurr, Simon Cutforth, Kevin Lee

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

START

Welcome to issue #137. For the second time only, this is an issue spanning two months. The plan was to come back from the Essen show and get on with it. Then the plan was to spend the next weekend at Mick Haytack's and do it on my return. Then events overtook me and time just disappeared.

After trying to get on with it while dealing with the builders and sorting out other things, I realised that trying to get it out in time for people to send orders in for the November deadlines was silly, so decided to have a combined October/November issue. As a result you won't need to send me any orders until December - although early orders are always appreciated. For those who use the Deadline Diary, note that I've brought the December deadlines forward to the beginning of the month.

Let's try and catch up with things in some sort of order, starting with the building works. They've been going on for a while and affect everything.

We're nearly there, with the bathroom tiled and the floors down in the new rooms. We've had some extra work done, which came about because the ceiling at one end of the lounge had to come down, and the question was how to put it back without leaving an obvious sign that only part of it had been replaced. The answer was to add a second layer of plasterboard over the entire ceiling, and that had its plaster coating at the weekend, together with a plaster layer on the walls.

Why, you may ask, would we be plastering the entire lounge. Well, Artex was what we inherited when we moved in, so we had textured surfaces on the ceiling and most of the walls. An extra layer was the quickest and cheapest way to get smooth surfaces. As we had to empty the lounge while this was being done, we're considering getting the lounge floor done before everything comes back in. It depends on whether it can be sorted out in a reasonable timescale. In the meantime, we have no lights in the lounge and the hall, but they should be back in place before too long.

The bathroom has yet to be fitted, but that should be done this week. We also need the new radiators fitted and the old ones put back downstairs, especially as it is getting colder. In another week we might even be able to start putting furniture into the new bedrooms.

After that I get to put flooring in the loft and figuring out how to use the space we've gained up there to best advantage.

The end of September saw me saying farewell to the office, with the main event being a meal at a local pub/restaurant on the Thursday before my leaving day. We had just under twenty people there, and everyone enjoyed it so much we're thinking of repeating the event next year. Not my leaving, just the get together! It gave people a chance to sit down and talk to each other out of the office, a chance that doesn't come along often enough.

My first week as my own boss didn't turn out quite as expected. It started off as planned, registering as self-employed and getting various paper trails under way. On the Tuesday I got diverted when I was called by the head teacher of a private school in Hertfordshire. They'd been without an Internet connection for a week, and could I come and sort it out. Well, this was paid work, so the answer was yes.

On the Wednesday I arrived at the school and started investigating. BT had changed some equipment the week before, and they hadn't been able to get a connection since then. BT said there was nothing wrong with their end - every time they tested the line it came back OK. On my third call to them it became clear that the Internet connection did work - but only

while they were actually testing the line. That told them what the problem was. The guy said 'somehow, the router configuration has changed'. Oh, you mean when the router was replaced the week before, maybe?

That was it for the first day, as it was going to take a while to download the correct settings to the router, so I was back the next day. The connection worked for the single machine I was testing on, but failed for the network. I tracked that down to a cable in the equipment cabinet that wasn't properly seated. That would have last been touched when the router was replaced...

The final thing was checking and reconfiguring the workstations, as it had all started with problems with the classroom software, but now that the Internet connection was back the company that supported the software could log in, check the system out and tell us what needed to be done. Early afternoon and I was finished, very pleased to have been able to solve it. Even better, I was earning money, and getting school lunches!

Finishing on the Thursday was good because Friday was the final golf day at 'work', which they graciously let me attend. We had 27 holes of golf over the day at Wavendon Golf Course, in a competition between the IT Unit and the others. I was now part of the others. I did reasonably well but not well enough to help our side win. I guess I still felt like part of the IT Unit.

After a day of golf it was time to relax, and what better way than at TringCon. This was Alan Parr's last TringCon, as he has decided to hang up his convention hat along with his Hopscotch hat. It was the best attended event in the fourteen years the event has been running, and a good time was, as far as I know, had by all.

It seemed a shame to let it disappear, so I made the rash offer to pick up the baton. TringCon XV will take place at the same place on October 6th 2007. That place is the New Mill Social Club on the Bulbourne Road in Tring. You can check the location on the Internet in most map web sites (maps.google.co.uk, uk.multimap.com, www.streetmap.co.uk) by searching for Bulbourne Road - it seems to be the only one in the UK.

If you would like to attend next year's event, let me know and I'll add you to the list. The day will cost £10, which will include a buffet lunch and space to play your games.

Before we get to the trip to Essen, I thought I'd mention how I handle NMRs. NMR stands for No Move Received, and is about what happens when I don't get a full set of orders for a game. This doesn't happen too often, but obviously crops up from time to time.

One option is to hold the game over, but I try to avoid that if possible. Another option is to contact those concerned and ask for orders, but that can make life very complicated. As soon as you ask for orders you are obliged to wait for them, which can delay production of the zine quite significantly.

As a result, it's not something I like doing, unless I know that things are going to be delayed anyway. My preference is to try and move the games along, which means making moves of some sort on behalf of the missing players.

These will not involve a huge amount of thought, as time is an issue. Mistakes will sometimes be made, but I would never deliberately favour any one player over another when making such moves.

I've set up an auto-answering rule on my mail system. This will reply to any messages that land in the FWTDR folder to confirm that they have been received, so if you don't get one of those, your e-mail orders may have gone astray. I can't do anything similar for postal orders, unfortunately, but those seem less likely to go missing.

A week after TringCon we headed off to Germany. We left earlier this year and stopped off in Brussels for a couple of days. Two days isn't much to take in a whole city, so we split the weekend into two trips. The first was into the city itself, while the second was out to see the Atomium, pictured on the cover.

This is the what most people seem to associate with Brussels, and I was expecting it to be in the city centre. Instead it is in Heysel Park, north of the centre, and was built for the 1958 Brussels World's Fair.

Originally planned to be in place for six months, it has survived to become a major tourist attraction. It underwent major renovation work for almost two years, re-opening in February 2006.

At 335 feet tall, it is a magnified iron crystal - blown up 165 billion times. We took the tour around the various exhibitions, which included film of the Atomium being built. They didn't seem to stop for anything, even when the snow was blowing horizontally they were at work fitting the tubes and spheres together.

After the tour we took the lift up to the top sphere and had lunch in the restaurant. Only after did it strike me that most elevated restaurants had closed in the light of terrorist threats.

The lift had an unusual feature - a glass ceiling. The only light came from the lift itself and it was quite eerie rising into the darkness.

I'd been aware of the Atomium for a long time, but had never expected to get inside and find out how it was built. An interesting day.

The Essen Report

And then we got to Essen. It was relatively quiet on the first two days, as the only youngsters were those skipping school. It made up for it over the weekend, though, when any attempt to go round the halls took twice as long, and patience had to be your friend.

The weather was kind to us, almost t-shirt weather the whole time. But you don't want to know about the weather, you want to know about the games! The plan was simple this year. Don't buy too many games, look out for things that are worth buying for the web shop, and make sure everything will fit into the car.

Ah well, nice sentiments, but I failed at the first hurdle. This is the list of games that I came back with:

> 1830 Variant Box No.1, 1841v2, 1861, 18TN, Age of Steam map for Eastern US & Canada, Age of Steam player mats, Alhambra the Dice Game, Aloha, Anasazi, Astoria, Atta Ants plus two expansions, Augsburg 1520, Buccaneer, Catan Card Game plus expansion, Chip-Chip Hurra, Die Siedler von Catan - Die grosse Karawane, Emira, Factory Fun, Fiji, Fürchterliche Feinde, Hameln, Hermagor, Imperial, Indus, Italia, Kaivai expansion, Kampf um Rom, Leonardo da Vinci, Liberté, Megastar, Metromania, Mr.Jack, New York Central, On the Underground, Pompeii, Section X, Shogun, Skyline of the World, Space Dealer, Subulata, Ur, USA 1910, Wooden Shoes & Iron Monsters, Yspahan.

That doesn't include my haul off the Adlung stand. Adlung Spiele make card games, which rarely see the light of day in the UK. As the boxes are all in German, shops aren't too keen to stock them. I decided to stock up while I was there, and bought most of their range. That will take some sorting out, but will get onto the web site at some point.

The first purchase was Chip-Chip Hurra, before the show started. This is a 2001 children's game by Klaus Teuber that we found in a big hardware store while looking for taps for the bathroom. At 10 Euros it was worth picking up for curiosity value. And so it began.

High on my shopping list was Imperial, from eggertspiele. This appears to have similar mechanism to Antike, which they released last year, but it is quite different. The game is about conflict between six European nations, but rather than tying the players to particular nations, the players act as investors who control nations if they are the strongest investor. To stretch a point, it's a bit like 18xx where the player with the most shares runs the company - and the companies/nations can change hands during the game.

If you know Antike you'll know of the mechanic where you move your piece round a ring of options to determine what you can do. This is also used in Imperial. You can move up to three spaces round the ring for free, but if you want to move further to reach a more attractive option, you have to pay to do it.

1861 is the new 18xx offering from JKLM Games. This is sub-titled Railways of the Russian Empire, and if you've play tested 18RU on the convention circuit in the past few years, this is that game, designed by Ian D Wilson.

The production quality is excellent, easily the best produced 18xx game in recent years. The rules, written by Steve Thomas and amended/enhanced by Mike Hutton, are well laid out, with colour diagrams to help explain things.

It features 16 minor companies, loans, and the Russian State Railway. The RSR is not a player-operated company, but is always operated last in a round by the banker. The RSR can absorb private and minor companies through nationalisation. It also buys trains from the bank, which can move the game on even if the players don't want to.

I've already been asked if I'll run 1861 in these pages or on the web site, and I think the answer is going to be yes - but not right away. Which medium will be best for the game remains to be seen. There is a merger round following each operating round in phases 3 to 7, when the minor companies can convert or merge to form public companies. That may be tricky postally, as you won't know the situation at the end of the round unless we pause before the merger round, and you won't know what has converted or merged unless we pause after the merger round. I'll take a closer look with a view to offering it in the new year.

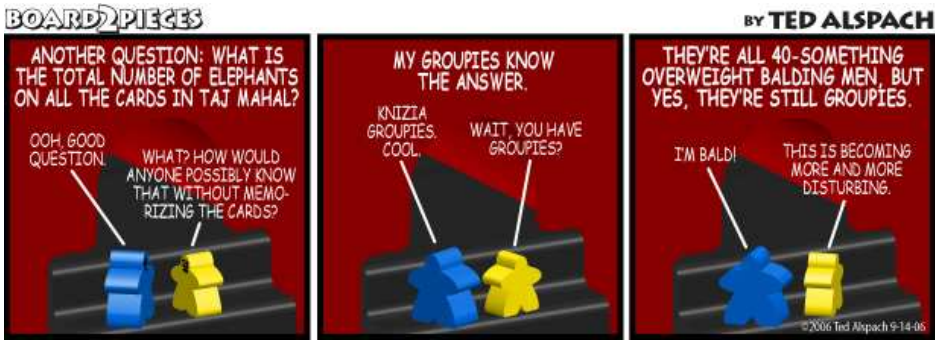
On the Underground is the other new release from JKLM Games. Another railway theme, this was designed by Sebastian Bleasdale. Comparisons are floating around for Ticket to Ride, Thurn and Taxis, and even Lancashire Railways. You control a number of Underground lines, two in a four or five-player game, three for three players and four for two. A number of destination cards are dealt out beside the board. A passenger token starts on Euston Station. Your aim is to develop your Underground lines and persuade the passenger to move along your lines to get to the revealed destinations.

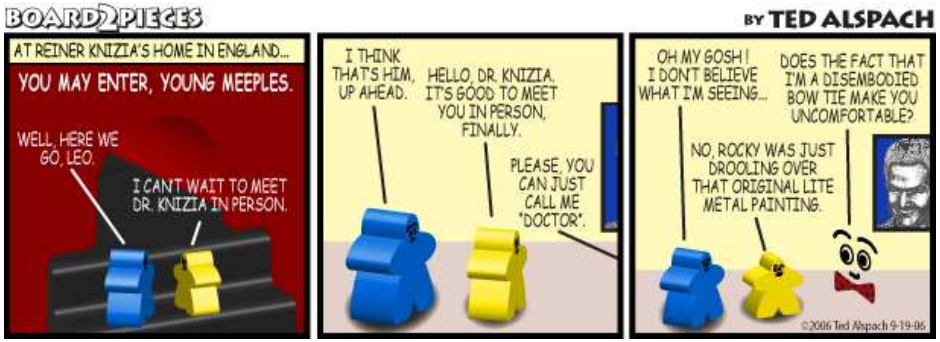
You can score points in various ways as you develop your lines. After the development phase the passenger will move once or twice according to fairly simple rules. If the route he chooses is along your lines, you gain points. If you can't persuade him to use your lines, someone else will probably be getting the points.

If you're wondering why I picked these three out of the pile, it's simple. They're all new, they've all got good things being said about them, and I've got stock of all three to sell. I'm in the strange position of being able to supply JKLM games while they are still waiting for their own stock to arrive from Germany - although that is likely to be sorted out very soon.

✧ Imperial sells for £37 or £39.99, depending on whose RRP you look at. My price is £34.
✧ 1861 sells for £40, My price is £36.
✧ On the Underground sells for £25, My price is £22.50.

They're all heavy games, so UK parcel post will be £5 on top of that. However, I will be at MidCon this weekend (Nov 10th-12th), and plan to take some with me, so if you're going you can avoid the postage charges. If this gets through the postal system quickly, you'll have time to drop me a line and reserve a copy. ✪




BOARD2PIECES
BY TED ALSPACH
AT REINER KNIZIA'S HOME IN ENGLAND...
YOU MAY ENTER, YOUNG MEEPLES.
WELL, HERE WE GO, LEO.
I CAN'T WAIT TO MEET DR. KNIZIA IN PERSON.
I THINK THAT'S HIM, UP AHEAD.
HELLO, DR. KNIZIA. IT'S GOOD TO MEET YOU IN PERSON, FINALLY.
PLEASE, YOU CAN JUST CALL ME "DOCTOR".
OH MY GOSH! I DON'T BELIEVE WHAT I'M SEEING...
DOES THE FACT THAT I'M A DISEMBODIED BOW TIE MAKE YOU UNCOMFORTABLE?
NO, ROCKY WAS JUST DROOLING OVER THAT ORIGINAL LITE METAL PAINTING.
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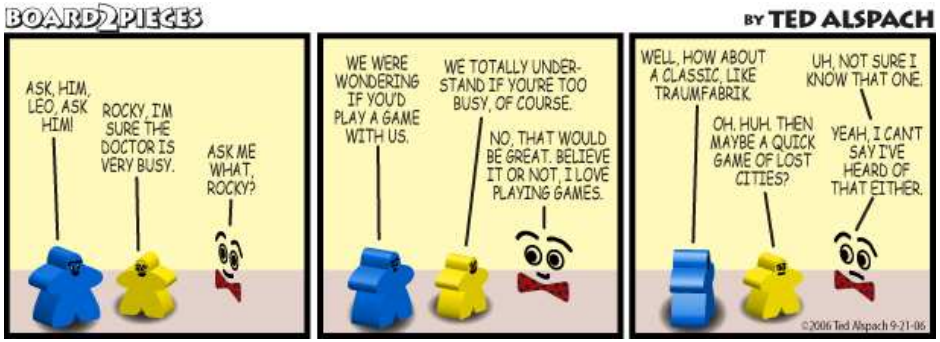
BOARD2PIECES
BY TED ALSPACH
ASK, HIM, LEO, ASK HIM!
ROCKY, I'M SURE THE DOCTOR IS VERY BUSY.
ASK ME WHAT, ROCKY?
WE WERE WONDERING IF YOU'D PLAY A GAME WITH US.
WE TOTALLY UNDERSTAND IF YOU'RE TOO BUSY, OF COURSE.
NO, THAT WOULD BE GREAT. BELIEVE IT OR NOT, I LOVE PLAYING GAMES.
WELL, HOW ABOUT A CLASSIC, LIKE TRAUMFABRIK.
OH, HUH. THEN MAYBE A QUICK GAME OF LOST CITIES?
UH, NOT SURE I KNOW THAT ONE.
YEAH, I CAN'T SAY I'VE HEARD OF THAT EITHER.
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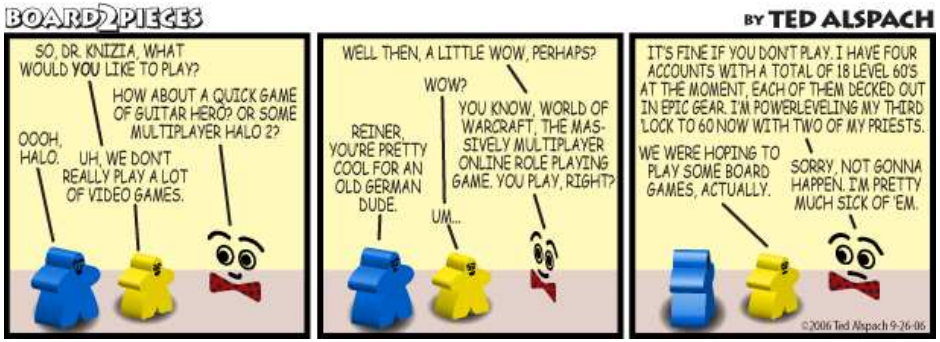
BOARD2PIECES
BY TED ALSPACH
SO, DR. KNIZIA, WHAT WOULD YOU LIKE TO PLAY?
HOW ABOUT A QUICK GAME OF GUITAR HERO? OR SOME MULTIPLAYER HALO 2?
OOOH, HALO.
UH, WE DON'T REALLY PLAY A LOT OF VIDEO GAMES.
WELL THEN, A LITTLE WOW, PERHAPS?
WOW?
REINER, YOU'RE PRETTY COOL FOR AN OLD GERMAN DUDE.
YOU KNOW, WORLD OF WARCRAFT, THE MASSIVELY MULTIPLAYER ONLINE ROLE PLAYING GAME. YOU PLAY, RIGHT?
UM...
IT'S FINE IF YOU DON'T PLAY. I HAVE FOUR ACCOUNTS WITH A TOTAL OF 18 LEVEL 60'S AT THE MOMENT, EACH OF THEM DECKED OUT IN EPIC GEAR. I'M POWERLEVELING MY THIRD LOCK TO 60 NOW WITH TWO OF MY PRIESTS.
WE WERE HOPING TO PLAY SOME BOARD GAMES, ACTUALLY.
SORRY, NOT GONNA HAPPEN. I'M PRETTY MUCH SICK OF 'EM.
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BOARD2PIECES
BY TED ALSPACH
WAIT, YOU'RE SICK OF BOARDGAMES, DR. KNIZIA?
YOU SEE, IT'S LIKE THIS...
I'VE BEEN ALIVE FOREVER...AND I DESIGNED THE VERY FIRST GAME. I PUT THE BITS AND THE MECHANICS TOGETHER; I AM KNIZIA, AND I DESIGN THE GAMES.
WHERE'S THE MUSIC COMING FROM?
I DESIGN THE GAMES THAT MAKE THE WHOLE WORLD PLAY; I DESIGN THE GAMES TRANSLATED BY RIO GRANDE'S JAY. I DESIGN THE GAMES THAT MAKE THE YOUNG GIRLS CRY; I DESIGN THE GAMES, I DESIGN THE GAMES.
OOOOOH-OOOOH-OOOOOH
YOU'VE GOT TO BE KIDDING.
MY SCORING MAKES YOU DANCE, GIVES YOU OPTIONS TO TAKE A CHANCE; THEN I DESIGNED SOME AUCTIONING, SO YOU-OO CAN BID. ABSTRACTS FILL YOUR HEART, WELL THAT'S A REALLY FINE PLACE TO START; IT'S FOR ME, IT'S FOR YOU, IT'S FOR YOU, IT'S FOR ME, IT'S A WORLDWIDE STRATEGY!
I THINK I'M GONNA BE SICK.
I DESIGN THE GAMES...
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BOARD2PIECES
BY TED ALSPACH
WELL, DR. KNIZIA, THANKS FOR YOUR HOSPITALITY.
OOOH, IS THAT SOMETHING YOU'RE PLAY-TESTING NOW?
IT'S A PS2 GAME, ROCKY.
PLEASE, DO STOP BY ANYTIME. WE'LL PLAY SOME KATAMARI.
A REALLY GOOD PS2 GAME.
JUST TO CLARIFY, YOU REALLY DON'T PLAY MANY BOARDGAMES, DO YOU?
WOW, PLAY-TESTS OF NEW KNIZIA GAMES.
OF COURSE I PLAY THEM. IT'S KIND OF MY JOB. IN FACT, MY PLAYTEST GROUP SHOULD BE HERE ANY MINUTE NOW.
YEP, THE DELIVERY MAN JUST DROPPED OFF A WHOLE LOAD OF GAMES FROM THE SECRET UNDERGROUND LAIR. I NEED TO READ THE RULES BEFORE THE PLAYTESTERS GET HERE.
YOU MEAN...
TOLD YA SO, LEO.
OH, WHOOPS. I'M NOT SUPPOSED TO TELL ANYONE ABOUT THAT...
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BOARD2PIECES
BY TED ALSPACH
I WONDER IF OTHER FAMOUS BOARDGAME DESIGNERS HAVE AN ARMY OF SLAVES DOING THEIR GAME DESIGN FOR THEM.
I WONDER IF ANY OTHER BOARDGAME DESIGNERS HAVE MADE UP THEIR OWN LYRICS TO CLASSIC BARRY MANILOW TUNES.
DESIGNERS ARE QUIRKY. ALAN MOON DOES ALL HIS DESIGNING RIDING ON AMTRAK.
THAT'S TOTALLY RIDICULOUS, ROCKY.
STEVE JACKSON IS A MEMBER OF SEVERAL SECRET SOCIETIES.
NO HE'S NOT.
AND RICHARD GARFIELD IS ACTUALLY A WIZARD WHO DRIVES A BLACK LOTUS.
YOU REALLY NEED TO SPEND LESS TIME IN CHATROOMS.
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BOARD2PIECES
BY TED ALSPACH
THIS IS THE MOST MAGICAL TIME OF THE YEAR FOR BOARDGAMERS. ESSEN SPIEL!
I HATE ESSEN. I NEVER GET TO GO.
THAT'S THE MAGIC PART! MOST BOARDGAMERS DON'T HAVE TO GO!
BUT I WANT TO GO! ALL THOSE SHINY NEW BOARDGAMES...
HERE'S THE DIRTY LITTLE SECRET THAT PEOPLE WHO GO TO ESSEN DON'T TELL YOU:
IT'S NOT WORTH IT. TOO EXPENSIVE, TOO MANY PEOPLE, NOT ENOUGH TIME TO PLAY GAMES.
WOW, AND HERE I THOUGHT I WAS MISSING SOMETHING BY NOT GOING.
YOU ARE SO MUCH BETTER OFF STAYING AT HOME.
YEAH, WOULDN'T MISS IT FOR THE WORLD. BUT, UH, THAT'S ME.
UM, LEO, YOU'RE GOING, THOUGH.
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BOARD2PIECES
BY TED ALSPACH
SO, LEO, ARE YOU STILL GOING TO ESSEN?
OF COURSE I'M GOING! WHY WOULDN'T I?
WELL, THERE ARE NO NEW CARCASSONNE GAMES OR EXPANSIONS THIS YEAR.
DON'T BE RIDICULOUS. I'M SURE THERE'S SOMETHING.
NOPE. AFTER THE PRINCESS AND THE DRAGON "JUMPING OF THE SHARK" A FEW YEARS BACK, THEY'VE SORT OF GIVEN UP ON US.
NO! IT CAN'T BE TRUE. NO MORE MEEPLES?
MAYBE WE COULD SELF-PUBLISH.
WE ARE VERY CLOSE TO BEING ON THE ENDANGERED SPECIES LIST.
I JUST PUT MYSELF UP ON EBAY. THE BIDS ARE ALREADY UP TO $25.
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The New Misadventures of Gaming #6

By Dan Bosley

Originally published on www.boardgamenews.com
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Meanwhile, back at Vern and Elizabeth's, we have finally finished playing Pass the Bomb. It is now time to engage this Mother's Day Crowd in something a little different.

"What was the other game you brought, Uncle Dan?" asks Jessica.

"Well, this one is a little different. I really don't know how it will go over with you guys, but it can be fun."

I put the game on the coffee table. It is "Finstere Flure."

"Finstere Flure? What the heck is that? That's not English," Vern informs me astutely.

"It isn't?" I ask, taken aback by this sudden news. "How embarrassing. Let me get rid of it right now." I take the game off the coffee table.

"What are you doing, Uncle Dan?" asks Jessica.

"We can't play it. It's not in English," I tell her.

"But you brought it. Don't you know how to play it?"

"Yes, I do."

"So what's it mean?" Vern asks.

"The English version of the game is called "Fearsome Floors.""

"Fearsome Floors?" Vern asks.

"Yes. Although I don't think it's a direct translation. Especially since there's only one floor in the game. Fearsome Floor, I guess," I explain.

I open up the lid and put the gameboard on the coffee table and dump out the various components onto the board from their ziplock bag.

"What are all these things?" Grandma asks, pointing at the cardboard body parts.

"Those are monster parts," I tell her.

Grandma just looks at me with that Grandma stare.

"See, here's some heads, and here's some arms and feet and other stuff," I show her.

Grandma looks at the monster-part pieces with a frown on her face. She gives me the Grandma stare again.

"We're going to build a monster out of them, put the pieces together and build a monster," I explain.

Grandma looks back down at the monster parts scattered around the board.

"Here, Jessica, why don't you put a monster together. Just mix and match the parts and come up with a monster," I suggest.

"This game is about making monsters? Monsters with all different hands and feet?" Grandma asks.

"No. No. The monster is the bad guy in this game. We each have 3 characters who are going to start in one corner of the board, and we have to try to escape the dungeon out of the opposite corner. The monster is a danger, a hazard, and he's after us, and we all have to try to avoid him. Everybody pick a colour."

Everyone does so.

I explain that the playing pieces are two sided, and that the two sides add up to seven. Grandma seems unimpressed.

"So?" she asks.

"Well, during your turn, you will move one of your guys up to the number of spaces he is allowed to move. That's the small number you see on top. After you move him, you flip the piece over. Then his other number will be up for the next time he moves. One side has black numbers, and one side has white numbers. Once everyone has moved and flipped all 3 of their guys with the same colour number, the monster gets a turn to move."

I explain the rest of the game to everyone.

Grandma keeps flipping her pieces over and over. She seems a bit puzzled.

"Something the matter, Grandma?" I ask.

"Nope," she says.

"Are we ready to start now? Any other questions?"

No one has any other questions.

I put the monster in his starting place in the corner. The monster has a shoe for a head. He may have difficulty seeing us through the eyelets.

Vern starts by putting his 1-piece in the first space outside the player dungeon - thus preventing any other player's 1-piece from being put into play this turn.

Grandma has a problem with this. "He's in the way, I think," Grandma says.

"Well, yes he is. All that means is that you can't play your 1-move piece this time," I state.

"That's not right. He shouldn't be able to block us like that."

"Well, next time you'll be able to move your 1-move piece 6 spaces instead. Then you'll be able to move out."

"How can I move this piece 6 spaces when it says 1 on the front?" Grandma inquires.

"Well, during this turn, when you can't move your 1-piece at all, you get to turn it over, and then it becomes a 6-space piece for next time."

"My turn is to turn this piece over? And that's it?" Grandma inquires.

"Well, yes.... Unless you want to move one of your other pieces instead. They can move more than 1 space this turn."

"Yes, but Vern is in the way," Grandma protests.

"Yes, but you can pass through him. Any player's piece can "squeeze by" another player's piece - you just can't share a space when you are finished moving," I explain again.

"This doesn't seem very realistic," Grandma offers her opinion.

"It's a game, Grandma," says Elizabeth. "It's not for real."

"That's right. There aren't any real monsters, at least not ones with shoes for heads, and we're not really in a dungeon castle floor, trying to escape," I say, with an obviously clear grasp of reality.

"And how come he can only move 1 space this turn, and then a big 6 spaces next turn?" Grandma demands to know.

"Because he's resting up during his 1 space move and then he's sprinting the next time," Jessica says.

"Good answer," I say.

Jessica nods.

Grandma finally flips her 1-move piece over as her turn, mumbling something under her breath as she does so.

Everyone takes their turns moving their 3 guys. With 7 players, there is quite a bunch up in the starting corner by the time it becomes the monster's turn to move.

We turn over the first gravestone tile and it has a cross on it.

"Oh-oh, we're going to have death and mayhem," I comment.

Grandma turns her head to gaze at me. Grandma is giving me the Grandma stare again.

I start to move the monster, making suitable monster noises as I do so.

"What are you doing?" Grandma asks.

I look up at her. "I'm moving the monster," I tell her.

"What are those sounds you're making?" she asks.

"Um....those are monster sounds," I explain.

"You're making monster sounds?" Grandma asks.

"What?" asks Grandpa.

"What?" responds Grandma.

"That's what I said," says Grandpa.

"I asked him if he was making monster sounds," Grandma informs Grandpa.

"I didn't hear anything," says Grandpa.

"That's because you're sitting over there and I'm sitting over here and I'm closer and I can hear better. Your son-in-law is making monster sounds," Grandma says.

I am paused in mid-monster-movement. I am now apparently Grandpa's son-in-law, and maybe not so much Grandma's son-in-law.

Grandma turns to me. "Weren't you making sounds?"

"Um, yes. I was. I was making...uh....monster noises," I say.

"I did hear something," Grandpa exclaims. "I thought it was my stomach gurgling," he says. "Or something else. Something else was gurgling. I think," says Grandpa. "A lot of things in my body make noises," Grandpa advises us.

Grandma waggles her finger at Grandpa. "That wasn't your stomach, that was your son-in-law making noises. Noises out of his mouth!" Grandma informs him.

"Noises from where?" Grandpa asks.

"His mouth!" Grandma says excitedly.

"He made noises out of his mouth?" Grandpa inquires.

"Yes!" says Grandma.

"From his mouth? He made noises from his mouth? Which?" Grandpa asks.

"Which what?" Grandma responds with a question of her own.

"What do you mean which what?" Grandpa volleys back.

"What which what are you talking about?" Grandma returns.

"What?" asks Grandpa.

"Yes. Which what?" Grandma responds.

"Which what what?" Grandpa asks, clearly puzzled.

"Which what?" Grandma asks.

"I don't know what you're asking me," Grandpa says.

"Before you said which," Grandma says.

"Yes?" Grandpa replies.

"Which what?" Grandma asks.

"Which question do you want me to answer?" asks Grandpa back at Grandma.

"What do you mean which question? There is only one question!" states Grandma.

"What?" asks Grandpa.

"No, not what. Which?" responds Grandma.

"Which what?" asks Grandpa.

"Yes!" says Grandma.

"I don't know," says Grandpa.

"But you started it. You must know," says Grandma.

"What did I start?," asks Grandpa.

"You started the whiching," Grandma says.

"Whiching? I was whiching?" Grandpa inquires, clearly still in the dark. As are most of us.

"Yes, of course you were. You started the whole thing with your son-in-law's monster noises," Grandma lays out for him.

"I don't remember making any monster noises," says Grandpa.

"Not you. Not you. You didn't make any monster noises. Dan was making monster noises!" Grandma informs Grandpa.

"Is that what I was hearing?" Grandpa demands to know.

"I think it was," says Grandma. "I think yes indeed it was."

"I thought it was my stomach gurgling," says Grandpa.

"Yes, you already said that. But the noises were coming from your son-in-law's mouth! Not your stomach," states Grandma.

"Right," says Grandpa.

"Right?" asks Grandma. "What do you mean, right?"

"Right. I mean right. Isn't that what I said?" Grandpa asks.

"Yes," admits Grandma.

I have been paused in mid-monster-movement throughout this discussion. Frankenshoe has been chomping at the bit to get moving again, but I have been contemplating and digesting Grandma's and Grandpa's wise words.

"Good," says Grandpa.

"Good?" asks Grandma.

"Yes. Good," says Grandpa. "That's what I said."

Grandma turns her attention to me. I get the Grandma Stare again.

I smile weakly, and continue moving Frankenshoe. Quietly.

"Now what are you doing?" Grandma asks.

"I'm still moving the monster. He has to get someone first before he will stop moving, and he hasn't done that yet," I announce.

"But I can't hear you," Grandma says.

"That's because I'm not making any sounds now. The monster is just walking quietly now, sneaking up on you."

"What do you mean?" Grandma asks.

"Frankenshoe is sneaking now. Sneaking sneaking sneaking. Ever so quietly. No more monster noises. Frankenshoe has learned his lesson," I comment.

I continue moving Frankenshoe. With his remarkable peripheral vision, he turns and starts heading toward the crowd of victims in the corner. As he nears them, he suddenly spies a much closer victim to his left. He turns and attacks. I remove the piece from the board.

Unfortunately it is one of Grandma's people that Frankenshoe has attacked.

"What are you doing?" Grandma demands.

"I'm just putting your piece over here back in the dungeon. He gets to try again." I say.

"Why?"

"Because you were the closest victim that Frankenshoe saw, and he headed toward you first. So you lose this guy, and he gets to try again from the start area."

Grandma glares at me again. Somehow, I get the subtle feeling that this game is not going to be one of Grandma's favourites.

Grandma raises her arm and hand over the board and points directly at Frankenshoe. "So what about the monster? Where is he now?"

"The monster?"

"Yes. Where is he now?"

"You want to know where the monster is?"

"Yes. Where is the monster right now?" demands Grandma.

I'm really not quite sure how to answer that question, given that she is still pointing her finger right at him.

"He's...uh.... he's where he is. Where you're pointing. That's where he is. You're pointing at him."

"He's where I'm pointing at?"

"Yes."

"Good," says Grandma.

I glance around at the others, not sure what to make of that. They all shrug or raise their eyebrows.

We start getting into the game past the first turn. Every time it is Grandma's turn, we have the exact same conversation. Every turn. Word for word.

"Which pieces are mine?" asks Grandma.

"This one and this one and this one, Grandma."

"O.K., I want to move this one. How far can he move?"

"One space. Two spaces. Three spaces. Four spaces. Five spaces. Six spaces." (As the case may be).

"O.K., I want to move him towards the exit."

"Which way?"

"Towards the exit."

"O.K., but there's lots of ways to go. Which way?"

"I don't know. You pick for me."

"O.K." And I move Grandma's piece.

And on Grandpa's turns, every turn, word for word:

"I want to move this guy," says Grandpa.

"You can't," I tell him.

"Why not?"

"Because you just moved him. You have to move the other 2 guys first before you can move him again."

"But I'd rather move this guy. It will give him a better chance of getting out if I can move him every turn."

"Well, you can't move him yet. You have to move one of the other guys first."

Grandpa then sulks.

This is apparently a winning strategy, because in the end, Grandpa is successful and wins the game.

As we are leaving to go home, Grandma pulls me aside.

"I just wanted you to know that I probably would have liked the game more if it was bigger," she confides in me.

"Bigger?" I ask.

"Yes. I couldn't see the board. That's why I was having trouble. I had no idea what was going on. That's why I had to keep asking you what to do. I couldn't see the board."

"But you had your glasses on," I remark.

"Yes, but they're no good. Next time, can you bring a bigger game?" she asks.

"O.K.," I say, momentarily having no idea what game to bring that is bigger.

"Do you have any bigger games?" Grandma asks.

"Well, the only one that is bigger that I can think of off the top of my head is Twister," I say.

"Never heard of it. But that's O.K. I've never heard of any of your games. Bring Twister next time," Grandma says. "Is it like the game we just played? Does it involve monsters with all different hands and feet?"

"Usually," I reply. "Especially when you're a teenager."

"What?" asks Grandpa from right behind us.

"What?" responds Grandma

"I asked you first," says Grandpa.

"You asked me what first?" asks Grandma.

"Yes," says Grandpa.

"Yes, what?" asks Grandma.

"Yes, I asked you what first," says Grandpa.

"Let's just go home," I say, and take Grandma and Grandpa by the arms and lead them away.

"We're playing Twister next time," says Grandma.

To be continued...

You can read the next instalment on the web site. Visit www.boardgamenews.com and look in the Features section.

1826-E22

Welcome to the 101st 18xx game to be seen in these pages.

NEW GAME

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

John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Tim Franklin	9 Brook Walk, Witham, Essex, CM8 1DQ

You each start with F360 and are looking at six private companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Ponts de Chaussées	Bridge	Cost	F20	Revenue	F5
Régie des Postes	Mail	Cost	F40	Revenue	F10
Chemins de Fer D'Algérie	Algerian	Cost	F70	Revenue	F15
Grand Central Belge	Belgian	Cost	F110	Revenue	F20
Compagnie Paris-Rouen	Parisian	Cost	F160	Revenue	F25
Ligne Strasbourg-Bâle	Alsatian	Cost	F220	Revenue	F30

Check your rule books for the benefits that these items bring. When the Paris-Rouen and Strasbourg-Bâle privates are bought, the initial par price for the Paris and Alsace public companies will be set at F110 unless you advise me otherwise.

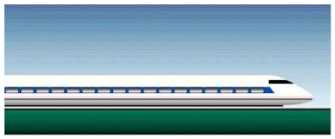
The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be F5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit on expenditure.

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

Maps and tile sheets are enclosed for everyone, but put those in a safe place until you need them. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Pleas take note and let me know if you have any queries on this topic.

After the sale of the private companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round	*By the early deadline*
Stock Round 1, Private Companies only, starting with John	



1800-I20	The D&RGW passes the C&S on the stock market.	OR7 - OR8

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	12:E5:4	40	Yes	-	80C◂	436	2
D&RGW	WM	12:A5:2	80	Yes	-	80D▴	140	3 2

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	WM	800:B4:2	100	Yes	①	90D▴	170	3 2
C&S	AH	9:D6:2	40	Yes	② ③	80C◂		2

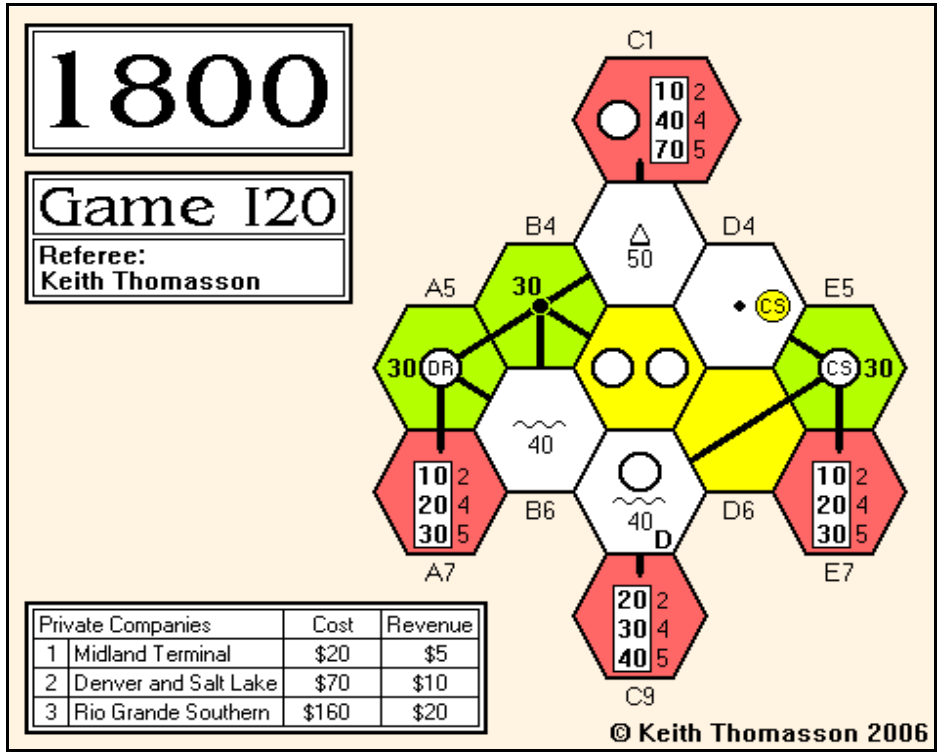
Notes: ① Laying tile 800 closes the D&SL private
② $40 to the bank for terrain costs
③ $360 to Alan for the MT and RGS privates

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Alan Harvey	12	53	415	480	970	51.7▴	3
Willem Moene	61	60	74	195	905	48.3▾	5

Portfolio	PCs	C&S	D&RGW
✪ Alan Harvey	-	5P	1
Willem Moene	-	1	7P
Bank (new)	-	4	2
Price		80C	90D
Bank (pool)		-	-
Company credit		52	170
Tokens		2	2
Trains		2	3 2

Bank cash: $2,823 Certificate limit: 7 Trains: 1 x '4', 1 x '5'...

Tiles	Tile number/Availability											
Yellow	3/1	4/2	5/2	6/2	7/1	8/2	9/2	58/2				
Green	12/-	16/1	18/1	19/1	23/1	24/1	25/1	26/1	27/1	28/1	29/1	59/1
	800/-	802/1										



Orders required for the following round	*By the early deadline*
SR8	

1825-L21

No new trains in these rounds.

OR3 - OR4

OR3	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	5:J6:1	-	100	Yes	-	82▲	60	3 2 2
NBR	MH	15:F6:2	-	130	No	-	71▼	130	2 2 2

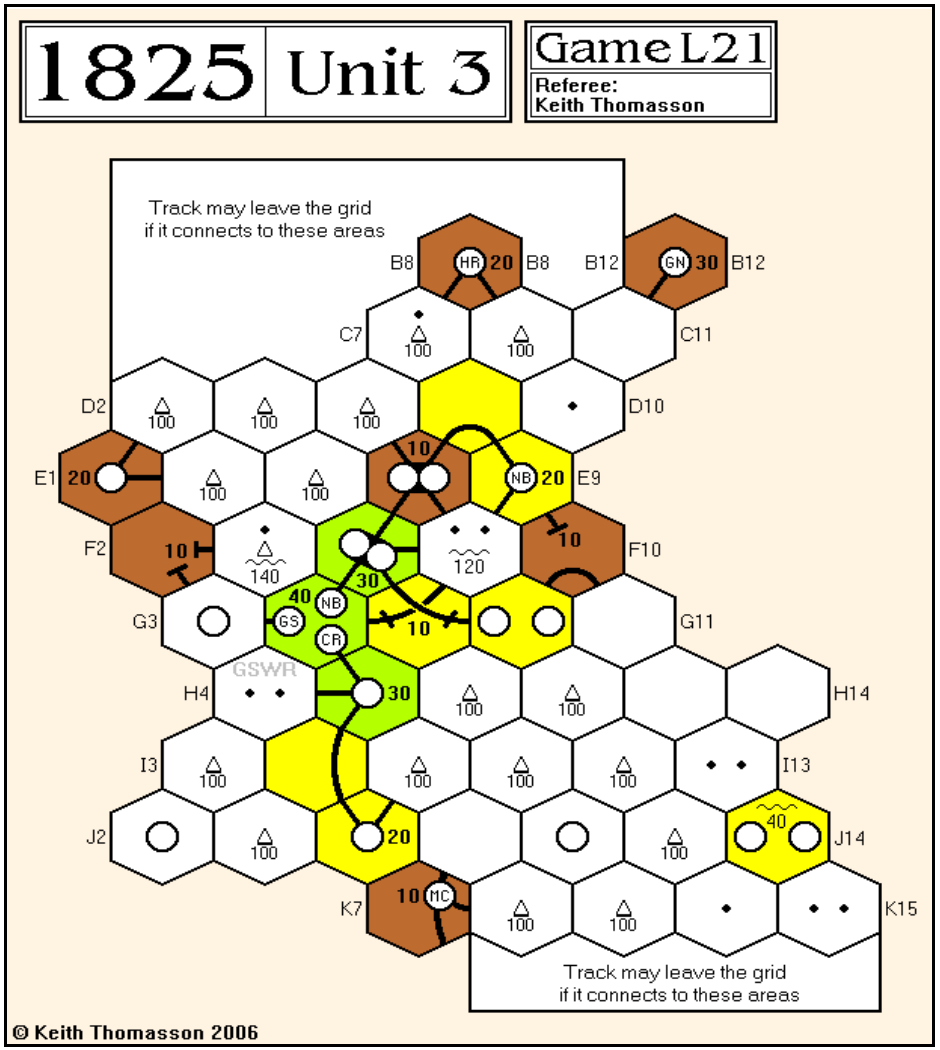
OR4	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	12:H6:5	-	120	Yes	-	90▲	60	3 2 2
NBR	MH	56:G7:6	-	130	Yes	-	76▲	130	2 2 2

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Mike Hutton	14	40	120	174	1,044	46.9▼	9
Alan Harvey	4	100	131	235	1,181	53.1▲	10

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
✪ Mike Hutton	A&F, S&D	1	6D	2D	-	-	-
Alan Harvey	TWW	9D	1	-	-	-	-
Bank (new)		-	3	8	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)		-	-	-	-	-	-
Price (pool)		90	76	67			
Company credit		60	130				
Tokens		2	2				
Trains		3 2 2	2 2 2		{5}	{U3}	{3T}

Bank cash: £3,591 Certificate limit: 17 Trains: 2 x '3', 1 x '4'...

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
Yellow	1/1	2/1	3/1	4/3	5/1	6/1	7/2	8/5	9/5	55/1	56/-	115/1
Green	12/1	13/1	14/3	15/2	16/1	19/1	23/3	24/3	26/1	27/1	28/1	29/1
	81/1											



Orders required for the following round	*By the early deadline*
SR4	

1829-J19	Only one operating round, because we've already had three.	OR19

OR19	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	60:Q9:1	▸O11	500	Yes	①	225▲	50	2+2 4
NER	LG	-	▸C9	160	Yes	-	300▲	30	4
Mid	AH	-	▸P20	350	Yes	-	126▲	10	4 4
NBR	JS	38:F8:2	▸J2	270	Yes	-	82▲	0	6
Cal	JS	27:D8:3	▸A11	160	Yes	-	56▲	10	3T
L&YR	DS	3:L16:5	▸M17	600	Yes	②	58▲	30	4+4E 5
GNR	AH	-	▸Q19	360	Yes	-	142▲	60	5 5
GCR	DS	47:N16:2	▸P20 !	350	Yes	-	64▲	200	6 3T
GSWR	JS	18:C11:5	▸G9	200	Yes	③	38▲	20	2+2
High	LR	8:A3:5	▸B2	50	Yes	-	61▲	60	3T

Notes: ① £100 to the bank for a token in O11
② £40 to the bank for terrain costs
③ £40 to the bank for a token in G9

Cash Flow	b/f	OR19	c/f	Value	%	Certs
Lyndon Gurr	2,581	625	3,206	6,653	25.9▾	19
Alan Harvey	3,277	636	3,913	6,060	23.6▾	18
David Smith	1,863	784	2,647	5,309	20.7▴	19
John Shelley	745	479	1,224	2,551	10.0▴	15
Lionel Robbins	1,446	551	1,997	5,071	19.8▾	17

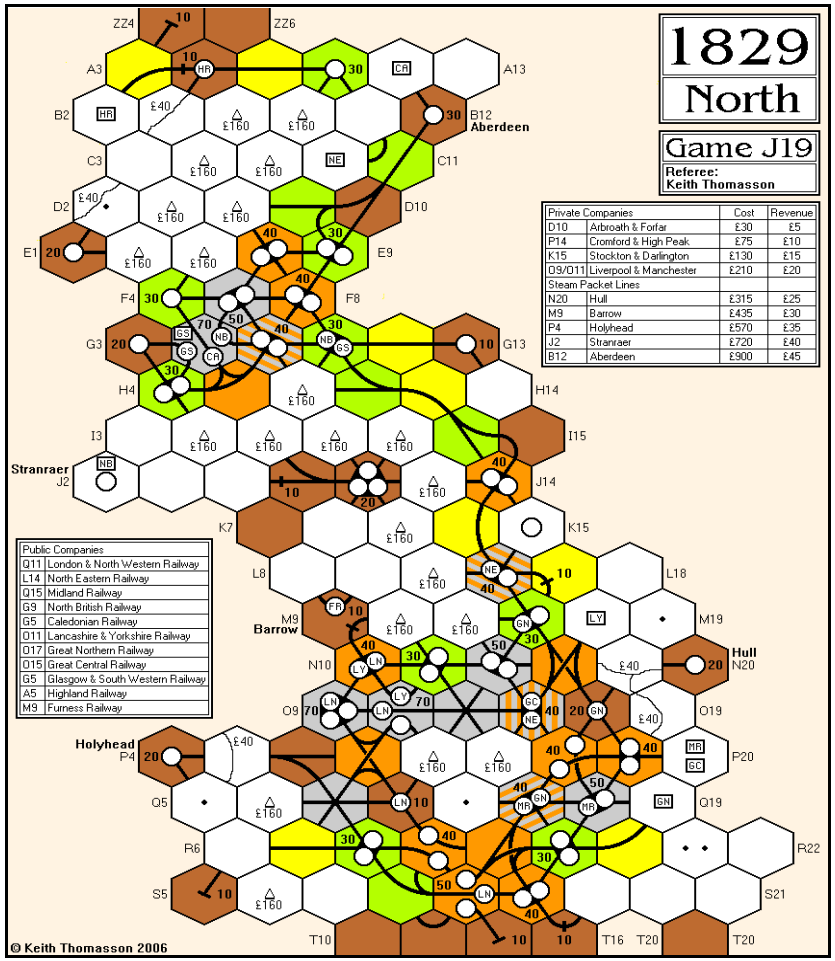
Portfolio	Packets	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	3	7D	-	1	-	2	1	4	2	-	-
Alan Harvey	-	1	-	5D	-	5	1	6D	1	1	-	-
David Smith	Holyhead	-	3	-	2	-	6D	2	5D	2	-	-
John Shelley	-	1	-	-	7D	5D	1	-	-	5D	-	-
✪ Lionel Robbins	Hull, Barrow	5D	-	5	-	-	-	1	-	-	7D	-
Bank (new)	Stranraer...	-	-	-	-	-	-	-	-	-	2	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	
Bank (pool)		-	-	-	-	-	-	-	-	-	1	-
Price (pool)		225	300	126	82	56	58	142	64	38	61	
Company credit		50	30	10	0	10	30	60	200	20	60	
Tokens		-	3	3	2	3	2	1	3	1	3	3
Trains		2+2 4	4	4 4	6	3T	4+4E 5	5 5	6 3T	2+2	3T	

Bank cash: $7,013 Certificate limit: 17 Trains: 4 x '7', 1 x '4+4E'

We enter the stock round with Lyndon, Alan and David over the certificate limit now that the GSWR has risen out of the 'yellow' zone. They'll have to start their round by selling one or two shares to bring themselves down to 17 certificates.

The LNWR converted its last survey party to a token in Manchester, depriving some other companies of the option to use that station. The LNWR will no longer be able to lay tiles or upgrade tiles, as both actions require the movement of a survey party.

Tiles	Tile number/Availability					Four Operating Rounds between Stock Rounds						
Yellow	1/2	2/2	3/1	4/6	5/4	6/4	7/4	8/4	9/7			
Green	10/3	12/1	13/3	14/-	15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/1
	23/3	24/3	25/2	26/2	27/1	28/-	29/1	30/1	31/1			
Russet	33/1	34/-	35/-	36/-	37/1	38/-	39/-	40/1	41/2	42/2	43/-	44/-
	45/1	46/1	47/2									
Grey	49/-	50/-	51/-	60/-	166/-							



Orders required for the following round	*By the early deadline*
SR12	

1829-C20	Just the one round.	OR12

OR12	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	28:Q9:4	▸S15	240	No	-	200▾	270	3 2 2 2
GWR	MB	7:W17:3	▸X18	120	Yes	-	225▴	1,290	2
Mid	PB	4:R16:1	▸S17	150	Yes	-	90▴	340	3 2
LSWR	MB	3:T20:4	▸U19	80	Yes	①	112▴	30	3 2
GNR	DSm	10:N14:3	▸N16	160	Yes	-	100▴	690	3 3
LBSC	DSm	25:N18:5	▸M13	-	-	-	58▾	10	-
GER	MB	23:U13:4	▸V12	-	-	②	61▾	100	2

Notes: ① £680 to the GWR for a '3' train
② £540 to the GWR for a '2' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
David Smith	26	191	217	2,166	26.3▴	18
Peter Berlin	40	134	174	1,336	16.2▴	9
Don Shailer	7	80	87	2,246	27.2▾	16
Martin Butcher	44	116	160	2,496	30.3▴	16

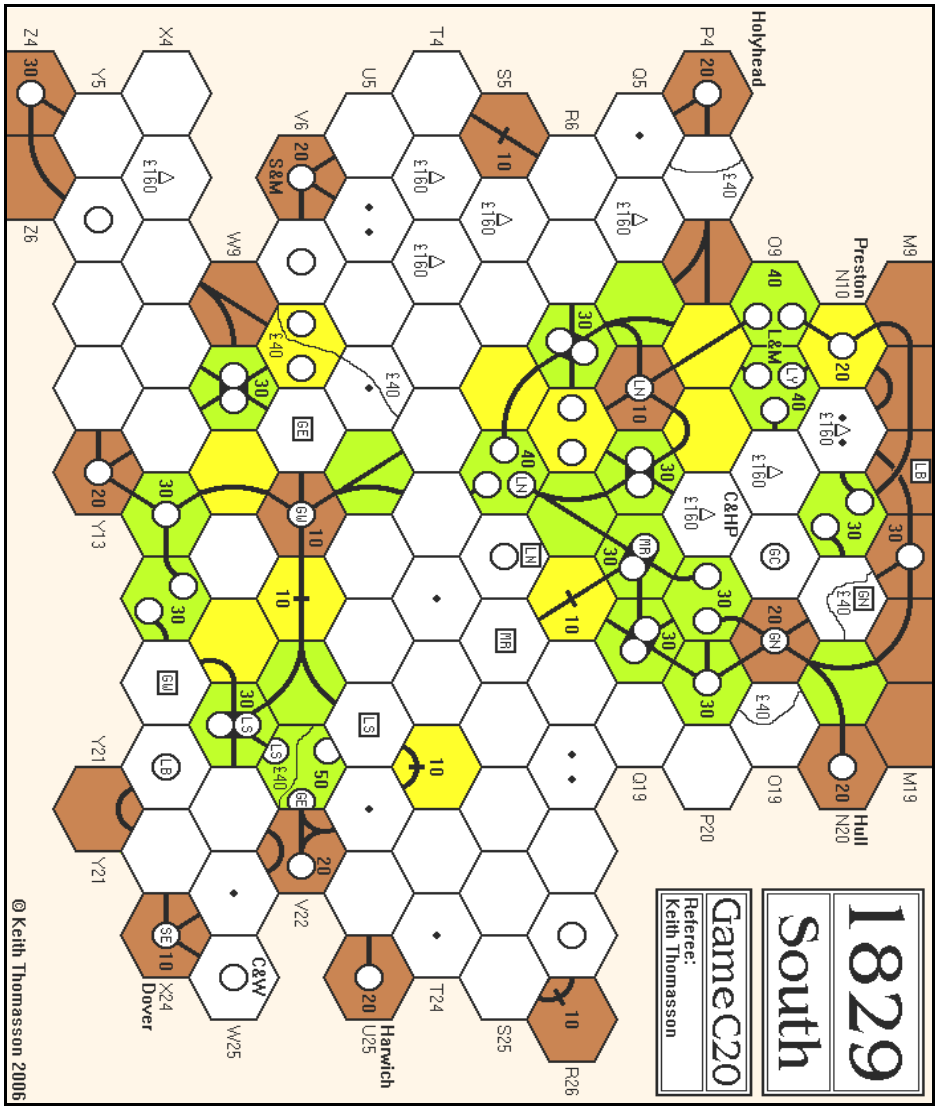
Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
✪ David Smith	S&M	1	1	2	2	8D	5D	-	-	-	-
Peter Berlin	L&M	1	-	6D	1	1	1	-	-	-	-
Don Shailer	C&HP	5D	2	2	-	1	4	2	-	-	-
Martin Butcher	-	-	5D	-	7D	-	-	7D	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	1	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	3	2	-	-	-	1	-	-	-	-
Price (pool)		200	225	90	112	100	58	61			
Company credit		270	1290	340	30	690	10	100			
Tokens		4	5	4	4	4	3	3	4	3	3
Trains		3222	2	32	32	33	-	2			

Bank cash: £19,362 Certificate limit: 18 Trains: 1 x '3', 5 x '4'...

Tiles — Two Operating Rounds between Share Dealing Rounds

Yellow	1/2	2/2	3/1	4/4	5/4	6/3	7/2	8/6	9/9			
Green	10/-	12/2	13/2	14/-	15/-	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/3	24/3	25/-	26/2	27/2	28/-	29/1	30/1	31/1			



Orders required for the following rounds	*By the early deadline*
OR13, SR11	*Adjudication can pause between rounds if requested*

1829-V21	The NER changes hands.	OR2 - SR3

OR2	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	9:P10:1	▸Q9	50	Yes	①	100▴	780	2
NER	RT	-	▸L16	-	-	-	76▾	720	2

Notes: ① £40 to the bank for terrain costs

Stock Round 3

Lionel	Peter	John	Mike	Rob
✘	✘	+ NER pool	✘	- 3 NER {Dir to John}
✘	✘	- 1 LNWR + NER pool	+ LNWR pool	✘
✘	✘	✘	✘	*Priority for SR4*

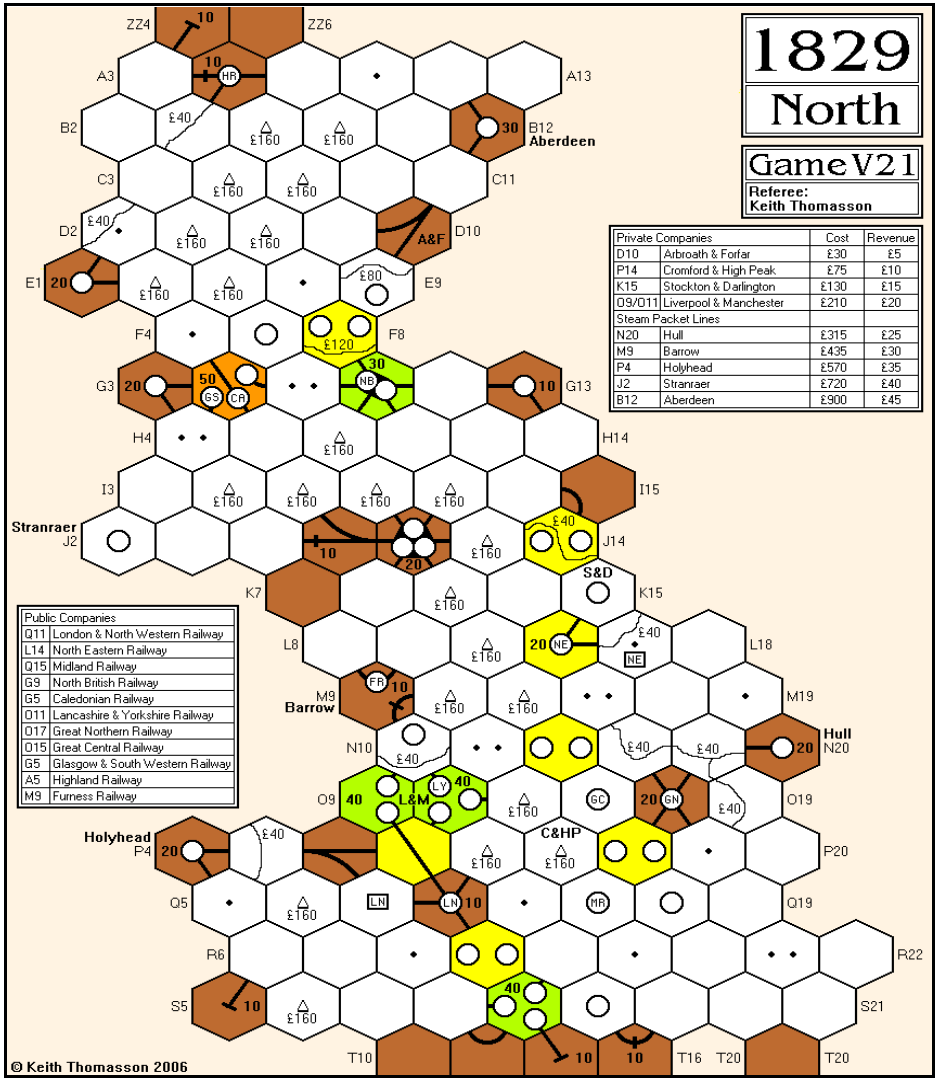
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Rob Thomasson	9	15	228	252	482	18.7▾	3
Lionel Robbins	116	25	0	141	527	20.4▾	3
Peter Berlin	49	25	0	74	525	20.4▴	4
John Hopkins	99	25	-52	72	530	20.6▴	4
Mike Hutton	394	10	-100	214	514	19.9▾	3

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
✪ Rob Thomasson	A&F	2	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	L&M	1	1	-	-	-	-	-	-	-	-	-
Peter Berlin	C&HP	3D	1	-	-	-	-	-	-	-	-	-
John Hopkins	S&D	2	3D	-	-	-	-	-	-	-	-	-
Mike Hutton	-	3	-	-	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	3	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)		-	2									
Price (pool)		100	76									
Company credit		780	720									
Tokens		5	5	5	4	4	4	4	4	3	3	3
Trains		2	2									

Bank cash: $19,247 Certificate limit: 18 Trains: 5 x '2', 5 x '3'...

Tiles	Tile number/Availability											One Operating Round between Stock Rounds
Yellow	1/2	2/2	3/2	4/6	5/3	6/4	7/4	8/8	9/9			



Orders required for the following rounds	*By the early deadline*
OR3, SR4	*Adjudication can pause between rounds if requested*

1830-G20

The '5' trains sell out, but the first '6' has yet to be bought.

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	90	Yes	①	142A▲	170	5 3
NYC	DS	63:E19:1	130	Yes	② ③	140C▲	28	5 4
B&O	RK	64:H18:2	230	No	④	90C▼	752	3 3
PRR	MB	63:H16:1	130	Yes	-	90E▲	320	4
NYNH	DS	62:G19:1	180	No	④	75F▼	49	5 4
CPR	RK	9:C13:3	80	No	-	69G▼	583	3
C&O	WM	-	260	No	-	30I▼	335	4 3

Notes: ① $450 to the bank for a '5' train - privates close
② $40 to the bank for a token in G19
③ $450 to the bank for a '5' train
④ $40 to the bank for a token in H18

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:D10:3	160	Yes	①	160A▲	90	5 3
NYC	DS	8:D20:3	330	Yes	-	155C▲	28	5 4
PRR	MB	61:I15:1	150	Yes	-	100E▲	380	4
B&O	RK	45:F18:2	260	No	-	82C▼	1,012	3 3
NYNH	DS	-	320	No	-	71F▼	369	5 4
CPR	RK	8:C11:1	80	Yes	-	70G▲	599	3
C&O	WM	63:H10:1	300	No	-	20I▼	635	4 3

Notes: ① $80 to the bank for terrain costs

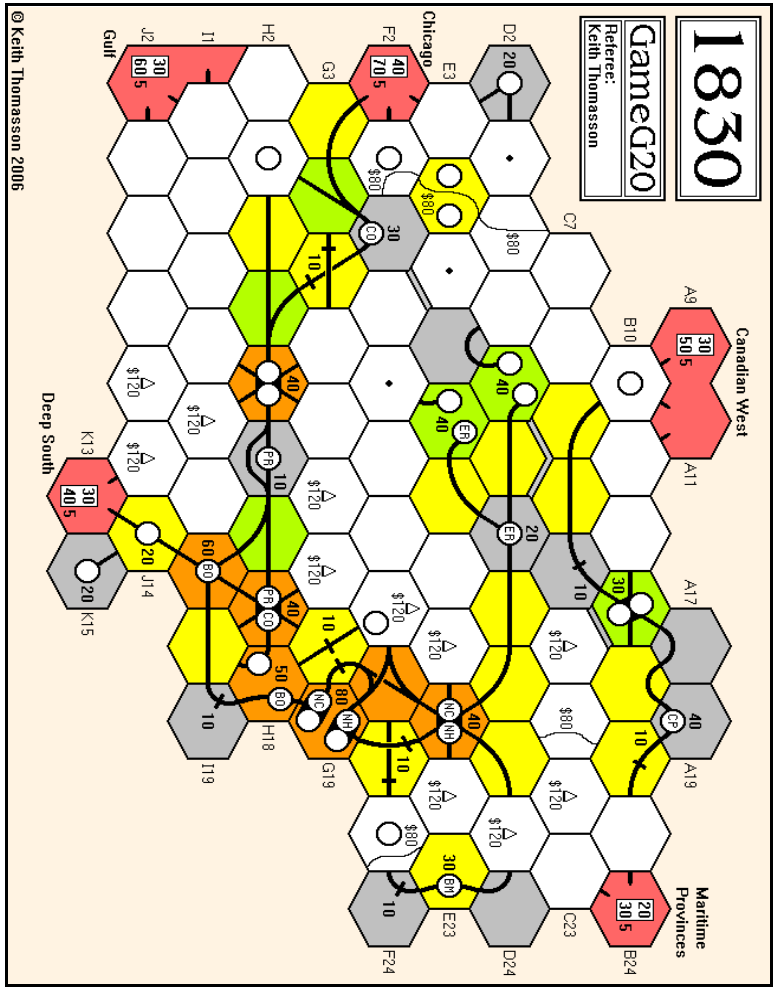
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Stephen Webb	24	52	132	208	1,163	17.4▲	8
Martin Butcher	37	105	138	280	1,533	22.9▲	10/11
Willem Moene	4	54	96	154	1,356	20.2▼	6/13
Don Smith	16	78	198	292	1,577	23.6▲	9
Roger Krueger	74	9	48	131	1,063	15.9▼	9

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	4	-	-	-	-	-	5P
✪ Martin Butcher	-	6P	-	-	1	1	3	1	-
Willem Moene	-	-	-	-	1	8P	6P	-	-
Don Smith	-	-	6P	-	-	-	-	5P	-
Roger Krueger	-	-	-	4P	6P	-	1	-	-
Bank (new)		-	-	4	2	1	-	-	5
Price (new)		76	90	76	100	67	100	71	67
Bank (pool)		4	-	2	-	-	-	4	-
Price (pool)		100E	155C	70G	82C	20I	160A	71F	67F
Company credit		380	28	599	1,012	635	90	369	
Tokens		2	2	3	1	1	1	-	2
Trains		4	5 4	3	3 3	4 3	5 3	5 4	-

Bank cash: $7,822 Certificate limit: 13 Trains: 2 x '6', Diesels
Current operating order: Erie, NYC, PRR, B&O, NYNH, CPR, C&O

Tiles	Tile number/Availability											
Yellow	1/1	2/-	3/2	4/2	7/3	8/3	9/2	55/-	56/1	57/3	58/1	69/-
Green	14/2	15/2	16/1	18/1	19/1	20/1	23/-	24/3	25/1	26/1	27/1	28/1
	29/1	53/2	54/1	59/-								
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/1	46/2	47/1	61/1	62/-	63/-
	64/-	65/1	66/1	67/1	68/1	70/1						

Three Operating Rounds between Stock Rounds



Orders required for the following round	*By the early deadline*
SR8	

1830-R20

The '5' trains and the brown tiles are in play.

OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	53:I15:1	160	Yes	-	100B▲	400	4 3
Erie	MH	59:E11:2	-	-	①	76C▼	0	4
NYNH	MF	54:G19:1	190	Yes	②	90E▲	420	3
C&O	MH	14:F16:1	-	-	③	67E▼	105	5 4
PRR	WM	57:H16:3	60	Yes	-	76D▲	496	3 3
B&M	MF	62:G19:1	-	-	④ ⑤ ⑥	65F▼	0	5 3
CPR	RL	14:B16:3	110	No	-	30K▼	119	4

Notes:
① $80 to the bank for terrain costs
② $820 to the C&O for a '4' train
③ $750 to the bank for a '4' train and a '5' train - privates close
④ $40 to the bank for a token in G19
⑤ $220 to the NYNH for a '3' train
⑥ $450 to the bank for a '5' train

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	9:I17:3	160	Yes	①	112B▲	320	4 3
NYNH	MF	61:E23:4	120	Yes	②	100E▲	6	5 3
PRR	WM	15:H16:3	70	Yes	-	82D▲	503	3 3
Erie	MH	-	-	-	-	70C▼	0	4
C&O	MH	59:H18:2	240	Yes	③	71E▲	5	5 4
B&M	MF	8:F18:4	310	Yes	-	67F▲	31	5 3
CPR	RL	9:C13:3	110	Yes	-	40K▲	130	4

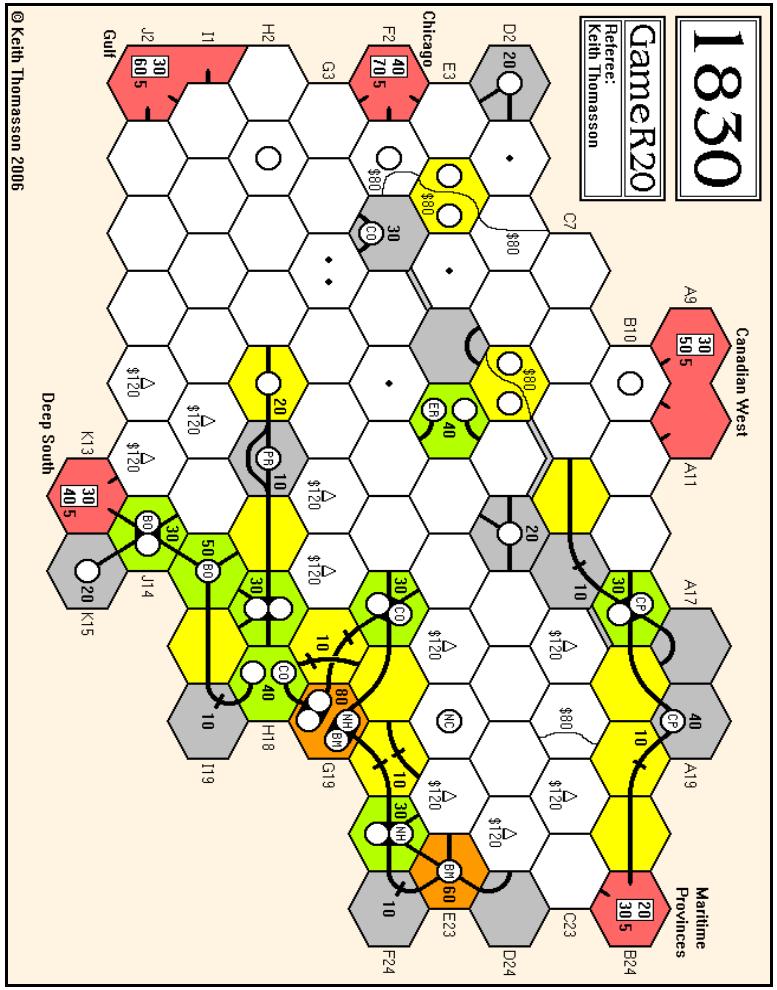
Notes:
① $80 to the bank for terrain costs
② $450 to the bank for a '5' train
③ $100 to the bank for a token in H18

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Richard Lunn	101	35	116	252	784	17.1▲	2/9
Mark Frueh	9	95	239	343	1,249	27.3▲	9
Willem Moene	52	36	53	141	673	14.7▲	5/6
Don Smith	60	124	92	276	936	20.5▼	5
Mike Hutton	39	0	120	159	934	20.4▼	9

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	-	-	8P	1	-	-	1	-
Mark Frueh	-	-	-	-	1	-	5P	5P
✪ Willem Moene	6P	-	1	-	-	-	-	-
Don Smith	-	-	-	5P	-	-	1	-
Mike Hutton	-	-	-	-	5P	6P	-	-
Bank (new)	3	10P	-	4	4	4	-	4
Price (new)	90		71	100	76	82	76	71
Bank (pool)	1	-	1	-	-	-	3	1
Price (pool)	82D		40K	112B	71E	70C	100E	67F
Company credit	503		130	320	5	0	6	31
Tokens	3	4	2	1	-	2	-	-
Trains	3 3		4	4 3	5 4	4	5 3	5 3

Bank cash: $9,834 Certificate limit: 13 Trains: 2 x '6', Diesels
Current operating order: B&O, Erie, NYNH, C&O, PRR, B&M, CPR

Tiles	Tile number/Availability											
Yellow	1/-	2/1	3/2	4/2	7/4	8/6	9/3	55/1	56/-	57/3	58/1	69/1
Green	14/-	15/-	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1
	29/1	53/1	54/1	59/-								
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	62/-	63/3
	64/1	65/1	66/1	67/1	68/1	70/1						



Orders required for the following round	*By the early deadline*
SR6	

1830-F21	There is only one 69 tile and it is already on the map.	OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MH	15:E19:4	-	-	①	76C▾	640	3
C&O	TS	-	50	Yes	①	76E▴	230	3 3 2
PRR	MS	57:H16:3	60	Yes	-	71F▴	175	3 2
NYNH	WM	-	50	Yes	-	60I▴	375	2 2 2 2

Notes: ① $180 to the bank for a '3' train

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	TS	9:I3:2	80	Yes	-	82E▴	230	3 3 2
NYC	MH	9:F18:2	80	Yes	①	82C▴	500	3
PRR	MS	-	60	Yes	-	75F▴	200	3 2
NYNH	WM	-	50	Yes	②	67H▴	80	2 2 2 2

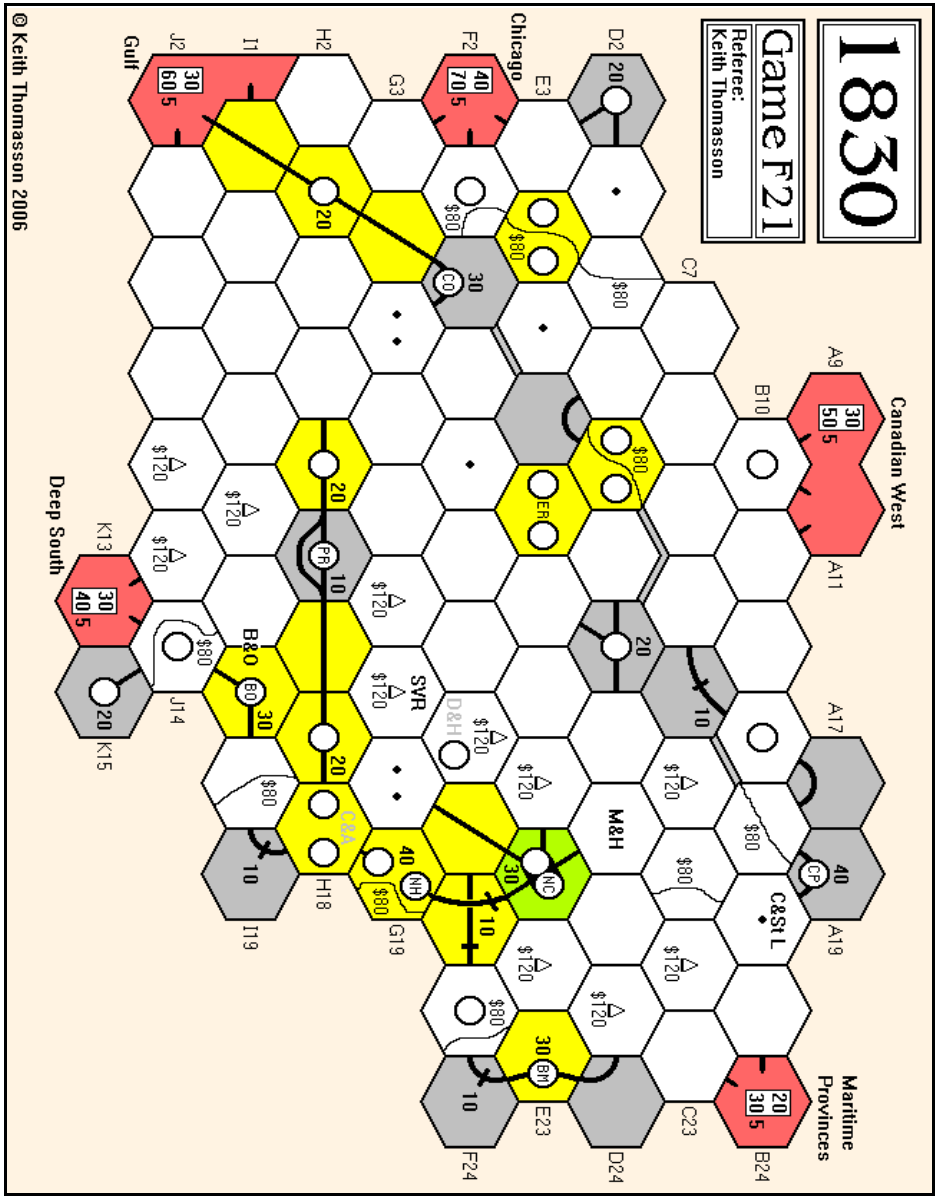
Notes: ① $140 to Mike for the D&H private
② $320 to Willem for the C&A private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Mark Stretch	146	46	49	241	840	20.5▾	7
Willem Moene	36	56	382	474	914	22.3▴	5
Don Smith	12	56	59	127	911	22.3▾	7
Tony Sait	44	36	54	134	701	17.1▴	6
Mike Head	18	15	203	236	728	17.8▾	5

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
✪ Mark Stretch	-	6P	-	-	-	1	-	1	-
Willem Moene	-	1	-	-	-	2	-	3P	-
Don Smith	C&StL, B&O	1	-	-	3P	1	-	1	-
Tony Sait	-	1	-	-	-	6P	-	-	-
Mike Head	-	-	6P	-	-	-	-	-	-
Bank (new)		1	4	10P	7	1	10P	-	10P
Price (new)		67	82		100	67		67	
Bank (pool)		-	-	-	-	-	-	5	-
Price (pool)		75F	82C		100A	82E		67H	
Company credit		200	500			230		80	
Tokens		3	3	4	3	2	3	1	2
Trains		3 2	3			3 3 2		2222	

Bank cash: $9,778 Certificate limit: 13 Trains: 1 x '3', 4 x '4'...
Current operating order: C&O, NYC, PRR, NYNH

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/2	4/2	7/4	8/8	9/3	55/1	56/1	57/1	58/2	69/-
Green	14/3	15/1	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1
	29/1	53/2	54/1	59/2								



Orders required for the following round	*By the early deadline*
SR4	

1835-B21	The SxE brings out the green tiles.	OR5 - SR6

OR5	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
B-M	TS	8:L4:1		40	Yes	-		80	2
B-P	MS	-		60	Yes	-		40	2+2 2
Mag	DS	8:D10:2		60	Yes	-		90	2
K-M	WM	-		60	Yes	-		35	2+2 2
B-S	JS	-		50	Yes	-		100	2
A-K	JS	-		60	Yes	-		120	2
ByE	JS	-	-	150	Yes	-	122C▲	365	2+2 2 2 2
SxE	TS	56:I17:6	202:H20:3	-	-	①	86C▼	580	3 2+2

Notes: ① 300M to the bank for a '2+2' train and a '3' train - L-D private closes

Stock Round 6

Don	John	Willem	Mark	Tony
- 3 ByE {▾112D} - 1 SxE {▾84D} + MsE/Dir	+ ByE pool	✘	+ SxE pool	+ HeE/Dir
+ MsE new{20%}	✘	✘	✘	✘
+ MsE new{20%}	✘	✘	✘	✘
✘	*Priority for SR7*			

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Willem Moene	7	75	0	82	686	17.8▲	5
Mark Stretch	62	50	-84	28	542	14.0▾	5
Tony Sait	216	35	-168	83	825	21.4▾	6
Don Smith	83	105	-28	160	950	24.6▲	6
John Shelley	9	130	-112	27	859	22.2▲	7

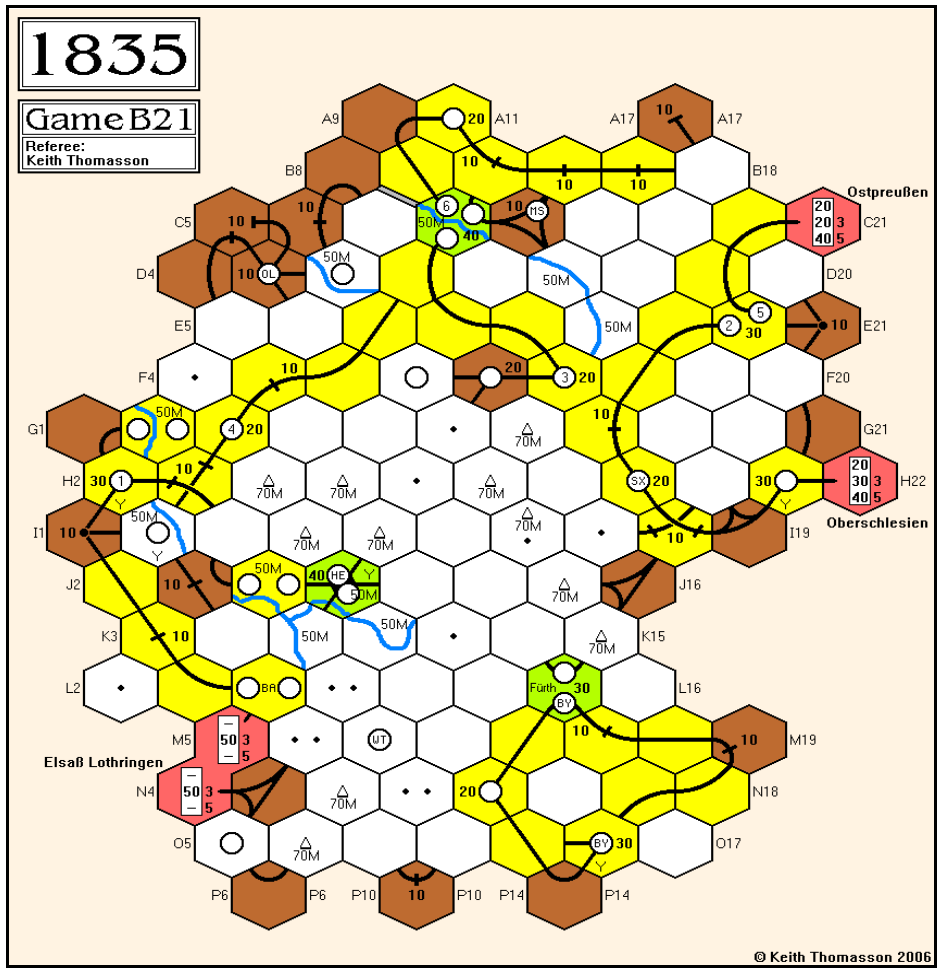
Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OlE
Willem Moene	Han / K-M	-	10/1	20/2	-	-	-	-	-
Mark Stretch	B-P	-	-	40/4	-	-	-	-	-
Tony Sait	Pfa / B-M	-	-	40/3	-	-	20/1	-	-
Don Smith	N-F, Bra / Mag	-	-	-	-	-	-	60/3	-
✪ John Shelley	B-S, A-K	-	60/5	-	-	-	-	-	-

Bank (new)	40/4	-	-	100/8	100/8	80/7	40/4	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	30/3	-	-	-	-	-	-
Price (pool)		112D	86C			84D	80E	
Company credit		365	580				480	
Trains		2+2 2 2 2	3 2+2				-	

Bank cash: 9,730M Certificate limit: 12 Trains: 3 x '3', 3 x '3+3'...

Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, MsE

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/2	4/1	5/2	6/1	7/8	8/8	9/5	55/1	56/1	57/-
	58/-	69/1	201/1	202/1								
Green	12/2	13/2	14/2	15/2	16/3	18/1	19/2	20/2	23/3	24/3	25/3	26/2
	27/2	28/2	29/2	87/2	88/2	203/2	204/2	205/1	206/1	207/2	208/2	209/1
	210/1	211/1	212/1	213/1	214/1	215/1						



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

1837-G21	The first public company is floated.	OR3 - SR4

S4 only ran for 50K last time.

OR3	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	SW	58:E13:1	70	20	Half	-		80	1G
RGTE	DS	9:C13:3	30	30	Half	-		90	1G
EOD	TR	58:C15:4	50	20	Half	-		70	1G
EKT	DS	9:D24:1	40	25	Half	-		90	1G
MLB	GH	7:D32:1	40	20	Half	-		75	1G
ZKB	DS	58:I33:4	50	25	Half	-		95	1G
SPB	SW	3:I27:3	30	30	Half	-		85	1G
LRB	SW	402:J26:1	30	25	Half	-		80	1G
BB	DS	7:M15:5	30	35	Half	-		95	1G
EHS	DS	58:F30:1	40	20	Half	-		75	1G
S1	SW	9:I17:3	60	-	Half	-		60	2
S2	TR	-	40	-	Half	-		40	2
S3	SW	-	50	-	Half	-		50	2
S4	GH	-	50	-	Half	-		50	2
S5	GH	-	50	-	Half	-		50	2
K1	SW	-	50	-	Half	-		50	2
K2	TR	8:H12:6	60	-	Half	-		60	2
K3	TR	4:G11:3	50	-	Half	-		50	2
U1	DS	58:G23:5	60	-	Half	① ②		10	2 2
U2	DS	9:J20:1	-	-	-	②		0	2
U3	TR	8:H24:3	50	-	Half	②		0	2 2

Notes: ① 50K to the bank for terrain costs
② 90K to the bank for a '2' train

Stock Round 4

Stephen	Don	Tony	Geoff
+ Bk new	✘	+ Ms new	+ Bk new
+ Bk new {floated}	✘	+ Ms new	✘
+ Bk new	✘	✘	✘
✘	*Priority for SR5*		

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Stephen Webb	170	170	-312	28	1,065	26.3▲	11
Don Smith	45	125	0	170	940	23.3▼	8
Tony Robbins	37	137	-140	34	904	22.4▲	9
Geoff Hardingham	24	172	-104	92	1,134	28.0▼	10

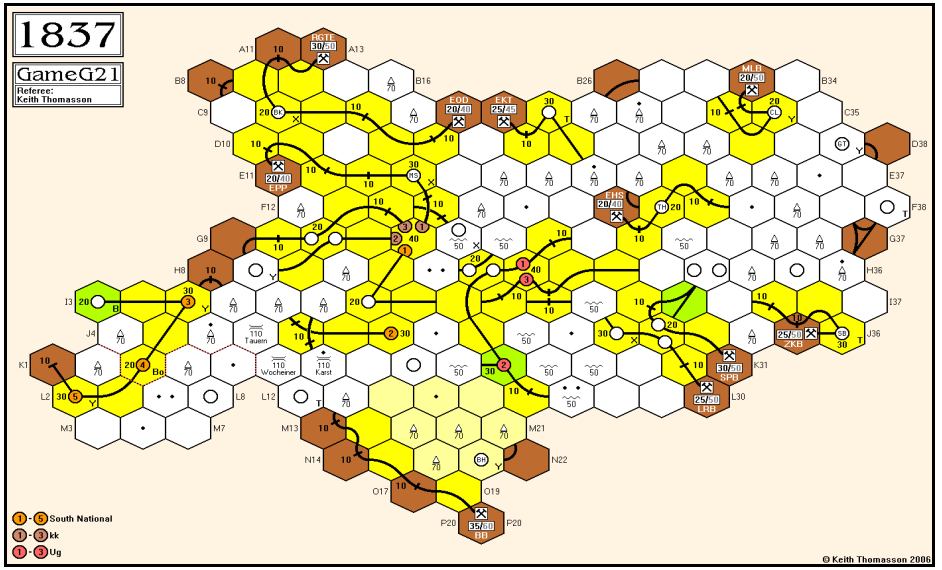
The EPP and the RGTE may be exchanged for shares in the Bk public company. This option can be exercised before the next operating round, or before the next stock round. If Stephen exchanges the EPP for a share, he will take control of the Bk and will need to provide orders for the operating round.

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	A S EPP SPB LRB S1 S3 K1	-	3	-	-	-	-	-	-	-	-
✪ Don Smith	RGTE EKT ZKB BB EHS U1*2 U2	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kara EOD S2 K2 K3 U3/P	-	-	-	-	-	4D	-	-	-	-
Geoff Hardingham	B Kart T W MLB S4 S5 U3	-	3D	-	-	-	-	-	-	-	-

Bank (new)	9	2	9	10	7	4	8	5	8	5
Price (new)		104				70				
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)		104A				70G				
Company credit	-	832	-	-	-	-	-	-	-	-
Tokens	3	3	3	3	-	3	3	-	3	-
Trains	-	-	-	-	-	-	-	-	-	-

Bank cash: 12,689K Certificate limit: 21 Trains: 1 x '2', 5 x '3'/6 x '2g'..
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3, Bk

Tiles	Tile number/Availability											
Yellow	1/2	2/2	3/3	4/7	5/1	7/7	8/18	9/13	55/1	56/-	57/1	58/4
	69/2	201/1	202/2	401/2	402/1	404/1						



Orders required for the following rounds	*By the early deadline*
OR4, SR5	*Adjudication can pause between rounds if requested*

1856-M19	Simon takes control of the CGR.	SR8

Stock Round 8

Simon	Stephen	Willem	Tony	Lyndon
+ CPR pool	- 2 THB {▾110E} + BBG new	+ CPR pool	+ CPR pool	+ CPR new
+ CPR new	+ BBG new	+ CPR new	+ CPR new	+ CGR pool
+ BBG new - 1 BBG {▾110C}	+ BBG pool	+ TGB new	✘	✘
+ CGR pool	+ BBG pool	+ TGB new	✘	✘
+ CGR pool	+ CGR pool	+ TGB new	✘	✘
+ CGR pool {gains Pres}	+ CGR pool	✘	✘	✘
✘	✘	*Priority for SR9*		

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Stephen Webb	438	-320	118	1,618	20.6▴	11
Willem Moene	613	-380	233	1,623	20.7▾	11/13
Tony Sait	120	-110	10	260	3.3▴	0/4
Lyndon Gurr	1,279	-165	1,114	2.844	36.2▾	11/12
Simon Cutforth	434	-385	49	1,509	19.2▴	8½/10½

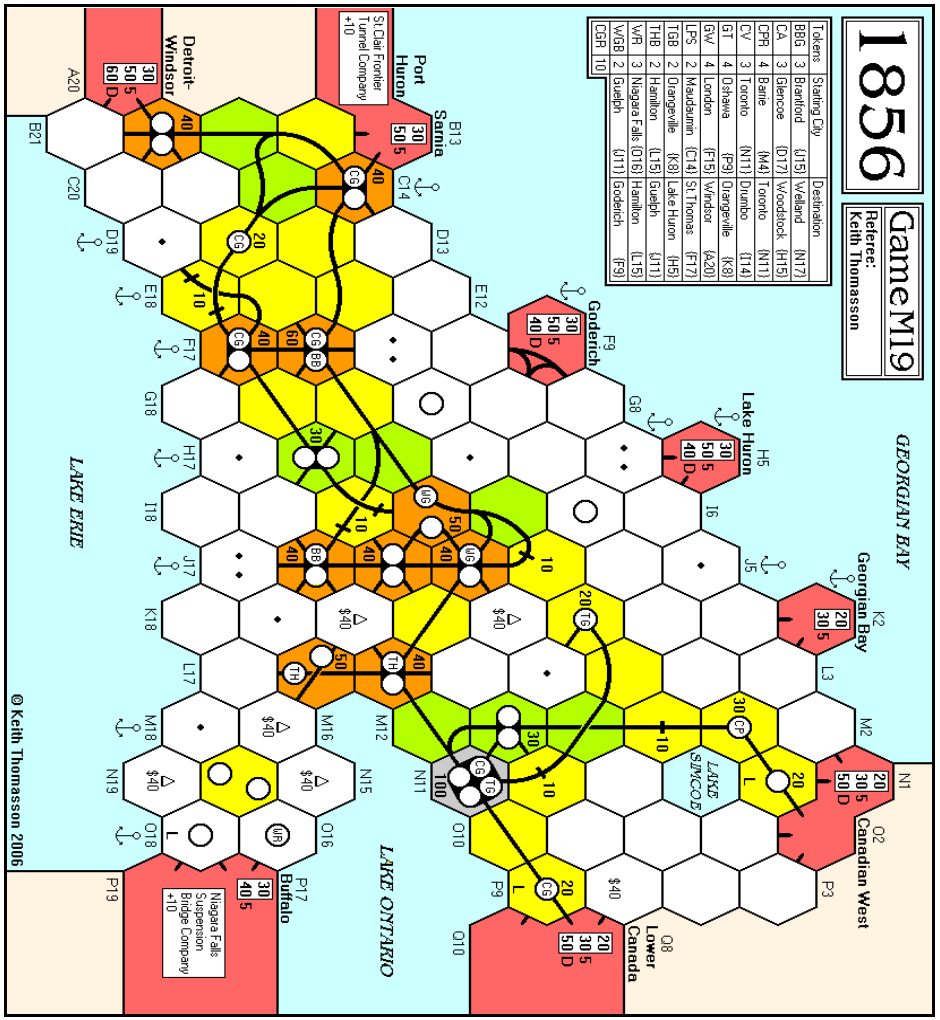
Portfolio	BBG	CPR	TGB	THB	WGB	WR	CGR
Stephen Webb	4	-	6P	-	-	-	4
✪ Willem Moene	-	2	3	6P	3	-	-
Tony Sait	-	5P	-	-	-	-	-
Lyndon Gurr	6P	1	-	2	1	-	6
Simon Cutforth	-	2	-	-	6P	-	7P

Bank (new)	-	-	1	-	-	10P	-
Price (par)	100	65	90	75	100	100	100
Bank (pool)	-	-	-	-	-	-	3
Price (pool)	125B	50H	100B	110E	110A	110A	100A
Company credit	422	78	160	55	21	21	1,025
Tokens	1	4	-	-		3	4
Trains	5 5	6	6	D	D 5	-	-

Bank cash: $8,715 Certificate limit: 11 Trains: Diesels

Current operating order: BBG, THB, WGB, TGB, CGR, CPR

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	1/1	2/-	3/2	4/3	5/1	6/2	7/6	8/8	9/8	55/1	56/-	57/1
	58/2	69/-										
Green	14/2	15/3	16/1	17/1	18/1	19/1	20/1	23/3	24/4	25/-	26/-	27/-
	28/1	29/1	59/2	120/1	121/2							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/3	64/-	65/1
	66/1	67/1	68/-	70/1	122/-	125/-	126/-	127/1				
Grey	123/1	124/1										



Orders required for the following rounds	*By the early deadline*
OR14, OR15	*Adjudication can pause between rounds if requested*

1856-Y19	Welcome to the CGR.	OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CA	SW	63:D17:1	130	No	① ②	110E▾	0	-
LPS	PB	-	150	Yes	③	110E▴	0	-
WR	MB	125:O18:6	130	Yes	-	110E▴	0	-
CV	SW	15:J13:2	140	Yes	④	110B▴	0	6 4
THB	MB	9:K14:3	150	No	⑤	80A▾	260	4
TGB	RT	6:I8:1	170	Yes	⑥	100A▴	514	5
WGB	PB	15:J11:4	-	-	-	80A▾	199	4 4

Notes:
① Government loan secured
② $692 to the CV for a '3' train
③ Run reduced to $110 to pay loan interest
④ $700 to the bank for a '6' train - '3' trains disappear and the CGR forms. The CA, GW, LPS, CPR, WR and GT join the CGR. Stephen pays $89 to keep the CV independent. The CGR is floated at $100. Peter is the President.
⑤ $40 to the bank for terrain costs
⑥ $40 to the bank for a token in N11

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Peter Berlin	90	55	145	1,045	20.9▾	6½
Mike Head	65	22	87	487	9.7▾	2
Martin Butcher	372	78	450	1,230	24.5▴	6½
Rob Thomasson	132	96	228	1,228	24.5▴	6½
Stephen Webb	191	-19	172	1,022	20.4▾	5½

Portfolio	BBG	CV	TGB	THB	WGB	CGR
Peter Berlin	-	-	-	-	5P	5P
Mike Head	-	-	-	-	-	4
Martin Butcher	-	-	-	6P	-	3
Rob Thomasson	-	-	5P	-	-	5
✪ Stephen Webb	-	5P	-	-	-	3

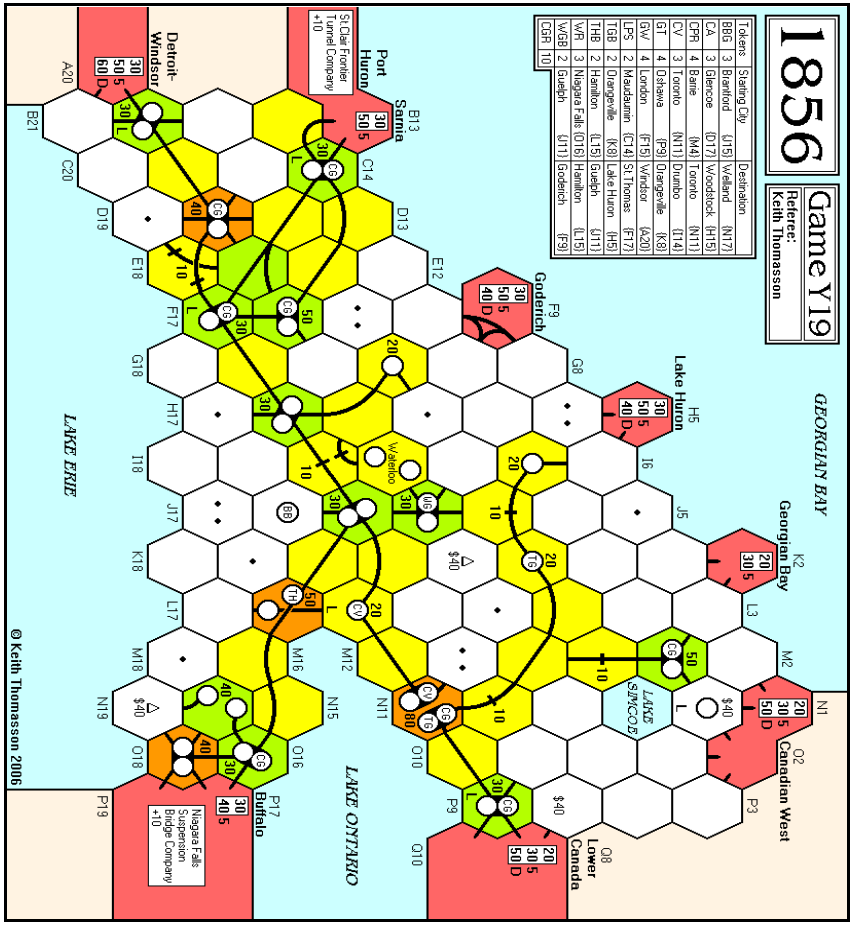
Bank (new)	10P	4	5	4	5	-
Price (par)		100	100	100	100	100
Bank (pool)	-	1	-	-	-	-
Price (pool)		110B	100A	80A	80A	100A
Company credit		0	514	260	199	83
Tokens	3	1	-	1	2	2
Trains		4 3	5	4	4 4	5 5

Bank cash: $9,862 Certificate limit: 13 Trains: 1 x '6', Diesels
Current operating order: CV, CGR, TGB, THB, WGB

Stephen brought the CGR into play and made it a shorter operating round. Is Stephen hadn't done it, Rob would have when the TGB operated.

Peter wanted the WGB to fold into the CGR, but it has trains and no outstanding loans, so could not join the club. Stephen, your calculations on how much you needed to give the CV to clear its loan was based on the '6' train being $630, but they are $700 in 1856. I presumed you were more interested in keeping the company than keeping the cash difference.

Tiles	Tile number/Availability											
Yellow	1/1	2/-	3/3	4/2	5/-	6/1	7/6	8/7	9/6	55/1	56/-	57/2
	58/1	69/1										
Green	14/-	15/-	16/1	17/1	18/1	19/1	20/1	23/4	24/3	25/1	26/1	27/1
	28/1	29/1	59/1	120/1	121/-							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1
	66/1	67/1	68/-	122/-	125/4	126/1	127/1					
Grey	123/1	124/1										



Orders required for the following round	*By the early deadline*
SR7	

1856-D22

Early bids means that they all go out in a rush.

PRIVATES

Stock Round 1 - Private Companies

Richard	Bids $75 on the GLSC
Tony	Bids $105 on the SCFTC
Willem	Bids $80 on the GLSC
Mike	Bids $105 on the NFSBC
John	Buys the FT for $20
Richard	Bids $55 on the CC
Tony	✘
Willem	Buys the WSR for $40
	✪ Richard gets the CC for $55
	✪ Richard gets the GLSC for $85
	✪ Mike gets the NFSBC for $105
	✪ Tony gets the SCFTC for $105
	Priority for the remainder if the round lies with Mike

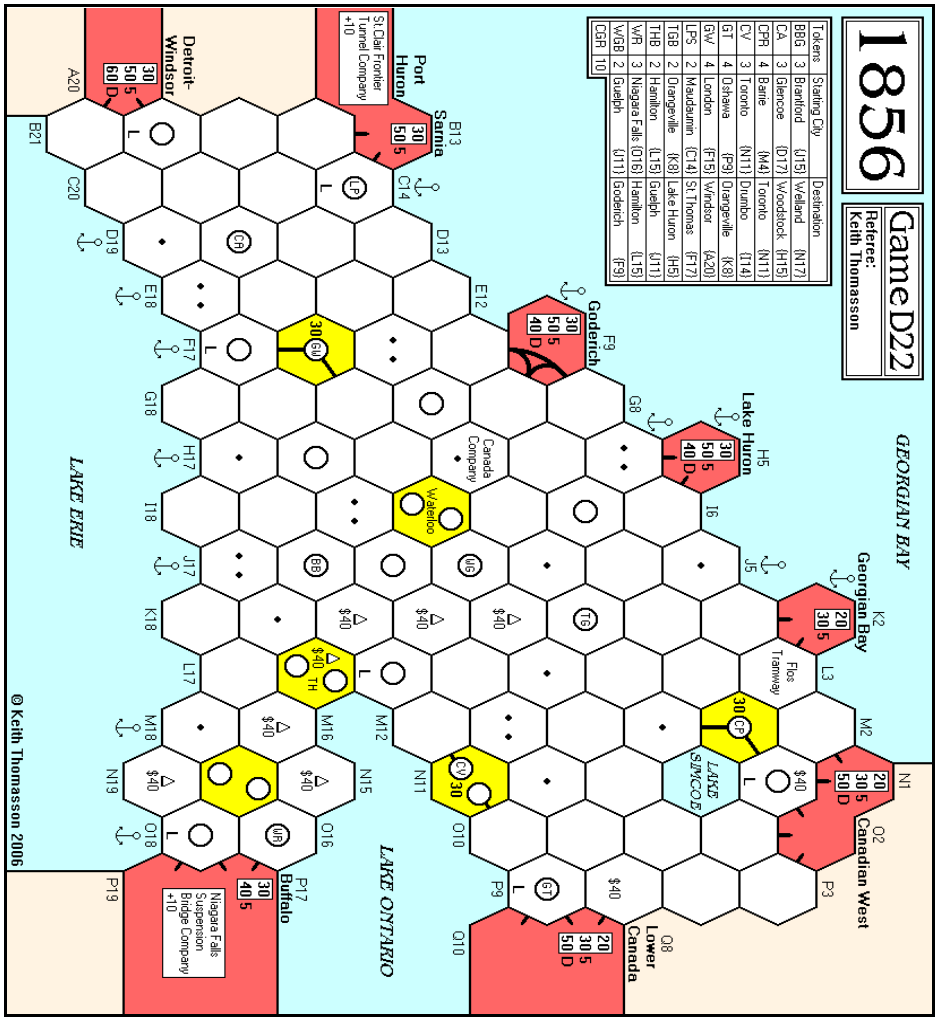
Cash Flow	b/f	Privates	c/f	Value	%	Certs
Richard Lunn	300	-140	160	280	19.0▾	2
Tony Robbins	300	-145	155	295	20.1▴	2
Willem Moene	300	-40	260	300	20.4▴	1
Mike Head	300	-105	195	295	20.1▴	1
John Shelley	300	-20	280	300	20.4▴	1

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	CC, GLSC	-	-	-	-	-	-	-	-	-	-	-
Tony Robbins	SCFTC	-	-	-	-	-	-	-	-	-	-	-
Willem Moene	WSR	-	-	-	-	-	-	-	-	-	-	-
✪ Mike Head	NFSBC	-	-	-	-	-	-	-	-	-	-	-
John Shelley	FT	-	-	-	-	-	-	-	-	-	-	-
Bank (new)		10P	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)												
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-
Price (pool)												
Company credit												
Tokens		3	3	4	3	4	4	2	2	2	2	3
Trains												

Bank cash: $10,910 Certificate limit: 13 Trains: 6 x '2', 5 x '3'...

Tiles	Tile number/Availability											
Yellow	1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/3
	58/3	69/1										

One Operating Round between Stock Rounds



Orders required for the following round	*By the early deadline*
SR1 - public companies	

1870-U19	The last company comes out to play.	SR7

Stock Round 7

Martin	Lyndon	Stephen	John	Mike
+ GMO new - 2 GMO {▾100F}	+ SP new	+ FW new	+ SLSF pool	+ SLSF pool
+ SLSF pool	+ SLSF pool	+ FW new	+ SLSF new	+ SLSF new
+ MKT new	+ SLSF new	+ FW new	+ MKT new	+ TP pool
✘	ATSF redeems from Lyndon	+ GMO pool	+ TP new	✘
✘	+ SP new {floated}	+ IC pool	✘	✘
✘	✘	✘	*Priority for SR8*	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Lyndon Gurr	452	-180	272	2,468	24.4▾	16
Stephen Webb	403	-388	15	1,213	12.0▾	10/14
John Shelley	486	-328	158	2,008	19.9▾	16/17
Mike Hutton	603	-242	361	1,931	19.1◂	15/16
Martin Butcher	679	44	723	2,479	24.6▴	12

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	5P	-	5P	-	-	-	4P	6P	-	-
Stephen Webb	-	3	2	1	5P	-	-	-	-	5P
✪ John Shelley	1	1	1	1	1	6P	3	-	3	1
Mike Hutton	3	-	-	6P	1	4	2	-	-	1
Martin Butcher	-	6P	-	-	1	-	1	-	6P	-
Bank (new)	-	-	-	2	-	-	-	4	-	3
Price (par)	100	72	68	76	68	76	100	90	76	100
Bank (pool)	-	-	2	-	-	-	-	-	-	-
Price (pool)	180A	72D	100F	72F	60H	82E	64F	90B	200B	82B
Company credit	0	162	526	600	401	0	0	900	81	0
Redeemed shares	1	-	-	-	2	-	-		1	
Tokens	-	1+D	-	-	D	1+D	-	3+D	-	2+D
Trains	8	8	6	6	5	8	5 5	-	5	6

Bank cash: $7,801 Certificate limit: 13 Trains: 2 x '10', '12's

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

Tiles	Tile number/Availability											
Yellow	1/1	2/1	3/3	4/4	5/1	6/1	7/5	8/7	9/10	55/1	56/1	57/3
	58/4	69/1										
Green	14/2	15/3	16/2	17/2	18/2	19/2	20/1	23/2	24/-	25/3	26/2	27/2
	28/2	29/2	141/2	142/2	143/1	144/1						
Brown	39/1	40/1	41/3	42/3	43/1	44/1	45/2	46/1	47/1	63/-	70/2	145/2
	146/2	147/2	170/3							Grey	171/-	172/-

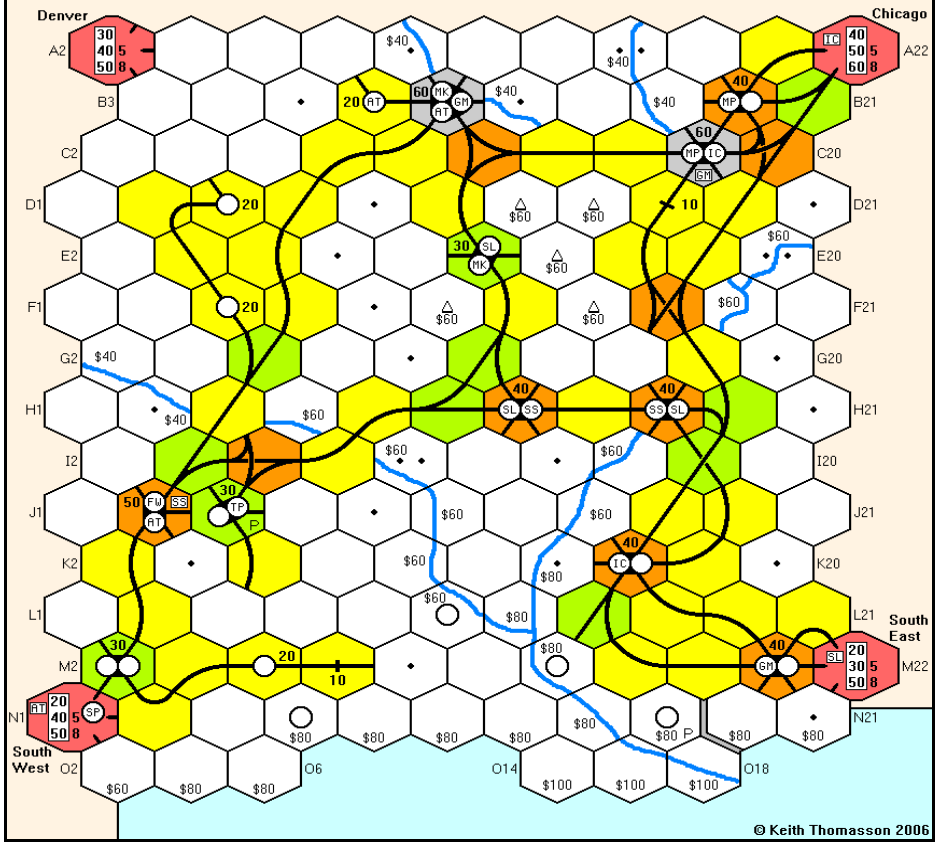
1870

GameU19

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)



Orders required for the following rounds	*By the early deadline*
OR12, OR13	*Adjudication can pause between rounds if requested*

1870-O20

Just one round as four new companies find their feet.

OR7

The SP redeemed one share from the bank pool.

OR7	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
SP	SW	6:L11:4	8:M12:1	200	Yes	① ② ③	100F▲	27	4 3
FW	WM	5:J3:2	9:I4:2	-	-	④	82B▼	600	4
IC	SC	57:K16:2	7:L15:2	-	-	⑤	82B▼	600	4
SLSF	WM	-	-	90	Yes	-	90E▲	352	3
MKT	DS	57:D5:2	8:E4:2	90	Yes	-	90E▲	315	3
GMO	SC	7:I20:5	8:I18:3	50	Yes	⑥	82D▲	0	4 3
MP	RK	14:C18:3	-	70	Yes	④	82D▲	1,400	4
TP	RK	57:J5:3	8:J7:6	-	-	⑦	68E▼	61	3
SSW	RK	57:H17:3	9:H15:3	-	-	① ⑧ ⑨	68E▼	61	5 3

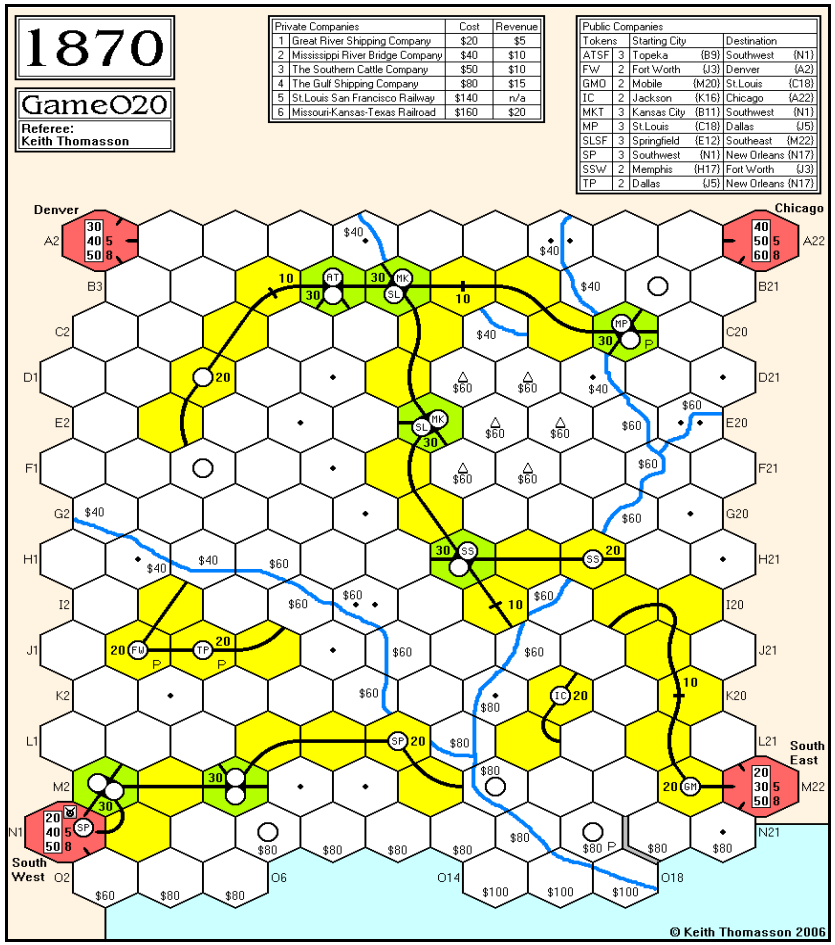
Notes:
① $60 to the bank for terrain costs
② $40 to the bank for a token in L11
③ $300 to the bank for a '4' train - '2' train become obsolete
④ $300 to the bank for a '4' train
⑤ $600 to the bank for two '4' trains
⑥ $330 to the IC for a '4' train
⑦ $939 to the MP for a '3' train
⑧ $40 to the bank for a token in H13
⑨ $450 to the bank for a '5' train - private companies close
⑩ $289 to the MP for a '3' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Simon Cutforth	45	25	70	972	18.3▼	9
Don Smith	35	45	80	940	17.7▼	8
Stephen Webb	64	179	243	1,377	26.0▲	11
Willem Moene	0	54	54	1,086	20.5▼	10
Roger Krueger	12	50	62	926	17.5▼	8

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
✪ Simon Cutforth	-	-	5P	6P	-	-	-	-	-	-
Don Smith	5	-	-	-	5P	-	-	-	-	-
Stephen Webb	-	-	1	-	1	1	2	7P	-	-
Willem Moene	-	6P	-	-	-	-	6P	-	-	-
Roger Krueger	-	-	-	-	4	2	-	-	3P	2P
Bank (new)	5	4	4	4	-	3	1	1	4	4
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	-	-	-	-	-	3	-	1	3	4
Price (pool)	82C	82B	82D	82B	90E	82D	90E	100F	68E	68E
Company credit		600	0	600	315	1400	352	27	61	61
Redeemed shares		-	-	-	-	1	1	1	-	-
Tokens	3+D	1+D	1+D	1+D	1+D	2+D	1+D	1+D	D	1+D
Trains		4	4 3	4	3	4	3	4 3	5 3	3

Bank cash: $8,075 Certificate limit: 13 Trains: 3 x '5', 3 x '6'...
Current operating order: SP, SLSF, MKT, GMO, MP, FW, IC, TP, SSW

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
Yellow	1/1	2/1	3/3	4/4	5/1	6/-	7/7	8/11	9/17	55/1	56/1	57/1
	58/3	69/1										
Green	14/1	15/-	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						
Brown	39/1	40/2	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/5	70/2	145/2
	146/2	147/2	170/4									



Orders required for the following rounds	*By the early deadline*
OR8, SR6	*Adjudication can pause between rounds if requested*

1895-L20	People are wiling to pay the monopoly surcharge.	SR6

Stock Round 6

Tim	Martin	Roger
+ STA new	+ OB new	+ SD new
+ STA new {+20%}	- 1 OB {▾100D}	+ OB pool
✘	- 1 OB {▾90E} + NS new	✘
✘	+ NS new	✘
✘	+ NS new	✘
✘	+ NS new {floated ▴70E}	✘
✘	+ NS new {+20%}	✘
✘	- 1 STA {▾70F} + NS new {+20%}	✘
✘	- 1 OME {◂▸} + NS new {+20%}	✘
✘	+ NS new {+20%}	✘
✘	✘	*Priority for SR7*

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Roger Krueger	253	-220	33	1,263	31.7▾	10
Tim Franklin	287	-176	111	1,141	28.7▾	11
Martin Butcher	272	-246	26	1,576	39.6▴	13

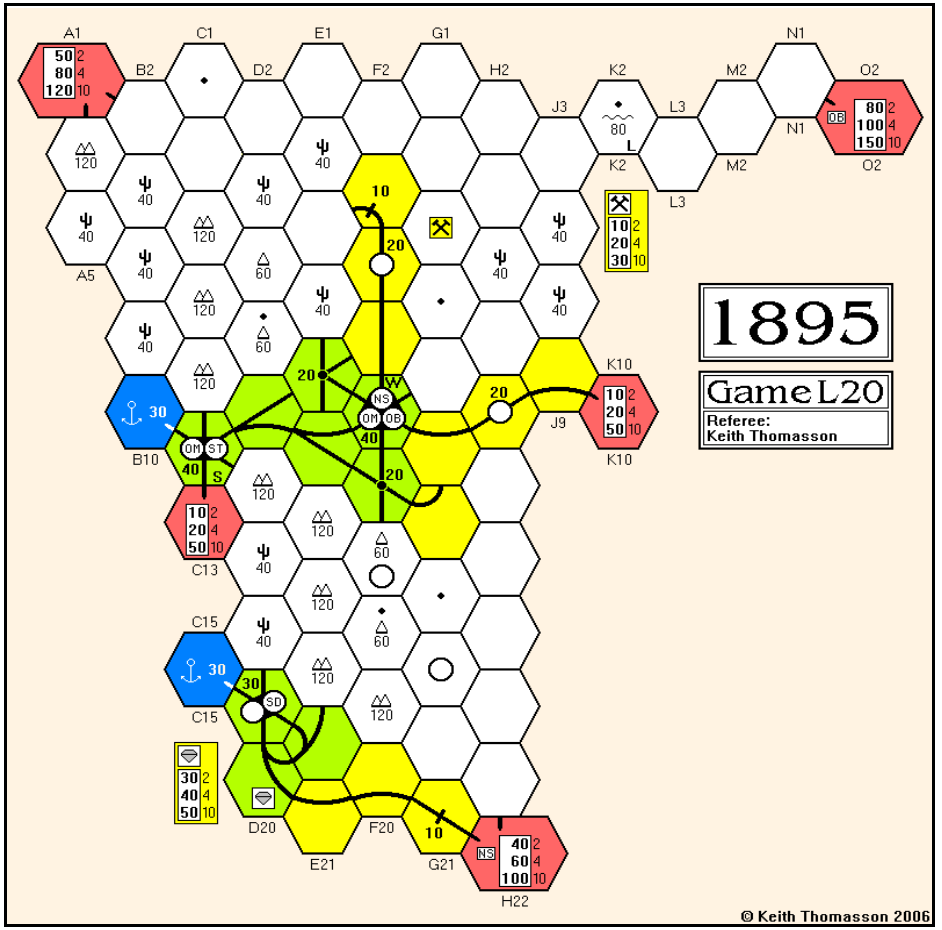
Portfolio	PC/Oblig	STA	OME	SD	OB	NS
✪ Roger Krueger	OB	-	-	6P	5P	-
Tim Franklin	ML	7P	-	4	-	-
Martin Butcher	-	-	5P	-	-	10P

Bank (new)	1	-	-	2	-
Bank (pool)	2	5	-	2	-
Price	70F	150D	130D	90E	80D
Company credit	388	236	436	179	640
Tokens	3	1	2	2	2
Trains	5H	6H	8H 5H	8H 6H	-

Bank cash: 4,479 RM Certificate limit: 13 Trains: 2 x '10H', 2 x '12H'...

Current operating order: OME, SD, OB, NS, STA

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	3/1	4/1	7/4	8/8	9/11	57/1	58/2	814/1	815/1			
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/1	24/1	25/2	26/2	27/2
	28/2	29/-	38/-	887/-	888/-							



Orders required for the following rounds	*By the early deadline*
OR9, OR10	*Adjudication can pause between rounds if requested*

1899-Z21

One of the two floated companies is sold out.

PUBLICS

Stock Round 1, Public Companies

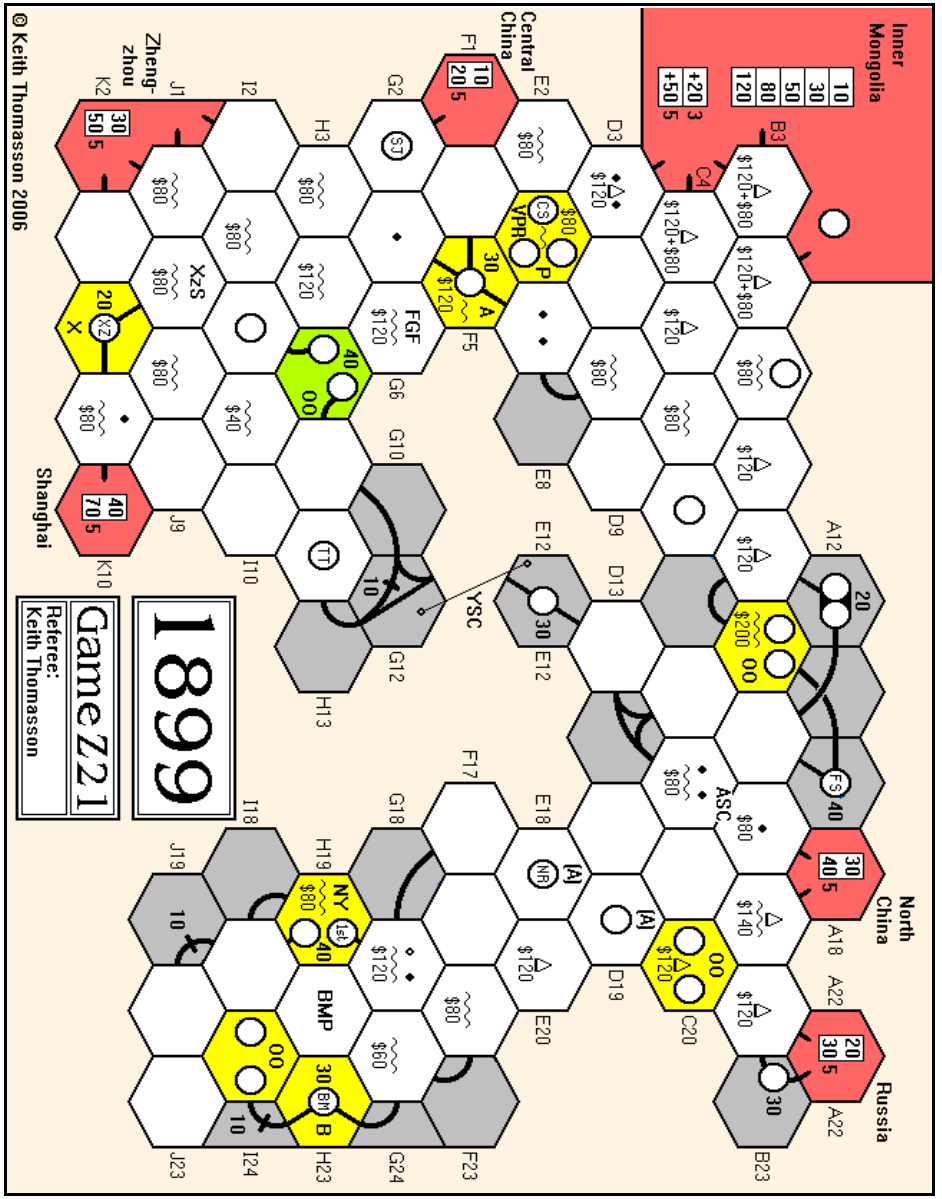
Don	Alan	Lyndon	John
+ Tt/Pres {82}	+ FsR/Pres {90}	✘	✘
+ Tt new	+ FsR new	✘	✘
+ Tt new	+ FsR new	✘	✘
+ Tt new	+ FsR new {floated}	✘	✘
+ Tt new	+ FsR new	✘	+ Tt new
✘	✘	✘	+ Tt new
✘	✘	✘	+ Tt new
✘	✘	✘	+ Tt new
✘	✘	✘	✘
Priority for SR2			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Alan Harvey	580	-450	40	600	21.7▾	6
Lyndon Gurr	325	0	325	685	24.8▴	3
John Shelley	340	-328	12	832	30.1▾	7
Don Smith	530	-492	38	648	23.4▴	6

Portfolio	Privates	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	BMP	-	-	-	6P	-	-	-	-
Lyndon Gurr	VPS, ASC	-	-	-	1	-	-	-	-
John Shelley	FGF, XzS	-	-	-	-	-	-	4	2P
✪ Don Smith	YSC	-	-	-	-	-	-	6P	-
Bank (new)		10P	10P	10P	3	10P	10P	-	8
Price (new)					90			82	100
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)					90B			90B	100A
Company credit					900			820	
Tokens		3	3	3	2	4	4	4	2
Trains					-			-	

Bank cash: $14,865 Certificate limit: 16 Trains: 6 x '2', 5 x '3'...

Tiles	Tile number/Availability				One Operating Round between Stock Rounds						
Yellow	1/1	2/1	3/2	4/3	7/6	8/11	9/11	55/1	56/1	57/5	58/3	69/1



Orders required for the following rounds	*By the early deadline*
OR1, SR2	

18KAAS-O19

Tony helps the C&O buy a Diesel.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	-	300	Yes	-	180A▲	70	6
C&O	TS	57:K17:3	-	-	① ②	112A▼	0	D
B&M	WM	9:L6:3	370	Yes	-	120D▲	5	D
CPR	LG	3:F8:4	300	Yes	-	110D▲	0	6
PRR	AH	45:I7:4	290	Yes	③	80F▲	123	5
NYNH	WM	-	240	Yes	-	75F▲	238	5
Erie	AH	64:G19:4	90	Yes	-	70B▲	0	5
NYC	LG	-	-	-	-	41E▼	0	-

Notes:
① $120 to the bank for terrain costs
② $1,100 to the bank for a Diesel, mostly funded by $590 from Tony, requiring the sale of 1 B&O {▼160B}, 1 PRR {▼75F} and 1 NYNH {▼70G}
③ $100 to the bank for a token in G9

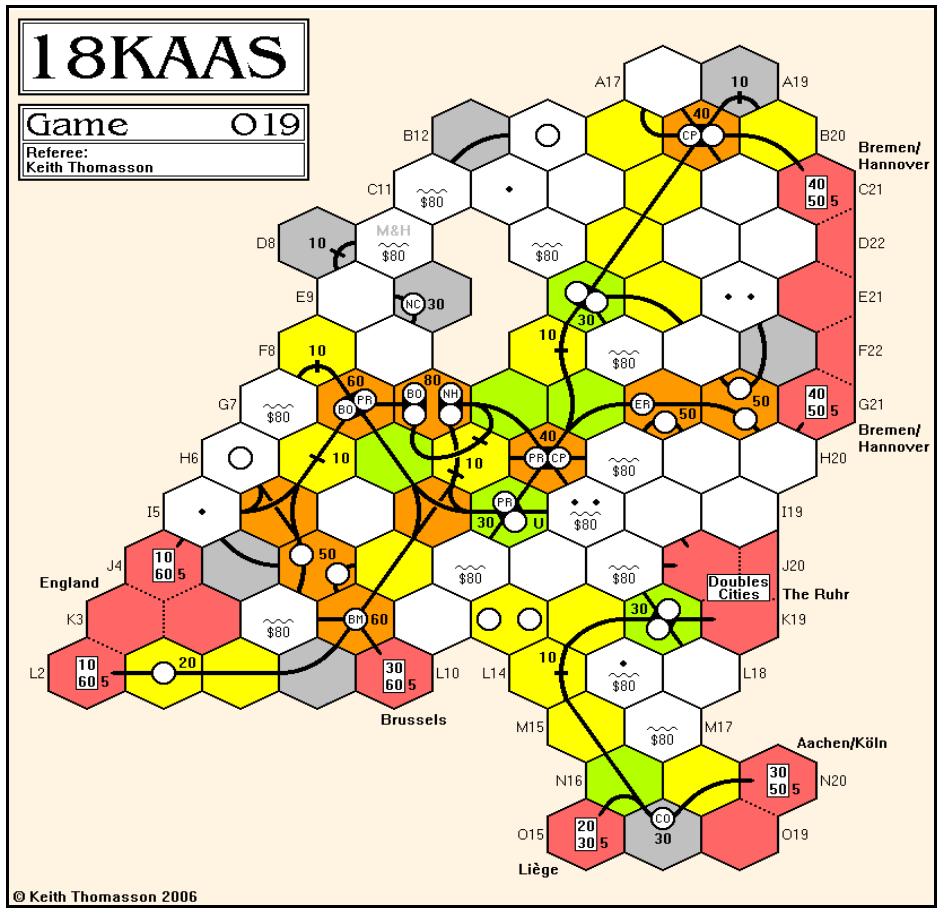
OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	-	300	Yes	-	180B▲	100	6
B&M	WM	57:L4:3	430	Yes	-	130D▲	10	D
C&O	TS	14:K17:1	230	Yes	-	128A▲	0	D
CPR	LG	63:B18:1	250	Yes	-	120D▲	0	6
PRR	AH	25:G15:5	290	Yes	-	90E▲	202	5
NYNH	WM	-	240	Yes	-	80F▲	282	5
Erie	AH	66:G17:3	140	Yes	-	76B▲	0	5
NYC	LG	-	-	-	-	32E▼	0	-

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Willem Moene	43	344	374	761	2,039	17.4▲	10/11
Martin Butcher	605	271	387	1,263	3,335	28.4▼	13/14
Tony Sait	205	-28	323	500	1,900	16.2▼	10
Lyndon Gurr	59	354	329	742	2,308	19.6▲	12/16
Alan Harvey	61	325	356	742	2,168	18.4▲	13

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	5P	-	-	1	1	1	5P	-
✪ Martin Butcher	1	6P	5	1	-	1	1	-
Tony Sait	3	2	5P	1	-	-	2	1
Lyndon Gurr	-	1	-	6P	1	5P	2	3
Alan Harvey	1	1	-	1	6P	-	-	6P
Bank (new)	-	-	-	-	2	3	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	130D	180B	126A	120D	76B	32E	80F	90E
Company credit	10	100	0	0	0	0	282	202
Tokens	2	2	2	2	2	4	1	1
Trains	D	6	D	6	5	-	5	5

Bank cash: $7,398 Certificate limit: 13 Trains: Diesels
Current operating order: B&O, B&M, C&O, CPR, PRR, NYNH, Erie, NYC

Tiles	Tile number/Availability					Three Operating Round between Stock Rounds					
Yellow	1/1	2/1	3/1	4/-	7/4	8/4	9/5	55/1	56/-	57/3	58/-	69/1
Green	14/1	15/1	16/1	18/-	19/1	20/1	23/3	24/3	25/-	26/1	27/-	28/-
	29/1	53/1	53+/1	54/1	59/2							
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/1	46/1	47/1	61/-	61+/-	62/-
	63/1	63+/1	64/-	65/-	66/-	67/1	68/1	70/1				



Orders required for the following rounds	*By the early deadline*
OR14, SR9	*Adjudication can pause between rounds if requested*

6 NIMMT! 12

52 points are gained over the four hands.

ROUND 5

Hand 1 (1-104)

	90	91	
	86	88	
	85	82	
12	71	81	
10	50	77	103
1/4	2/10	3/9	4/1

Sharon (10) takes row 1 for 5 pts, Steve (12), Colin (50) takes row 2 for 13 pts, John (71), Mick (85), Michael (86), Tim (90), Jim (103) takes row 4 for 7 pts.

Hand 2 (1-104)

81	77	59	103
79	70	55	101
74	62	50	98
72	61	35	97
65	60	17	96
1/6	2/9	3/14	4/5

Steve (17) takes row 3 for 1 pt, Sharon (35), Michael (50), Colin (55), Tim (59), Mick (62), Jim (70), John (77).

Hand 3 (1-84)

	56		84
54	55		83
42	50		80
41	45	35	79
40	37	34	75
1/6	2/14	3/3	4/8

Steve (2) takes row 3 for 1 pt, John (3), Sharon (11), Jim (12), Mick (33), Colin (34) takes row 3 for 13 pts, Tim (35), Michael (56).

Hand 4 (1-84)

	45		81
	44		80
	20		79
10	19	40	78
8	5	39	77
1/4	2/13	3/4	4/11

Mick (8) takes row 1 for 1 pt, Colin (10), John (30), Jim (31), Tim (32), Sharon (33), Steve (39) takes row 3 for 11 pts, Michael (40).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Tim Franklin	5	0	0	1	6
Michael Graystone	0	1	0	5	6
Mick Haytack	0	10	0	3	13
John Colledge	0	0	5	9	14
Jim Reader	8	11	1	5	25
Colin Sharpe	13	0	13	5	31
Sharon Khan	22	9	1	0	32
Steve Ham	0	13	22	12	47

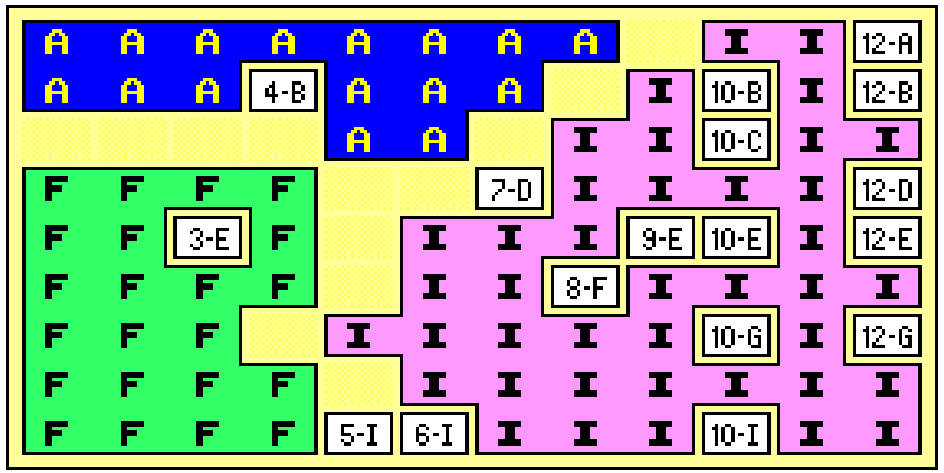
Orders required
Round six - cards for each hand

ACQUIRE 44 (SP)

We get two turns in.

ROUND 13

Mick	7-F	Buys 3 Worldwide @ £400.
John	11-C	Imperial takes over Worldwide, bonuses for Mick (£3,000) and Colin (£3,000), John swaps 2 for 1, sells 1 for £400, Michael sells 5 for £2,000, Colin sells 8 for £3,200, Mick sells 8 for £3,200. No purchases. Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	-	-	7	-	-	12	£9,800	£44,800
John Colledge	-	-	8	3	-	-	9	£9,200	£37,700
Michael Graystone	-	-	7	3	-	-	4	£7,100	£19,800
Colin Sharpe	-	-	10	10	-	-	-	£14,800	£48,800
Bank Stock	25	25	-	2	25	25	-		
Chain Size	-	-	16	22	-	-	40		
Chain Value	-	-	800	900	-	-	1100		

Powers: Mick: 3F/B5/T5/P4 John: B5/T5/P4 Michael: 3F/B5/T5/P4 Colin: B5/T5/P4/T2

The last small chain finally succumbed to the pressure of the big boys. It's congratulations to Colin, and commiserations to Mick, so close but unable to close the gap.

1st	Colin Sharpe	£48,800
2nd	Mick Haytack	£44,800
3rd	John Colledge	£37,700
4th	Michael Graystone	£19,800

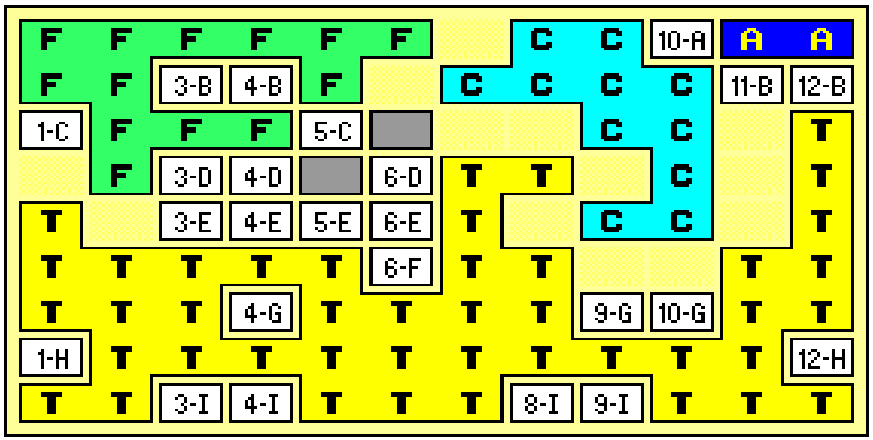
We'll round up next month, so let me have your views on the game.

ACQUIRE 45

All the small chains get swallowed up.

ROUND 11

Michael	8-A	Buys 2 Continental @ £800, 1 Imperial @ £400.
John	10-D	Continental takes over Imperial, bonuses for John {£4,000} and Michael {£2,000}, John swaps 4 for 2, Michael sells 1 for £400. {Dead tiles: 10-F 11-C 11-D 11-E} Buys 3 Continental @ £900.
Tony	2-C	Festival takes over Worldwide, bonuses for Michael {£2,300} and Tony {£2,300}, Tony sells 9 for £2,700, Colin swaps 6 for 3, sells 1 for £300, Michael swaps 8 for 4, sells 1 for £300. {Dead tiles: 1-D 2-E 6-B 7-A} Buys 3 Continental @ £900.
Kevin	7-F	Tower takes over Luxor, bonuses for John {£3,000} and Kevin {£1,500}, Kevin sells 9 for £2,700, Michael sells 3 for £900, John sells 13 for £3,900. {Dead tiles: 7-C 8-C 8-E 9-D} Buys 3 Festival @ £800.
Colin	12-A	Forms American, one free share. Buys 1 American @ £300.
Michael	8-F	{Dead tiles: 9-F} Buys 3 Festival @ £800.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	1	-	7	-	5	-	£19,600	£38,700
John Colledge	-	2	1	-	-	6	-	£28,000	£41,700
Tony Wilcock	-	-	-	-	-	7	-	£11,400	£26,700
Kevin Lee	-	12	-	3	-	3	-	£2,400	£29,500
Colin Sharpe	-	10	2	5	-	-	-	-	£26,600
Bank Stock	25	-	22	10	25	4	25		
Chain Size	-	43	2	13	-	11	-		
Chain Value	-	1000	300	800	-	900	-		

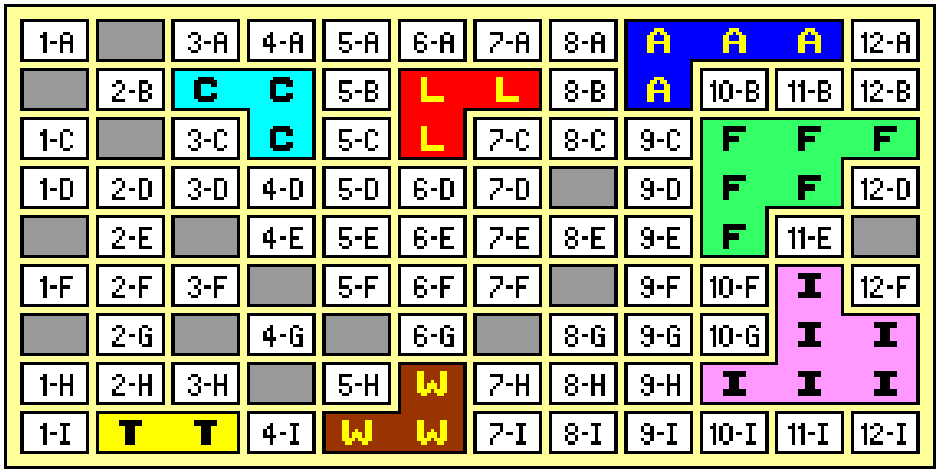
Playing sequence
John, Tony, Kevin, Colin, Michael, John again

ACQUIRE 46

The same seven chains survive through the round.

ROUND 6

Bob	4-C	Buys 2 Continental @ £500.
Willem	12-G	Buys 2 Luxor @ £300, 1 Imperial @ £700.
John	3-E	Buys 3 Luxor @ £300.
Lyndon	11-D	Buys 2 Continental @ £500.
Tony	7-G	Buys 3 American @ £500.
Bob	10-H	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	1	-	-	8	-	4	4	-	£28,600
Willem Moene	6	9	6	-	-	-	1	£500	£18,200
John Marsden	9	-	4	-	7	-	-	£600	£15,100
Lyndon Gurr	-	12	-	2	3	6	-	£100	£17,100
Tony Wilcock	-	3	6	3	-	-	-	£2,100	£15,100
Bank Stock	9	1	9	12	15	15	20		
Chain Size	3	2	4	6	3	3	6		
Chain Value	300	200	500	700	400	500	800		

Playing sequence
Willem, John, Lyndon, Tony, Bob, Willem again

Acquire 47

Some old dogs, but no need for new tricks.

New Game

The five players for the latest Acquire game will deal in this order:

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
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands

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

Tony Wilcock was on the list for this game, but I didn't get orders from him last time, and decided to play safe in case he was unable to make the start of this game.

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

7-F would be the fun tile for the start of this game, although the early shares would be expensive.

Playing sequence
Michael, John, Colin, Simon, Willem, Michael again

Breaking Away 15

The result is as expected, and we're done for this one.

Round 16

Pos	Riders
1st	Teal'c
2nd	Bidford
3rd	Eggspy
4th	Jackson
5th	Pershore
6th	One Spade
7th	Kramer
8th	Yamashita

Team Results	
Stargate	1st
Avon Riders	2nd
Yokohama Parks	3rd
Bridge Riders	4th
Spy Game	5th
Designers Four	6th

Individual Mention	
Teal'c (Stargate)	20 pts
Bidford (AR)	20 pts
Eggspy (Spy Game)	16 pts
One Spade (BR)	14 pts
Jackson (Stargate)	12 pts
Pershore (AR)	11 pts
Knizia (DF)	10 pts
Sankeien (RP)	10 pts

1st	Allan Stagg	Stargate	43
2nd	Mark Stretch	Avon Rider	34
3rd	Jim Reader	Yokohama Parks	25
4th	Roger Trethewey	Bridge Riders	24
5th	Bruce Edwards	Spy Game	16
6th	Martin Butcher	Designers Four	14

Allan Stagg (Stargate, 1st): Well, 30 points at the end was enough to give me victory. It did not look like that after the second sprint - Jim was well ahead, and looked favourite. He was unlucky to have three riders dropped, and I was fortunate that the points were spread fairly evenly between the other players. In fact, no single rider will have gained more than 20 points. Compare this to game 16, where Thomas has Broken Away big time, and will earn his team 40 points. This leaves the other teams effectively playing for second place, and is the reason why I much prefer the limited break away bonus rules. Thanks for GMing this game, Keith, and commiserations to my opponents.

Roger Trethewey (Bridge Riders, 4th): Congratulations are due to Allan for winning a good game. I think my bridge skills deserted me, and I left too much to dummy. Thanks, Keith, for good as ever reporting.

Martin Butcher (Designers Four, 6th): Useless, totally useless. Those guys should stick to their day jobs! Congratulations to Allan for a resounding victory and to Keith for running the game.

Congratulations to Allan indeed, nine points clear and with the strong man of Stargate first to the finish line.

BREAKING AWAY 16

Thomas is home and dry.

ROUND 6

Pos	Riders	New
1st	Thomas {20 pts}	
46	Earth	3
45	Mars	4
44	Rudolph Coagulant {2 pts} Pluto	5
43	Inky Henry {4 pts} Latex	8
42	Nimrod {3 pts}	11
41	Odysseus {1 pt} Blitzen	12
40	William Tell	14
39	Robin Hood	15
38	Donner	16
37	Pinky	17
36	Blinky ✧ Dixen ✧ Oven Clyde	18
35	Former	22
34	James	23
33	Jupiter Gordon	24

Simon Brooks (6)	*Ditchling Beacon Bykers*			
A	Rudolph (6)	3	3	5	15
B	Donner		15	15	16
C	Blitzen		6	12	15
D	Dixen		3	5	18

Tim Franklin	*Ghost Riders*			
A	Inky		6	8	15
B	Pinky		3	4	17
C	Blinky		6	9	18
D	Clyde		1	12	18

Steve Ham (4)	*The Toxophilites*			
A	Robin Hood	5	11	12	15
B	Odysseus (1)		3	3	12
C	Nimrod (3)		7	9	11
D	William Tell		5	5	14

Sharon Khan (44)	*Thomas the Tank Engine*			
A	Thomas (40)				First
B	Henry (4)		3	6	8
C	James		3	12	23
D	Gordon		13	15	24

Kevin Lee (13)	*The Planets*			
A	Earth (8)	3	3	3	8
B	Mars		3	4	12
C	Jupiter		3	5	24
D	Pluto (5)		3	5	12

Jim Reader (2)	*Latex Dipping*			
A	Coagulant (2)	3	3	5	12
B	Latex		6	8	14
C	Former		3	7	22
D	Oven		3	5	18

With a continuous string of riders - if you ignore Thomas for the moment - there are some very respectable replacement cards coming into play.

That should give the riders at the back the chance to move to the front of the group and see about getting some points at the second sprint.

Orders required
Cards for round seven

BUS BOSS 293-NIT

BUM looks safe,
but it is close behind.

ROUND 11

I did COLIN a dis-service last time, as his route for run 30 was quite legal. He came second to BUM and paid him 10 points for the privilege, so the end result was the same.

North Italy

Round 11 Runs

				MBB	ARM	BUM	DIG	COL	
35	J♠ Austria J♣ San Remo	① ARMANI	30	-6		-2			22
		✘ MBB			+6				6
		✘ BUM			+2				2
36	10♠ Udine 9♦ Verona	① MBB	30						30
37	9♠ Cortina Q♣ France	① DIGBY	30	-5					25
		✘ MBB					+5		5
38	10♥ Ancona 3♣ Como	① COLIN	30	-3					27
		✘ MBB						+3	3
39	7♣ Genova 5♦ Cremona	① ARMANI	16					+1	17
		② COLIN	9		-1				8
		③ BUM	5						5
40	3♦ Parma 7♠ Trieste	① BUM	20						20
		② ARMANI	10				-3		7
		✘ DIGBY			+3				3
41	4♣ Torino 8♥ Rimini	① COLIN	13						13
		② BUM	8	+2					10
		③ DIGBY	5						5
		④ MBB	4			-2			2
42	6♥ Arezzo 10♦ Brescia	① ARMANI	20				-3		17
		② MBB	10						10
		✘ DIGBY			+3				3
43	Q♦ Switzerland 5♥ Siena	① DIGBY	13			-8			5
		① BUM	12	-6			+8	+3	17
		③ COLIN	5		-2	-3			0
		✘ MBB				+6			6
		✘ ARMANI						+2	2
44	8♣ Alessandria J♥ South Italy	① ARMANI	16			-4			12
		② BUM	7		+4				11
		② COLIN	7						7

Round 11 Routes

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)
None.

Milano-Bologna Buses (MBB) (Martin Butcher, Red)
Cuneo - Savona (6)

Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)
None.

Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None.

Scores

	Runs:	35	36	37	38	39	40	41	42	43	44	Routes	Score
BUM	259	2	-	-	-	5	20	10	-	17	11	-	324
ARMANI	211	22	-	-	-	17	7	-	17	2	12	-	288
COLIN	212	-	-	-	27	8	-	13	-	0	7	-	267
MBB	178	6	30	5	3	-	-	2	10	6	-	-6	234
DIGBY	127	-	-	25	-	-	3	5	3	5	-	-	168

Round 12 Runs

45.	K♣ -	7♦	France to Milano
46.	6♠ -	10♣	Treviso to Cuneo
47.	K♦ -	5♣	Switzerland to Torino
48.	J♦ -	9♥	Bergamo to Pesaro
49.	3♠ -	3♥	Ferrara to Pisa
50.	7♥ -	5♠	Ravenna to Venezia
51.	A♠ -	A♥	Trento to Firenze
52.	9♣ -	Q♠	Savona to Austria

Runs
Enter up to 5

BUS BOSS 299-NWA

Everyone is off into the hills.

ROUND 1

North Wales

Holywell Expressways Are Rampant (HEAR) (Kevin Lee, Blue)
Llanfillyn - Y Bala . . . . . 100 - 10 90

Ann Robinson Fan Club (ARFC) (Steve Ham, Orange)
Corwen - Ruthun - Dinbych . . . . . 100 - 11 89

Machynlleth's Attractive Road Services (MARS) John Marsden, Green)
Dolgellau - Llanfair Caereinion . . . . . 100 - 10 90

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
Beaumaris - Bangor - Bettws Y Coed . . . . . 100 - 12 88

Llangollen Electric Engine Korporation (LEEK) (Colin Sharpe, Red)
Bettws Y Coed - Blaenau Ffestiniog - Porthmadog . . . . . 100 - 11 89

Routes
Buy in the order Steve, John, Michael, Colin, Kevin

BUS BOSS 297-VSW

More than half of the first set of runs will have to wait.

ROUND 6

The Valleys of South Wales

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Ebbw Vale - Brynmawr - Abergavenny, Porth - Tonypandy . . . . . 40 - 12 28

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Cardiff - Newport, Neath - Pontardawe . . . . . 40 - 12 28

Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)
Cardiff - Newport - Risca . . . . . 44 - 12 32

South Wales Kiss (SWALK) (Bob Coull, Black)
Port Talbot - Neath - Pontardawe . . . . . 43 - 10 33

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Neath - Swansea, Dowlai - Brynmawr . . . . . 41 - 12 29

Round 7 Runs

1.	10♣ -	3♦	Caerphilly to Newport
2.	Q♥ -	A♣	Cowbridge to Mid Wales
3.	2♠ -	7♣	Gwaen Cae Gurwen to Porth . . . . . (not yet available)
4.	Q♠ -	A♦	Glyn Neath to England
5.	3♥ -	Q♣	Rhoose (Cardiff Airport) to Dowlai
6.	K♦ -	9♥	Blaenavon to Pontycymmer . . . . . (not yet available)
7.	10♥ -	6♣	Nantymoel to Tonypandy . . . . . (not yet available)
8.	10♠ -	4♦	Glyncorrwg to Risca . . . . . (not yet available)
9.	K♥ -	8♦	Talbot Green to Abertillery . . . . . (not yet available)

Runs	Routes
Enter up to 5	Buy in the order Simon R, Jim, Simon B, Kevin, Bob

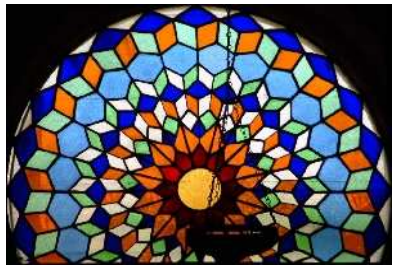
Distortion 1

No successful guesses for the last two posers.

Round 12

Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total
Simon Robertson	5	4	5	2	5	3	4	2	-	2	5	2	2	5	-	-	46
Tim Franklin	1	1	2	1	1	4	4	2	4	5	5	2	4	3	-	-	39
Steve Thomas	3	4	2	3	4	2	1	3	2	1	2	2	2	4	-	-	35
Allan Stagg	4	5	1	2	2	3	3	2	2	2	-	1	2	3	-	-	32
Sharon Khan	1	-	3	3	4	4	3	2	1	-	-	3	1	3	-	-	28
Bruce Edwards	-	4	4	4	-	4	-	-	1	1	-	2	2	3	-	-	25
Mike Hutton	1	-	2	2	3	-	4	1	2	2	5	-	1	1	-	-	24
Richard Lunn	1	4	1	1	4	4	-	4	-	-	-	-	-	-	-	-	19
Joakim Spångberg	-	-	1	-	2	-	2	3	-	1	-	1	3	5	-	-	18
Colin Sharpe	-	-	-	3	-	5	4	1	-	2	-	2	-	2	-	-	16
Mark Stretch	-	-	1	-	2	2	1	-	4	2	-	1	-	2	-	-	15
Roger Trethewey	-	-	-	1	3	5	1	-	-	1	-	-	-	4	-	-	15
Stephen Webb	-	-	-	-	-	-	-	1	-	2	-	-	-	4	-	-	7
Steve Ham	-	-	-	2	-	3	-	-	-	-	-	-	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	4

#13



Picture number 15 is a stained glass window. This one is in the mosque in Cordoba.

#14

Picture number 16 is the logo for the Essen game fair. I thought this one would have been more recognisable, having been on the cover a few years back. But yes, it was a few years.

It is a tangram, which was guessed, but that wasn't as specific as I had hoped for.

It certainly hadn't been my intention for the last two picture to stump everyone, but there were some wonderful guesses for the stained glass window. I think my favourite was a narrow boat exiting a tunnel.

It's congratulations to Simon Robertson, who started strongly and never lost the lead. Many thanks for everyone who took part.

Bus Boss 300-KYR

We're off to the mountains.

New Game

This game takes place in Kyrzygia, a landlocked, mountainous republic in Central Asia, lying on the old Silk Road. Five companies are taking the challenge to the mountains, and their directors will be dealing in this order:

Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF

Maps enclosed for all. You should already have rules. Let me know if you need a set, or get them from the web site - www.fwtwr.com/postal_games/bus_boss.htm.

In the south west some routes travel through Tajikistan and Uzbekistan. The points completely over the border are valid destination points for those countries.

Routes
Buy in the order Simon R, Simon B, Jim, Bob, Michael
Don't forget company names and colour preferences

LANCASHIRE RAILWAYS 10

Only two links are bought.

ROUND 9

Auctions			Bids:	MB	TW	LG	RK
9a:	Warrington & Newton (5)			1	-	*2*	
	Build roll: 10 {built}						
9b:	Manchester & Oldham (7)			*3*			
	Build roll: 4 {not built}						
9c:	Liverpool & Warrington (6)			-	-	-	-
	This link is removed from the game						

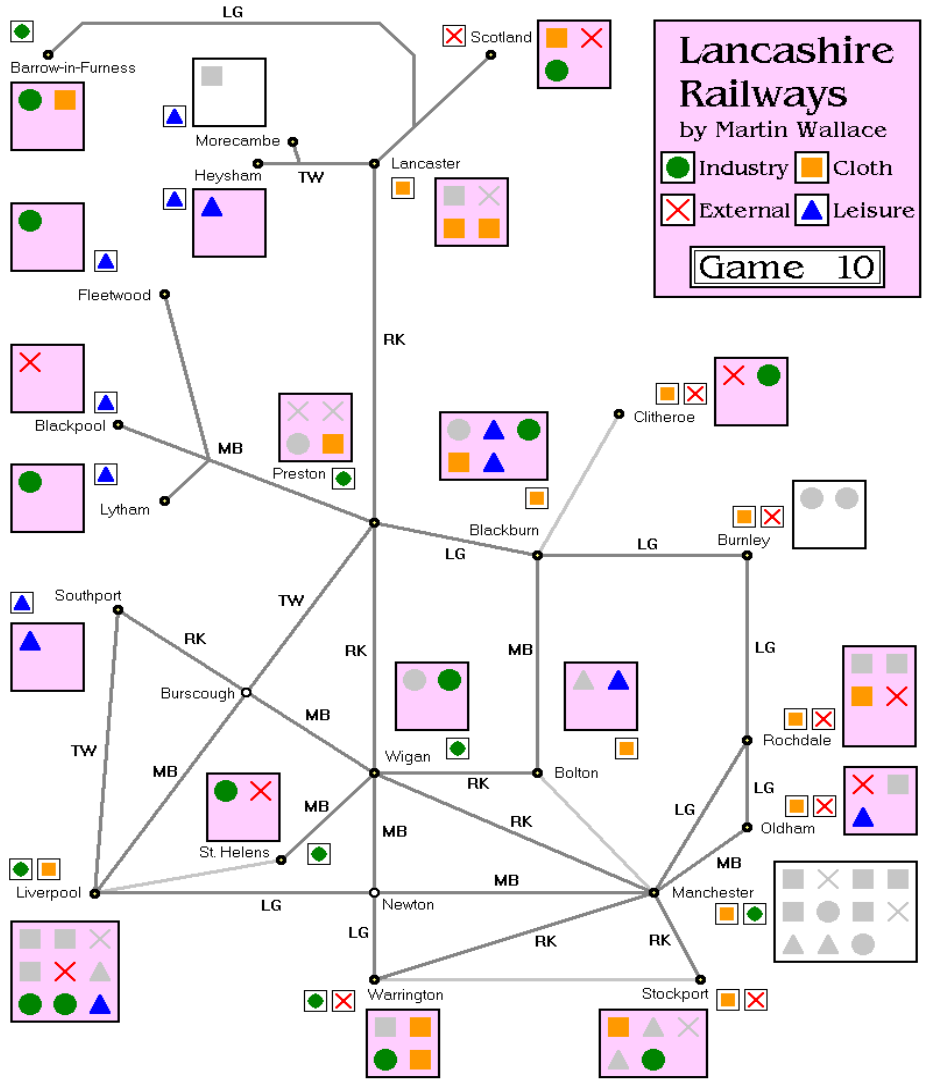
Commodity Movement				MB	TW	LG	RK
			Income:	14	4	12	12
Tony	✘						
Roger	✘						
Martin	Cloth	Liverpool to Manchester		4	-	-	-
Tony	✘						
Lyndon	Industry	Manchester to Preston		-	-	4	-
Roger	External	Lancaster to Stockport		-	-	-	4
Market loss number:	6		Income lost:	-3	-	-2	-2
			Income:	15	4	14	14

Martin remains the Train Player {income 15/cash 17}.

Bank Loans	Acquired	Total	Interest	Retired	c/f
Martin	-	-	-	-	-
Tony	-	30	-6	-	30
Lyndon	-	-	-	-	-
Roger	-	-	-	-	-

Liverpool	Industry	✧	Link 10a: Manchester & Bolton (6)
Lancaster	Cloth	✧	Link 10b: Liverpool & St.Helens (5)
Warrington	Cloth	✧	Link 10c: Blackburn & Clitheroe (8)
Blackburn	Leisure	✦	Link 11a: Warrington & Stockport (7)
Liverpool	Leisure		
Scotland	Industry		

Cash Flow	Lyndon	55	Roger	44	Martin	52	Tony	20
Initial cash		11		36		5		10
Auctions & Builds	-2	9	-	36	-3	2	-	10
Income	+14	23	+14	50	+15	17	+4	14
Acquired Loans	-	23	-	50	-	17	-	14
Interest	-	23	-	50	-	17	-6	8
Retired Loans	-	23	-	50	-	17	-	8
Cash c/f		23		50		17		8



Orders required	Martin leads the playing order
Railway link bids 10a, 10b and 10c, commodity movement, loans	

NEW ENGLAND RAILWAYS 8

Tony pays to build his link.

ROUND 8

Auctions			Bids:	SK	MB	TW	MP
8a:	Boston & Middleboro (6)			1	-	2	3
				-	-	4	5
	Build roll: 5 {Tony pays 1 to build}			-	-	*6*	
8b:	Providence & Plainfield (6)			1	-	-	*2*
	Build roll: 8 {built}						
8c:	Worcester & Plainfield (7)			*1*			
	Build roll: 5 {not built}						

Commodity Movement				SK	MB	TW	MP
			Income:	16	8	8	9
Martin	Food	New London to Hartford		-	2	-	-
Sharon	Goods	Manchester to Middleboro		3	-	-	1
Martin	Goods	Hartford to New London		-	2	-	-
Tony	Goods	Portsmouth to Middleboro		-	-	4	1
Marcus	Food	Rutland to Springfield		1	-	-	2
Market loss number:		6	Income lost:	-3	-2	-2	-2
			Income:	17	10	10	11

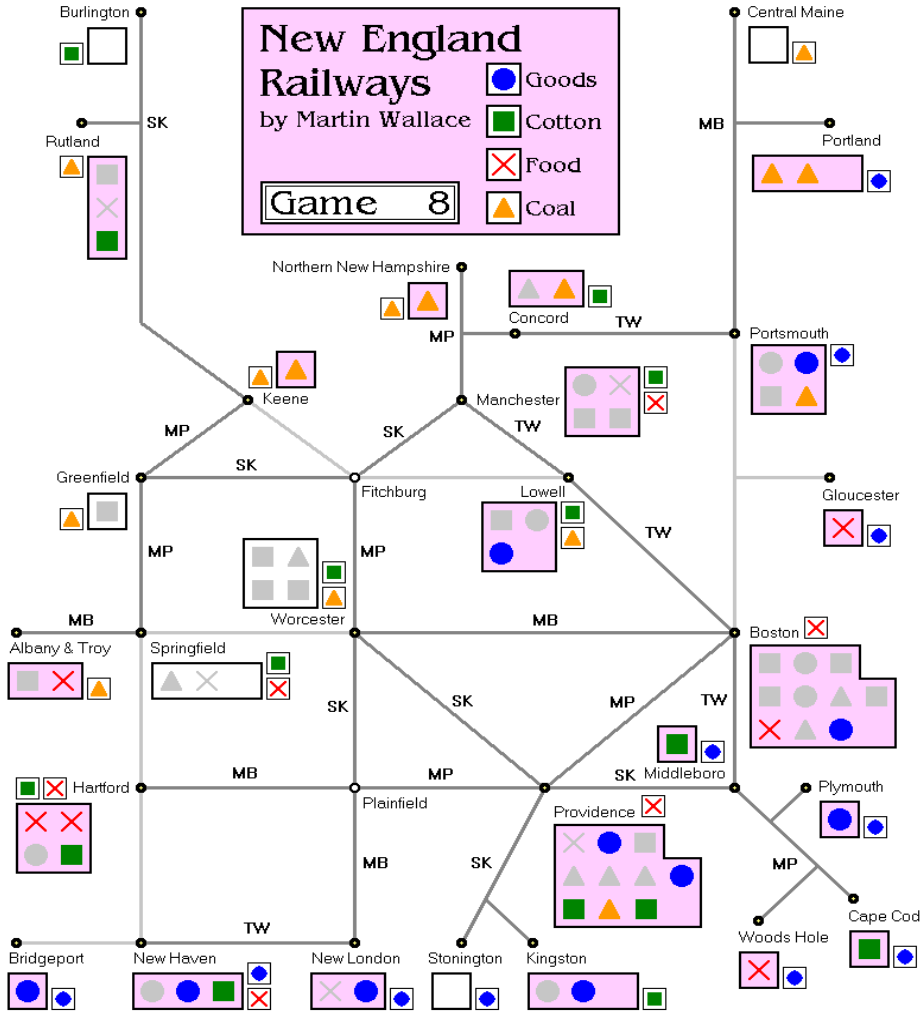
Sharon remains the Train Player {income 17/cash 44}.

Bank Loans	Acquired	Total	Interest	Retired	c/f
Sharon Khan	-	-	-	-	-
Martin Butcher	-	10	-2	-10	-
Tony Wilcock	-	30	-6	-	30
Marcus Pratt	-	20	-4	-10	10

Commodity Growth and New Railway Links

Providence	Cotton	✧	Link 9a:	New Haven & Bridgeport (7)
Cape Cod	Cotton	✧	Link 9b:	Worcester & Springfield (7)
New Hampshire	Coal	✧	Link 9c:	Fitchburg & Lowell (5)
Lowell	Goods	✦	Link 10a:	New Haven & Hartford (5)
Boston	Goods	✦	Link 10b:	Fitchburg & Keene (7)
New Haven	Cotton	✦	Link 10c:	Hartford & Springfield (5)

Cash Flow	Sharon	47	Martin	38	Tony	31	Marcus	47
Balance b/f		28		10		10		10
Auctions	-1	27	-	10	-7	3	-2	8
Income	+17	44	+10	20	+10	13	+11	19
Acquired Loans	-	44	-	20	-	13	-	19
Interest	-	44	-2	18	-6	7	-4	15
Retired Loans	-	44	-10	8	-	7	-10	5
Balance c/f		44		8		7		5



Orders required	Sharon leads the playing order
Railway link bids 9a, 9b and 9c, commodity movement, loans	

OUTPOST 23 {AV}

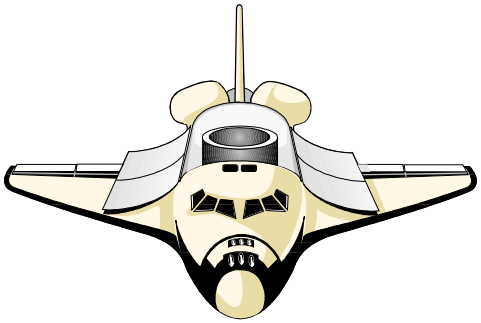
Thoughts from the victor.

GAME OVER

1st	Mick Haytack	79 (720)
2nd	Marcus Pratt	77 (670)
3rd	David Smith	75 (690)
4th	Willem Moene	68 (530)
5th	Kevin Lee	53 (405)

Mick Haytack (1st): One day I'll win a game of postal Outpost without buying all the Data libraries. I only managed that so far in f-t-f games. I'm obviously pleased to have pipped Marcus who was closing in on me rapidly. Thanks for the impeccable GMing, as usual.

We nearly got a game Of Outpost at Mick's games weekend, but not enough were interested when the idea was floated, and somehow it never happened.



OUTPOST 24

We're in the final phase and the big stuff is available.

ROUND 12

Commander Actions

Martin Auctioned an Orbital Lab for 50. Geoff joined at 51, Marcus at 52, Michael at 53, Lyndon at 54. Marcus, Michael and Lyndon dropped out at 61, Geoff at 72. Martin got it for 72 (w:5,5,8 t:10,44)

Willem Auctioned a Robots for 50 and got it (o:2,3 w:7 r:12,12,14) plus a free Robot

Mark Bought one New Chemicals Factory (w:8,30 t:8 r:14)

Geoff Auctioned an Ecoplants for 30 and got it (o:5 w:7 t:7,11)

- Bought four Population Units (t:11,13)
- Bought one Titanium Factory (w:30)

Marcus Passed

Jim Bought one Titanium Factory (o:1,2 w:4,7,8 t:8)

Michael Bought one Research Factory (o:2 w:4,9 r:16)

- Bought one Robot (o:3 w:7)

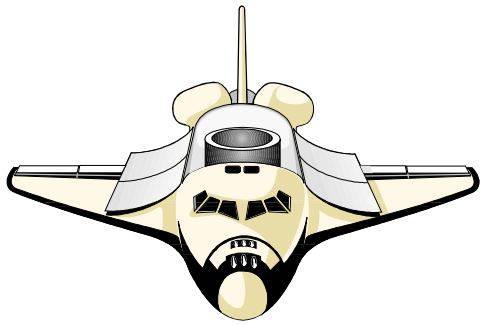
Lyndon Bought one New Chemicals Factory (o:2,4 w:7 r:9 n:18,20)

PO	Name	Factories	Population		Robots		Production	
1	Martin	2o,3w,5t	5	(5)	3	(5)	3w,1t,1T,1m	(92,15)
2	Willem	2o,2w,2r	5	(5)	1	(5)	2o,3w,7r	(118,10)
3	Geoff	2o,5w,4t	12	(13)	0	(0)	2o,1w,1W,4t	(83,20)
4	Mark	2o,6w,2t,1r,1n	8	(8)	0	(0)	1W,3t,1r,2m,1n	(127,10)
5	Jim	2o,3w,2t	7	(8)	1	(7)	2o,4w,2t	(54,15)
6	Marcus	2o,4w,2r	8	(8)	0	(0)	2o,2W,7r	(157,10)
7	Michael	2o,4w,3r	5	(5)	3	(5)	2o,5w,4r	(93,15)
8	Lyndon	2o,5w,3n	8	(8)	0	(0)	1w,2W,1r,4n	(160,15)

PO	Name	Colony Cards	Victory Points	
1	Martin	WH, HE, OL, Rob, Eco, Eco	31	(215)
2	Willem	DL, DL, DL, DL, Sci, Sci, Rob, Lab, Lab	29	(350)
3	Geoff	WH, HE, Nod, Eco, OP	29	(210)
4	Mark	HE, Nod, OL, Lab	24	(185)
5	Jim	DL, WH, HE, Nod, Rob, Eco	22	(175)
6	Marcus	HE, Nod, Sci, Lab	20	(175)
7	Michael	WH, Rob, Lab	20	(155)
8	Lyndon	WH, Nod, Sci	19	(90)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment	0	Sold out	Outpost	4	(none left)
Nodule	0	Sold out	Space Station	1	(5 more)
Scientists	0	(1 more)	Planetary Cruiser	1	(5 more)
Orbital Lab	0	(3 more)	Moon Base	0	(6 more)
Robots	1	(none left)			

Orders required
Round thirteen auctions, bids and purchases



OUTPOST 25

Willem's track is now set, as he picks up another Data Library.

ROUND 3

Commander Actions

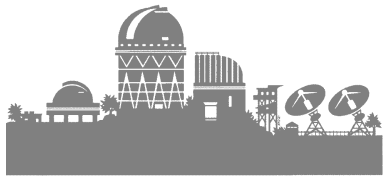
Willem	Auctioned a Data Library for 15. Kevin joined at 18 and dropped out at 21. Willem got it for 21 (o:3 w:8,10)
Kevin	Bought one Population Unit (o:2 w:9)
Jim	Bought one Water Factory (o:3,3 w:6,8)
▸	Bought one Population Unit (o:5 w:5)
Sharon	Auctioned a Nodule for 25 and got it (o:3,4,4 w:6,8)
Marcus	Bought one Water Factory (o:4 w:7,9)
▸	Bought one Population Unit (o:2,4,4)
David	Bought one Water Factory (o:1,5 w:7,7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL, DL, DL	4o,1w (19,10)	6 (45)
2	Sharon	2o,2w	4p (8,0)	Nod	3o,3w (30,10)	6 (25)
3	Kevin	2o,2w	4p (5,0)	DL	2o,3w (27,10)	5 (15)
4	Jim	2o,3w	5p (5,0)	-	2o,4w (34,10)	5 (0)
5	Marcus	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
6	David	2o,3w	4p (5,0)	-	3o,4w (37,10)	4 (0)

Data Library	0	Sold out	Heavy Equipment	3	(1 more)
Warehouse	1	(3 more)	Nodule	2	(1 more)

If you give me the cards to pay for things, please don't list a number of different things and then give me the cards to pay for all of them, because you are only allowed to combine payments for multiple items of the same type. Giving me the whole shopping list and the payment for everything Doesn't really help as I have to work out how to split payments for different things - if indeed an exact split can be made.

Orders required
Round four auctions, bids and purchases



PUERTO RICO 4

Kevin gets the Residence.

ROUND 10

Jim is the Mayor (+1).
Stephen is the Craftsman (+2) and produces and extra Tobacco.
Kevin is the Builder and builds the Residence.
Geoff builds a Tobacco Storage, Stephen builds a Small Indigo Plant.
Geoff is the Trader (+1) and trades Coffee.
Jim trades Tobacco, Kevin trades Sugar.

Roles

	Builder	+1	Captain		Craftsman		Mayor
+1	Settler		Trader	+1	Prospector		

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Crn	Crn	Ind	Ind	Ind	Cof	Tob	Sug	-	6	30

Buildings

1 VP	SIP	2	SSM	2	SMA	✘	HAC	1	CON	2	SWA	1
2 VPs	LIP	2	LSM	2	HOS	2	OFF	2	LMA	1	LWA	2
3 VPs	TOB	✘	COF	1	FAC	✘	UNI	2	HAR	2	WHA	2
4 VPs	GUI	✘	RES	✘	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Corn					6: Tobacco						7: Indigo						
✔	✔	✔	✔	-	✔	-	-	-	-	-	✔	✔	✔	✔	✔	-	-

Geoff Hardingham Dblns: 9 Chips: 4	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster
	Factory	Guild hall		
	Fields: Qry✔✔ Crn ✔ Ind✔ Sug ✔ Tob✔ Cof✔✘ Goods: Crn✔ Ind✔ Sug✔ Cof✔			
Jim Reader Dblns: 9 Chips: 7	Indigo plant	Tobacco storage	Small market	Hacienda
	Fields: Qry✔✔ Crn✔✘ Ind✘✘✘ Sug✘ Tob✔✔ Cof✘✘ Goods: Crn✔ Tob✔			
Stephen Webb Dblns: 7 Chips: 7	Small indigo plant	Sugar mill	Tobacco storage	Small warehouse
	Factory			
	Fields: Qry✔✘ Crn✔ Ind✘ Sug ✔ Tob✔✔✘ Goods: Crn✔ Sug✔ Tob✔✔✔			
Kevin Lee Dblns: 7 Chips: 8	Small sugar mill	Coffee roaster	Small market	Large market
	Residence			
	Fields: Qry✔ Crn✔✔✘ Sug✔✘ Cof ✔✘ Goods: Crn✔✔ Cof✔			

Orders required
Round eleven orders in the sequence Stephen, Kevin, Geoff, Jim

PUERTO RICO 5

A fairly quiet round.

ROUND 5

Jim is the Settler {+1} and digs a Quarry (manned).
Brian plants Tobacco, Paul plants Coffee, Allan plants Corn.
Brian is the Prospector.
Paul is the Craftsman and produces and extra Corn.
Allan is the Builder and builds a Small Sugar Mill.
Jim builds a Tobacco Storage, Brian builds a Coffee Roaster, Paul builds a Indigo Plant.

Roles

Builder	+1 Captain	Craftsman	+1 Mayor
Settler	+2 Trader	Prospector	

Quarries	Plantations {Fields}					Trading House				Ship	Supply
6	Ind	Ind	Ind	Ind	Tob	Crn	-	-	-	4	57

Buildings

1 VP	SIP	3	SSM	2	SMA	✘	HAC	2	CON	2	SWA	1
2 VPs	LIP	2	LSM	3	HOS	1	OFF	2	LMA	2	LWA	2
3 VPs	TOB	2	COF	2	FAC	2	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Empty					6: Empty						7: Empty						
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Jim Reader Dblns: 0 Chips: 0
Tobacco storage | Hospice
Fields: Qry✔ Ind✔ Tob✔✔ Cof✔
Goods: ✘ San Juan: 1

Brian Tappenden Dblns: 2 Chips: 1
Small indigo plant | Coffee roaster | Small market
Fields: Crn✔ Ind✘ Tob✘ Cof✘✘
Goods: Crn✔✔

Paul Tappenden Dblns: 1 Chips: 5
Small sugar mill | Indigo plant | Small market
Fields: Crn✔ Ind✘ Sug✘ Tob✔ Cof✘
Goods: Crn✔✔

Allan Stagg Dblns: 2 Chips: 3
Small sugar mill | Small warehouse
Fields: Qry✔ Crn✔✔✘ Sug✘
Goods: Crn✔✔✔

Orders required
Round six orders in the sequence Brian, Paul, Allan, Jim

PUERTO RICO 6

The Mayor doesn't get called this time, but is sorely needed.

ROUND 2

Jim is the Prospector {+1}.
Tony is the Trader {+1} and trades Corn.
Lionel is the Captain {+1}.
Rob is the Builder and builds an Indigo Plant.
Jim builds a Hospice, Tony builds a Sugar Mill.

Roles

Builder	Captain	+1 Craftsman	+1 Mayor
+1 Settler	Trader	Prospector	

Quarries	Plantations {Fields}					Trading House				Ship	Supply
7	Ind	Ind	Sug	Tob	Tob	Crn	-	-	-	4	70

Buildings

1 VP	SIP	3	SSM	4	SMA	✘	HAC	2	CON	1	SWA	2
2 VPs	LIP	2	LSM	2	HOS	1	OFF	2	LMA	2	LWA	2
3 VPs	TOB	3	COF	3	FAC	2	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Corn					6: Empty						7: Empty						
✔	✔	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Rob Thomasson Dblns: 0 Chips: 0
Indigo plant | Construction hut
Fields: Ind✘ Cof✘
Goods: ✘

Jim Reader Dblns: 0 Chips: 0
Small indigo plant | Hospice
Fields: Qry✘ Ind✘
Goods: ✘

Tony Sait Dblns: 1 Chips: 0
Sugar mill | Small market
Fields: Crn✔ Sug✘
Goods: ✘

Lionel Robbins Dblns: 3 Chips: 3
Small market
Fields: Crn✔ Tob✘
Goods: ✘

Orders required
Round three orders in the sequence Tony, Lionel, Rob, Jim

RAILROAD TYCOON 1

Michael wins the race to the first '4' train.

ROUND 4

First player auction	Bids:	ML	JS	MS	SR
No bids - Michael remains the first player		-	-	-	-

Round 4.1

Michael	Built from Richmond to Raleigh {cost 6,000}
Joakim	Upgraded to a '3' train {cost 10,000 - issued 2 shares}
Mark	Built Columbus to Wheeling {cost 5,000}
Simon	Built New Haven to Boston {cost 4,000}

Round 4.2

Michael	Upgraded to a '4' train {cost 10,000 - issued 2 shares - 4VPs for New Train card}
Joakim	Upgraded to a '4' train {cost 10,000 - issued 2 shares}
Mark	Delivered blue from Wheeling to Pittsburgh {2 VPs}
Simon	Delivered yellow from New York to Boston {2 VPs +1 hotel VP}

Round 4.3

Michael	Delivered grey from New York to Richmond {4 VPs}
Joakim	Delivered red from Nashville to Chicago {4 VPs}
Mark	Upgraded to a '3' train {cost 10,000 - issued 2 shares}
Simon	Delivered red from Boston to New York {2 VPs +1 hotel VP for Michael}

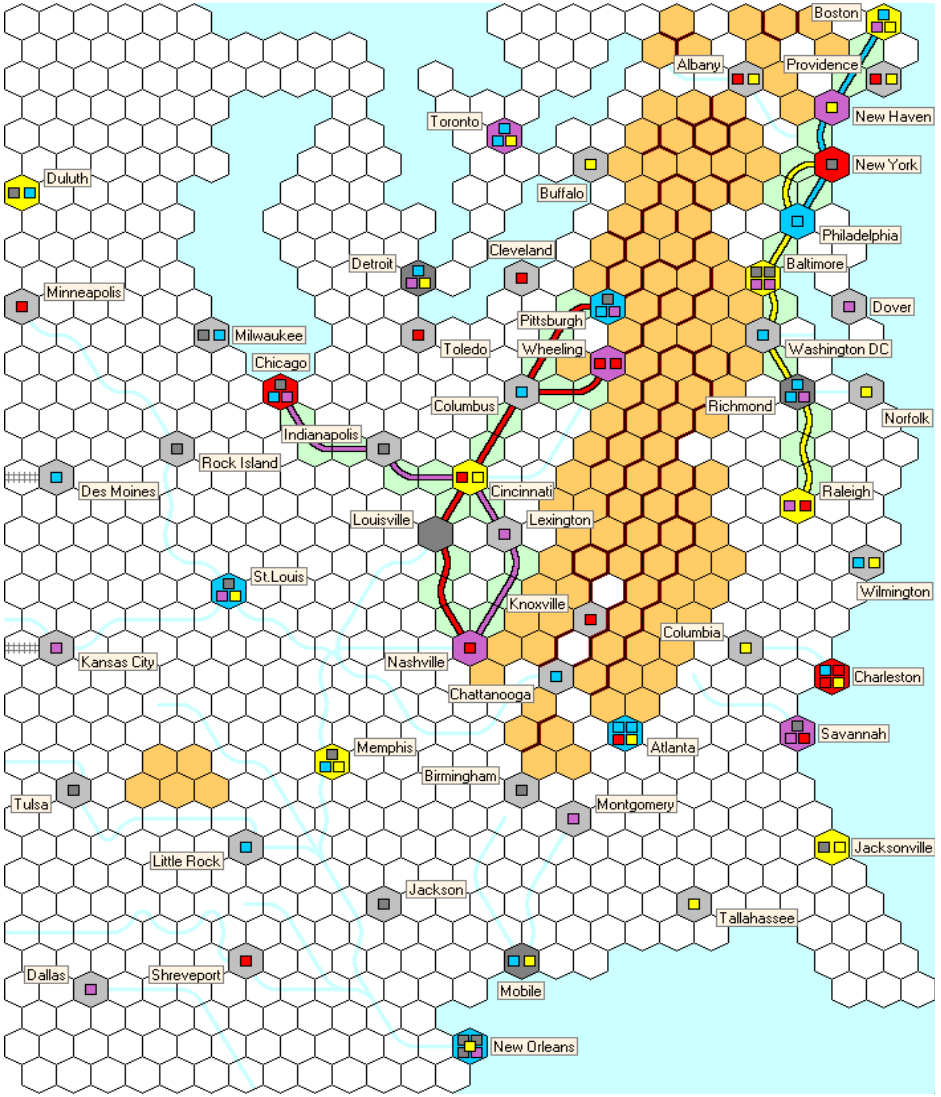
Cash flow	Joakim		Mark		Simon		Michael	
Balance b/f		4		6		8		9
Shares	7 +20	24	6 +10	16	1 -	8	7 +10	19
Expenditure	-20	4	-15	1	-4	4	-16	3
Income	+11	15	+10	11	+13	17	+17	20
Share dividends	-7	8	-6	5	-1	16	-7	13
Shares issued	-	8	-	5	-	16	-	13
Balance c/f		8		5		16		13

Player	Colour	Train	VPs	Railroad Operation Cards
Joakim	Purple	4	9	-
Mark	Red	3	8	-
Simon	Blue	2	11	Hotel (Boston)
Michael	Yellow	4	18	Hotel (New York)

- ● Service Bounty (Mobile)
- ✖ City Growth (2 new cubes)
- ● Major Line (Baltimore/Toledo)
- ● Major Line (New York/Chicago)
- ✖ City Growth (2 new cubes)
- ● Service Bounty (Jacksonville)
- ✖ New Industry (urbanise)
- Government Land Grant (free build) New

There is 1 empty city.

The game end is triggered with 14 empty cities.



Orders required
Bids for first player, followed by three sets of actions

RAIL BARON 14

We're down to one railroad in the bank.

ROUND 7

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 25½K
(Home: El Paso)

31: {5} GM&O/C&NW to 2 W of Chicago {-1 bank -5 BUM}
32: {5} C&NW to 1 W of Omaha {-1 bank}
33: {7} C&NW/CB&Q to 1 N of Denver {-1 bank -5 SLAPPERS}
34: {9} UP to Salt Lake City {+14½} No purchase {+5/-5 PFFFT}
35: {5} UP to 4 SE of Pocatello {+5/-5 PFFFT}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 37½K
(Home: Detroit)

31: {5} AT&SF to 2 NE of Los Angeles {-1 bank +5 PEAR}
32: {4} AT&SF to 2 N of Phoenix {-1 bank}
33: {7} AT&SF to 6 W of Oklahoma City {-1 bank}
34: {9} AT&SF/CRI&P to Oklahoma City {+18} Buys Express {-4} {-1 bank}
35: {5} AT&SF to Kansas City {-1 bank}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System (SLAPPERS) : Cash 15½K (Home: Atlanta)

31: {5} IC to New Orleans {+15½} Buys NP {-14} {-1 bank}
32: {4} SOU to 1 SW of Birmingham {-1 bank}
33: {7} SOU to Charlotte {-1 bank +5 PEAR}
34: {9} SOU to Washington {+11} No purchase {-1 bank}
35: {5} B&O to 2 E of Cincinnati {-1 bank}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 15K
(Home: San Francisco)

31: {5} UP to 3 SE of Pocatello {-1 bank}
32: {4} UP to Salt Lake City {+12½} Buys N&W {-12} {-1 bank}
33: {7} UP to 2 NE of Los Angeles {-1 bank}
34: {9} UP/SP to Phoenix {+12} Buys Express {-4} {-1 bank +5/-5 PEAR}
35: {5} SP/UP to 2 NE of Los Angeles {-1 bank +5/-5 PEAR}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 33½K
(Home: Los Angeles)

31: {5} MP to 1 W of Memphis {-1 bank}
32: {4} MP to Memphis {+11} Nuys T&P {-10} {-1 bank}
33: {7} MP/PA to 1 W of Indianapolis {-1 bank}
34: {9} PA to Pittsburgh {+8} No purchase {-1 bank}
35: {5} PA to 1 W of Indianapolis {-1 bank}

Turn	Basic Throw	Bonus		Priority
36	3+3=3	3	(E)	PEAR
37	3+1=4	-		BUM
38	5+1=6	-		SLAPPERS
39	1+5=6	4	(S)	PFFFT
40	4+5=9	6	(S)	C&T

The next period has lower than average movement rolls, although it could pick up at the end if you're able to buy a Superchief.

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Cleveland . . . . (NC)	18,500	Oklahoma City . (PL)	10,500
BUM	Yellow	Boston . . . . . (NE)	17,500	Dallas . . . . . (SC)	18,500
SLAPPERS	Red	San Francisco . (SW)	30,500	New York . . . . . (NE)	31,500
PFFFT	Blue	Dallas . . . . . (SC)	11,000	Buffalo . . . . . (NE)	14,000
C&T	Black	Sacramento . . (SW)	26,500	Oklahoma City . (PL)	17,500

Player	Train	Railroads	Cash
PEAR	E	B&M, C&NW, C&O, SP	$27,000
BUM	E	AT&SF, GM&O, GN, RF&P, SAL	$51,500
SLAPPERS	N	ACL, B&O, CB&Q, IC, NP, SOU	$28,000
PFFFT	E	L&N, NYC, N&W, NYNH&H, SLSF, UP, WP	$18,500
C&T	N	CMStP&P, D&RGW, MP, PA, T&P	$37,500

Railroads available for purchase from the bank
CRI&P 29,000

Orders required
Turns 36 to 40

RAILWAY RIVALS 2047-DX

Fourteen towns connected this round.

ROUND 2

Dixieland - South East USA {14 points for these builds}
South And Delta (SAD) (Steve Ham, Grey)
N30 - Charleston, Savannah - G27, S33 - Raleigh - Z36 - Norfolk, buys the Norfolk to Newport News ferry.
20 +21 (towns) -6 (ferry) = 35

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)
R10 - U9 - Memphis, Meridian - Jackson - Vicksburg, U9 - W8.
23 +15 (towns) = 38

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Mobile - F7 - New Orleans, O19 - Atlanta - O26.
20 +12 (towns) = 32

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)
S13 - V14 - Nashville - Y15 - Z14 - A65 - A66 - D67. (Lionel Robbins, Red)
26 +6 (towns) = 32

Just Another Zany Zone (JAZZ) (Colin Sharpe, Blue)
U31 - W32 - Durham, M30 - Charleston, U31 - Charlotte, W33 - Richmond, W32 - Greenborough.
23 +18 (towns) = 41

Builds
Up to 15 points excluding payments to rivals

RAILWAY RIVALS 2016-CZ

One final check.

GAME OVER

1st	Steve Ham	TBD	428
2nd	Peter Mearns	PUPPET	305
3rd	Bob Coull	MATE	291
4th	Simon Robertson	TGV	259
5th	Colin Sharpe	COLIN	157

Bob Coull (MATE, 3rd): Well done Steve for such a resounding win. Any tips?

Simon Robertson (TGV, 4th): Congratulations to Steve who ended up with something very similar to the east-west route that looked the best to me before we started the game. The strength of the route is supported by Peter coming second with a slightly inferior version of it. Well done to Peter for taking the risk and going for it from the Prague start. I had decided that it was too likely to get blocked by the Brno starters. Colin and I suffered from identical starts and then having to make do with poor/long-winded access to the east. Thanks Keith and all for the game.

For a leapfrog game, people got on without them most of the time. TBD only made two in the game, while TGV made the most at four.

RAILWAY RIVALS 2046-DC

Everyone goes to Plymouth.

ROUND 5

Devon and Cornwall {14 points for these builds}

Taunton Rapid Express (TRADE) (Tony Bromley, Orange)
O16 - Wadebridge - P13 - Q13 - Padstow, Q24 - N25 - Plymouth, O19 - Lostwithiel, W36 - U37, Q24 - Tavistock.
31 +24 (towns) -1 (YOKEL) +3/-2 (PASTIE) = 55

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)
I6 - I5 - St.Ives, I5 - Penzance, O22 - M23 - Plymouth.
41 +12 (towns) +1 (TRADE) +1 (PASTIE) = 55

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)
W20 - Launceston - T22 - Q24 - Tavistock - O26 - Plymouth.
36 +12 (towns) +2/-3 (TRADE) -1 (YOKEL) = 46

Builds
Up to 13 points excluding payments to rivals

RAILWAY RIVALS 2026-DM

Some places are going to be closely fought.

ROUND 11

Denmark

Round 11 Runs

					TRADE	GREAT	100%	KIM	BT	
25	62 Samsø 12 Nykøbing Falster	①	GREAT	30						30
26	14 Frederikshavn/ Vordingborg	①	KIMBPU	11					-1	10
		①	GREAT	10					-1	9
	53 Hobro/Helsingør	③	100%	5						5
		③	BT	4		+1		+1		6
27	44 Grindsted	①	GREAT	15			-1			14
	32 Rinkøbing	①	BT	15			-3			12
		✘	100%			+1			+3	4
28	64 Sønderborg/Ærø	①	BT	13	-4					9
	25 Vejle/Korsør	①	KIMBPU	12						12
		③	TRADE	5				+4		9
29	52 Randers/Hillerød	①	KIMBPU	13		-4	-2			7
	26 Frederica/Slagelse	②	GREAT	8	+3		-1	+4		14
		③	BT	5						5
		③	TRADE	4		-3	-1			0
		✘	100%		+1	+1		+2		4
30	31 Lemvig/Middelfart	①	100%	20						20
	46 Skjern/Town 46	②	KIMBPU	10						10

Round 11 builds

Trans Denmark Express (TRADE) (Tony Bromley, Red)
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
None.

100% Trains (100%) (Michael Longdin, Green)
None.

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
None.

Brian's Trains (BT) (Brian Tappenden, Orange)
None.

Scores

	Runs:	25	26	27	28	29	30	Builds	Score
TRADE	368	-	-	-	9	0	-	-	377
BT	227	-	6	12	12	5	-	-	262
GREAT	175	30	9	14	-	14	-	-	242
100%	134	-	5	4	-	4	20	-	167
KIMBPU	128	-	10	-	9	7	10	-	164

Round 12 Runs

31.	65 - 45	Åbenrå/Fanø to Silkeborg/Frederikssund
32.	61 - 56	Flensburg/Læsu to Viborg/København-south east
33.	35 - 24	Skive/Nyborg to Kolding/Skælskør
34.	55 - 34	Aålborg/København-west to Nykøbing Mors/Odense
35.	22 - 13	Varde/Ringsted to Brønderslev/Gedser
36.	43 - 16	Herning/Rørvig to Thisted/Stege

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

RAILWAY RIVALS 2051-EA

Most first choices were honoured.

SET UP

East Anglia

Player/Colour	Start	Railroad
Michael Graystone Brown	London	Graystone Railways Entertain Another Territory (GREAT)
Kevin Lee Red	London	Woodbridge Expressways Are Rampant (WEAR)
John Marsden Orange	Lowestoft	Opening Directly East (ODE)
Simon Robertson Blue	London	Theophilus' Goods Vehicles (TGV)
Colin Sharpe Black	Peterborough	Cromer Ongar London Inter Network (COLIN)

I had two first choices for Peterborough, and Simon lost out on the selection, having to take his second option of London instead.

I was asked if my map was the same as David Watts' edition 1a of March 1996. The answer is that is was taken from that version, so unless I have made any unintended changes, it is the same. However, if you use David's map and then find there are differences later on, that's a risk you take. I shall be working from my map.

Special run 6 says that a seaside resort is any town on open sea (not estuary). That wording is from the original map, and I take it to mean that Felixstowe (or Flexistowe, as my version is spelt - oops!) And Harwich are included, because they have a hex side facing the open sea, but Tollesbury and Burnham are not included, as they are only on an estuary.

Builds
Up to 16 points excluding payments to rivals

RAILWAY RIVALS 2028-DC

Lynton joins the network.

ROUND 10

Devon and Cornwall

Round 10 Runs

				FERRET	GREAT	WCRC	
6	34	Tavistock	① FERRET	10		+4	+3	17
	56	Dulverton	② WCRC	10	-3			7
			② GREAT	10	-4			6
19	24	St.Austell	① FERRET	20		+3		23
	31	Liskeard	② GREAT	10	-3			7
20	41	Torquay	① FERRET	30				30
	33	Plymouth						
21	52	Seaton	① GREAT	10			+3	13
	45	Exeter	① FERRET	10			+2	12
			① WCRC	10	-2	-3		5
22	14	Falmouth	① WCRC	20		+1/-2		19
	22	Wadebridge	② GREAT	10			+2/-1	11
23	62	Barnstaple	① GREAT	20			+2/-2	20
	15	Truro	② WCRC	10		+2/-2		10
24	64	Bude	① WCRC	30				30
	55	Tiverton						

Round 10 builds

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
Dulverton - C75 - E74 - Lynton. -8 (builds) +6 (towns) +4 (GREAT) = +2

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
B74 - C75 - D74 - E75 - Lynton. -10 (builds) -4 (FERRET) = -14

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
None.

Scores

	Runs:	6	19	20	21	22	23	24	Builds	Score
GREAT	289	6	7	-	13	11	20	-	-14	332
FERRET	182	17	23	30	12	-	-	-	+2	266
WCRC	168	7	-	-	5	19	10	30	-	239

Round 10 Runs

12.	21 - 63	Padstow to Lynton
25.	43 - 13	Exmouth to Redruth
26.	66 - 25	Bideford to Lostwithiel
27.	44 - 65	Sidmouth to Launceston
28.	12 - 34	St.Ives to Tavistock
29.	32 - 52	Plymouth to Honiton
30.	54 - 23	Taunton to Bodmin

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

RAILWAY RIVALS 2029-DC

Four solo runs.

ROUND 9

Devon and Cornwall

Round 9 Runs

				ODE	YOKEL	GITCO	
5	52 Honiton	①	GITCO 30	-2			28
	63 Lynton	✘	ODE			+2	2
13	53 Taunton	①	GITCO 20				20
	32 Plymouth	②	ODE 10		-5		5
		✘	YOKEL			+5	5
14	44 Sidmouth	①	GITCO 20		+1		21
	15 Truro	②	YOKEL 10	-1		-1	8
		✘	ODE		+1		1
15	55 Tiverton	①	GITCO 15	+1			16
	25 Lostwithiel	①	ODE 15			-1	14
16	41 Torquay	①	ODE 30				30
	21 Padstow						
17	62 Barnstaple	①	ODE 30				30
	36 Kingsbridge						
18	65 Launceston	①	YOKEL 30				30
	11 Penzance						

Round 9 builds

Old Devon Enterprise (ODE) (John Marsden, Orange)
P14 - N13, R23 - R22 - Launceston, N26 - M26. -6 (builds) -1 (YOKEL) = -7

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)
None. +1 (ODE) +1 (GITCO) = +2

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)
W29 - Barnstaple. -8 (builds) -1 (YOKEL) = -9

Scores

	Runs:	5	13	14	15	16	17	18	Builds	Score
GITCO	218	28	20	21	16	-	-	-	-9	294
ODE	165	2	5	1	14	30	30	-	-7	240
YOKEL	133	-	5	8	-	-	-	30	+2	178

Round 10 Runs

19. 25 - 43 Lostwithiel to Exmouth
20. 24 - 61 St.Austell to Ilfracombe
21. 14 - 45 Falmouth to Exeter
22. 63 - 52 Lynton to Honiton
23. 51 - 31 Seaton to Liskeard
24. 36 - 12 Kingsbridge to St.Ives

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

RAILWAY RIVALS 2030-DC

The last two towns are connected.

ROUND 7

Devon and Cornwall

Round 7 Runs

				THUD	REAL ALE	TGV	
1	44 Sidmouth to	①	TGV 20	+1/-8	-4		9
	61 Ilfracombe	②	THUD 10		-9	+8/-1	8
		✘	REAL ALE	+9		+4	13
2	45 Exeter to Taunton	①	REAL ALE 13				13
	53	①	THUD 12			-6	6
		③	TGV 5	+6			11
3	51 Seaton to	①	REAL ALE 30				30
	34 Tavistock						
4	15 Truro to	①	TGV 15	+9			24
	35 Okehampton	①	THUD 15			-9	6
5	25 Lostwithiel to	①	THUD 30		-2	-1	27
	64 Bude	✘	REAL ALE	+2			2
		✘	TGV	+1			1
6	14 Falmouth to	①	TGV 30				30
	24 St.Austell						

Round 7 builds

Travel Hotspot Under Development (THUD) (Bob Coull, Black)
W34 - U35, K10 - K9 - I8, E74 - Lynton.
-10 (builds) +6 (towns) +1 (REAL ALE) +1/-2 (TGV) = -4

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)
X37 - Tiverton, M29 - K30 - Kingsbridge, M11 - L11.
-9 (builds) +6 (towns) -1 (THUD) -1 (TGV) = -5

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
X27 - Tiverton, Redruth - H6, Y25 - A70 - B69 - Barnstaple.
-10 (builds) +2/-1 (THUD) +1 (REAL ALE) = -8

Scores

	Runs:	1	2	3	4	5	6	Builds	Score
TGV	101	9	11	-	24	1	30	-8	168
THUD	77	8	6	-	6	27	-	-4	120
REAL ALE	56	13	13	30	-	2	-	-5	109

Round 8 Runs

7. 62 - 36 Barnstaple to Kingsbridge
8. 21 - 42 Padstow to Newton Abbot
9. 65 - 12 Launceston to St.Ives
10. 56 - 11 Dulverton to Penzance
11. 54 - 26 Taunton to Looe
12. 32 - 46 Plymouth to Exeter

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

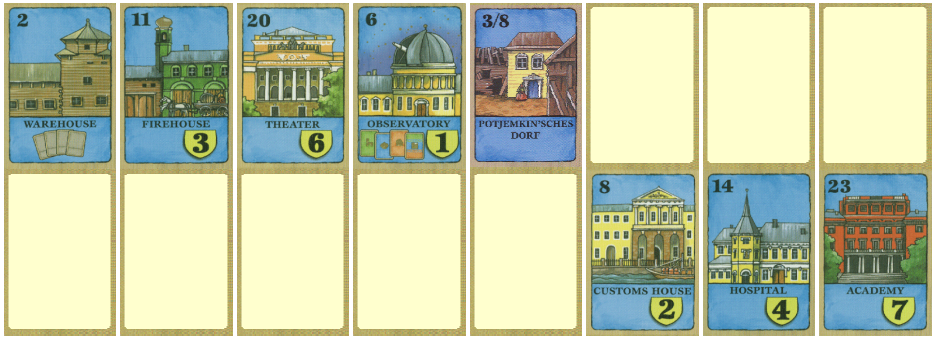
SAINT PETERSBURG 1

Three players double their Worker income.

PHASE 2-W

Round 2 - Worker Phase

Sharon	Rob	Mike	Geoff
+ Shepherd	+ Shepherd	+ Ship Builder	✘
+ Ship Builder	+ Ship Builder	Ship Builder ➜ Wharf	✘
✘	✘	✘	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	16	2	6r + 0v	0r + 2v	2r + 0v	Building	23
Sharon	16	0	12r + 0v	0r + 0v	4r + 0v	Worker	18
Rob	15	0	12r + 0v	0r + 0v	3r + 0v	Aristocrat	26
Mike	13	2	12r + 0v	0r + 1v	1r + 0v	Trading	32

Players	Cards in hand	(Limit)	Cards in play
Geoff	Minister of Foreign Affairs Hofnarr (Jester)	(3)	Lumberjack, Gold Miner Market x 2 Administrator
Sharon	Library	(3)	Lumberjack, Shepherd x 2, Ship Builder Secretary
Rob	Senator	(3)	Lumberjack, Shepherd, Fur Trapper, Ship Builder Warehouse Manager
Mike	Weg Damit (Discard)	(3)	Gold Miner, Ship Builder Market Author Wharf

Orders required
Building phase led by Geoff

SCEPTRE OF ZAVANDOR 1

One Magic Belt and one Magic Mirror are bought.

ROUND 6

When Geoff bought the Elixir, he got an enchanted diamond, not a diamond energy card. He then got the diamond card in the deal.

Actions

Geoff	Started the Gems path of knowledge {22}
Kevin	Started the Nine Sages path of knowledge {23} - gains two Sapphire cards
David	Started the Artifacts path of knowledge {27}
Lyndon	Increased knowledge of Artifacts to level 3 {8}
‣	Bought an Opal {10}
Tim	Auctioned a Magic Belt for 30 and got it {25} {5th place discount}
Sharon	Auctioned a Magic Mirror for 40 and got it {30} {6th place discount}, and placed the value 40 New Knowledge chip - every other player lost one active gem
‣	Started the Gems path of knowledge {2}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Geoff	Fairy	o:1 s:3 d:1	5/5	2	s:3 d:2 r:1	4
2	Sharon	Kobold	o:2 s:3	5/6	5	s:4	8
3	Tim	Druid	o:2 e:1	3/7	10	e:2	8
4	Lyndon	Elf	o:4 s:2	5/5	22	s:5	5
5	Kevin	Mage	o:1 s:3	4/5	12	s:7	9
6	David	Witch	o:2 s:3	5/6	5	s:5	6

PO	Name	Artifacts	Knowledge	New Knowledge Cost	VPs/Gems
1	Geoff	Runestone Elixir	Gems:1 Sages:4	25/30/35/40	11/6
2	Sharon	Spellbook Crystal Ball Magic Mirror	Gems:1 Acc:2	20/25/30/35	11/5
3	Tim	Spellbook Crystal Ball Magic Belt	Fire:2	20/25/30/35/40	10/4
4	Lyndon	Runestone	Energy:4 Art:3	25/30/35/40	8/5
5	Kevin	Runestone Crystal Ball	Sages:1 Art:4	25/30/35/40	8/4
6	David	-	Gems:4 Art:1 Acc:2	25/30/35/40	7/5

Artifacts on offer: 1 Spellbook, 2 Magic Belts, 1 Magic Mirror, 2 Elixirs

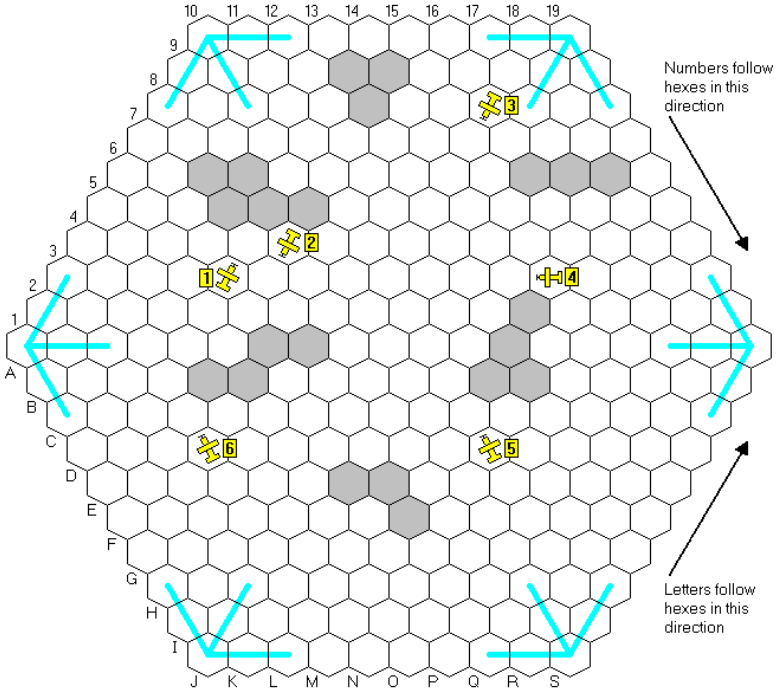
Orders required
Round seven gem dealing, knowledge improvement, auctions and bids

SOPWITH T-340-FW

First damage.

ROUND 2

	Pilot	Starts	Moves	Ends	A:D:P
1	*Not Only But Also* Don Shailer	D4-E	A, LS, LT {Airfield: A1}	E7-NE	16:12:00
2	*Mad Ferret* Tim Franklin	D10-SE	A, A, RT-fA {Airfield: A10}	F9-SW	15:11:00
3	*Roland Slide* Simon Brooks	H16-SW	LS, 0, 0 {Airfield: J19}	I16-SW	16:12:00
4 ♠	*The Brown Baron* Michael Graystone	P16-W	RS, RS, A {Airfield: S19}	M15-W	16:12:00
5	*Wizard Prang* Jim Reader	P10-NW	A-fL, RS, A {Airfield: S10}	N11-NW	15:12:00
6 ♠	*Lord Flashheart* Joakim Spångberg	J4-NE	LT, A-fA, A {Airfield: J1}	G4-NW	15:12:00



Mad Ferret takes a point of damage from the clouds, which then head north west.

NEWS FROM THE ROCK

http://www.fwtwr.com/

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

✪ It was quiet. Too quiet. But that was not a bad thing, because there were plenty of other things to be getting on with.

Actually, it was a bad thing, because my mail ISP has been merrily rejecting mail, claiming that their service was unavailable. Somehow, I don't think the upgrade they did a few weeks ago went quite as planned. The outcome is that some people are having to resend orders when the originals get rejected. I sincerely hope they get things sorted out, or I'll have to look for a new mail provider.

✪ Here are the current web ratings for zine subscribers with a rating of 2.0 or more:

- Roger Krueger 3.267
- Rob Thomasson 2.857
- Martin Butcher 2.367
- Gareth Lodge 2.167
- ▲ Michael Longdin 2.103
- Bob Coull 2.000

✪ Completed games and winners:

1825 e626 {1825-W20 - Unit 1} . . . . . Michael Longdin
Puerto Rico e648 . . . . . Vlad Portnoy
Carcassonne e653 {River} . . . . . Michael Longdin
1830 e655 {1830-K21} . . . . . Michael Bakken
1825 e657 {1825-M21 - Unit 3} . . . . . Michael Bakken
Euphrat & Tigris e668 . . . . . Peter Beck
Euphrat & Tigris e675 . . . . . Matthew Szyndel
Durch die Wüste e680 . . . . . Bill Dove
Samurai e682 . . . . . Mark Stretch
Carcassonne e690 . . . . . Per Hallberg
Euphrat & Tigris e691 . . . . . Paul Ridout
Torres e698 {Action Card} . . . . . Andrew Glynn

✪ New games and start dates:

1830 e699 {1830-F22} . . . . . Sep 26th
Ra e700 . . . . . Sep 30th
1825 e701 {1825-H22 - Unit 3} . . . . . Oct 3rd
Acquire e702 . . . . . Oct 3rd
Euphrat & Tigris e703 . . . . . Oct 30th
Puerto Rico e704 . . . . . Oct 31st
Carcassonne e705 {River} . . . . . Nov 1st ✪

PREVIEW

The waiting lists have gained a new entry, albeit not a new flavour. 1861: Railways of the Russian Empire is open for players, although I would appreciate your thoughts one the best way to handle the minor company merger rounds that take place after every operating round.

Are they best dealt with after the operating round, when you might not know how the companies are connected, or best left to the start of the next report, leaving you uncertain which companies you're going to be running? Either way, it looks like this will be running at one operating round a month while the merger rounds are taking place. Alternatively, it doesn't run here at all but becomes another option for the web site.

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

#138: Acquire (Powers), Railway Rivals (Israel and Palestine)
#139: 1850 ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Sep 29th	The Abyssinian Prince 305
Oct 3rd	Minstrel 293
Oct 4th	Save Your XXs For Me 33
Oct 7th	The Tangerine Terror 35
Oct 11th	Devolution 61
Oct 13th	Variable Pig 105
Oct 24th	Ode 279
Oct 26th	The Abyssinian Prince 306
Oct 28th	Bloodstock 194
Nov 5th	Minstrel 294

RATINGS

This is the list of subscribers with a rating of 2.000 or greater. People are only included if they have completed five games.

-	David Smith	3.647
-	Lionel Robbins	3.250
▲	Simon Robertson	3,073
-	Lyndon Gurr	3.025
-	Mark Frueh	3.000
-	Marcus Pratt	2.756
▼	Steve Thomas	2.563
-	Gareth Lodge	2.400
▼	Stephen Webb	2.387
▲	Colin Sharpe	2.298
-	Rob Thomasson	2.141
▼	Michael Graystone	2.129

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

Peter Berlin	1829-C20, 1829-V21, 1856-Y19
Tony Bromley	RR-2026-DM, RR-2046-DC
Simon Brooks	Acq47, BA16, BB-297-VSW, BB-300-KYR, Sop340
Martin Butcher	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, BA15, BB-293-NIT, LR10, NER8, OP24
John Colledge	6n12, Acq44, Acq45, Acq47
Bob Coull	Acq46, BB-297-VSW, BB-300-KYR, RR-2030-DC
Simon Cutforth	1856-M19, 1870-O20
Bruce Edwards	BA15
Tim Franklin	1826-E22, 1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1, Sop340
Mark Frueh	1830-R20
Michael Graystone	6n12, Acq44, Acq45, Acq47, BB-299-NWA, BB-300-KYR, RR-2026-DM, RR-2028-DC, RR-2051-EA, Sop340
Lyndon Gurr	1826-E22, 1829-J19, 1856-M19, 1870-U19, 1899-Z21, 18Kaas-O19, Acq46, LR10, OP22, Sceptre 1
Steve Ham	6n12, BA16, BB-293-NIT, BB-299-NWA, RR-2030-DC, RR-2047-DX
Geoff Hardingham	1837-G21, OP24, PR4, StP1, Sceptre 1
Alan Harvey	1800-I20, 1825-L21, 1829-J19, 1899-Z21, 18Kaas-O19
Mick Haytack	6n12, Acq44
Mike Head	1830-F21, 1856-Y19, 1856-D22
John Hopkins	1829-V21
Mike Hutton	1825-L21, 1829-V21, 1830-R20, 1870-U19, StP1
Sharon Khan	6n12, BA16, NER8, StP1, Sceptre 1
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14
Kevin Lee	Acq45, BA16, BB-297-VSW, BB-299-NWA, PR4, RB14, RR-2047-DX, RR-2051-EA, Sceptre 1
Michael Longdin	OP24, RR-2026-DM, RRT1
Richard Lunn	1830-R20, 1856-D22
John Marsden	Acq46, BB-299-NWA, RR-2029-DC, RR-1051-EA
Willem Moene	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1856-D22, 1870-O20, 18Kaas-O19, Acq46, Acq47, OP24
Marcus Pratt	NER8, OP24
Jim Reader	6n12, BA15, BA16, BB-293-NIT, BB-297-VSW, BB-300-KYR, OP24, PR4, PR5, PR6, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC, RR-2047-DX, Sop340
Lionel Robbins	1829-J19, 1829-V21, PR6, RR-2047-DX
Peter Robbins	RR-2028-DC
Tony Robbins	1837-G21, 1856-D22
Simon Robertson	BB-297-VSW, BB-300-KYR, RRT1, RR-2030-DC, RR-2051-EA
Tony Sait	1830-F21, 1835-B21, 1856-M19, 18Kaas-O19, PR6, RR-2029-DC
Don Shailer	1829-C20, BB-293-NIT, RR-2046-DC, Sop340
Colin Sharpe	6n12, Acq44, Acq45, Acq47, BB-293-NIT, BB-299-NWA, RR-2047-DX, RR-2051-EA
John Shelley	1826-E22, 1829-J19, 1835-B21, 1856-D22, 1870-U19, 1899-Z21, RB14
David Smith	1829-J19, 1829-C20, Sceptre 1
Don Smith	1826-E22, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20, 1899-Z21
Joakim Spångberg	RRT1, Sop340
Allan Stagg	BA15, PR5
Mark Stretch	1830-F21, 1835-B21, BA15, OP24, RRT1
Brian Tappenden	PR5, RR-2026-DM
Paul Tappenden	PR5
Rob Thomasson	1829-V21, 1856-Y19, PR6, StP1
Roger Trethewey	BA15
Stephen Webb	1826-E22, 1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
Tony Wilcock	Acq45, Acq46, LR10, NER8
Derek Wilson	RB14

OUTSIDE EDGE

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

✧ Games ✧
✧ New ✧
1826-E22 15
Acquire 47 56
Bus Boss 300-KYR 63
1800-I20 16
1825-L21 {Unit 3} 18
1829-J19 {North} 20
1829-C20 {South} 22
1829-V21 {North} 24
1830-G20 26
1830-R20 28
1830-F21 30
1835-B21 32
1837-G21 34
1856-M19 36
1856-Y19 38
1856-D22 40
1870-U19 42
1870-O20 44
1895-L20 46
1899-Z21 48
18Kaas-O19 50
6 nimmt! 12 52
Acquire 44 {Powers} . . 53
Acquire 45 54
Acquire 46 55
Breaking Away 15 . . . 57
Breaking Away 16 . . . 58
Bus Boss 293-NIT 59
Bus Boss 297-VSW . . . 61
Bus Boss 299-NWA . . 60
Distortion 1 62
Lancashire Railways 10 64
New England Railways 8 66
Outpost 23 {Average} . 68
Outpost 24 68
Outpost 25 70
Puerto Rico 4 71
Puerto Rico 5 72
Puerto Rico 6 73
Rail Baron 14 76
Railroad Tycoon 1 . . . 74
RR-2016-CZ 78
RR-2026-DM 79
RR-2028-DC 81
RR-2029-DC 82
RR-2030-DC 83
RR-2046-DC 78
RR-2047-DX 77
RR-2051-EA 80
Saint Petersburg 1 . . . 84
Sceptre of Zavandor 1 85
Sopwith T340FW 86
✧ Bits and Bobs ✧
Board2Pieces 7-9
Deadlines . . . . . Below
Game Orders 89
Game Standards 90
New Misadventures . . 10
News from the Rock . . 87
Preview 88
Ratings 88
Waiting Lists 2
Who Plays What 91
Zines Received 88

DEADLINES

Wednesday December 6th 2006

18xx Games - Friday December 1st

Future main deadlines: January 24th February 21st March 21st

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
Unreadable submissions will be treated as No Move Received.