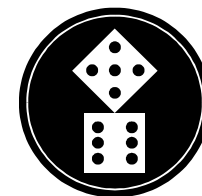This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.

£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #162, 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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Subscription payments can be sent via PayPal to Keith@Thomasson.com
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WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ✪ means a list is full.

Games starting in this issue...

| | 1870 . . . . | Lyndon Gurr, Mike Hutton, Willem Moene, Adam Romoth, Don Smith |
| ✪ | Bus Boss . . . . | Bob Coull, Lyndon Gurr, Jim Reader, Colin Sharpe, Roger Trethewey {Luzon} |

Games starting in the next issue...

| ✪ | Railway Rivals . . . . | Tony Wilcock, Bob Coull, Jim Reader, Tony Bromley, Lionel Robbins {Malaysia Peninsula} |

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

✪	1825 {multi-unit?}	Mike Hutton, Lionel Robbins, Willem Moene, Alan Harvey, Pete Campbell
✪	1837	Don Smith, Steve Thomas, Stephen Webb, Adam Romoth, Pete Campbell
✪	1861	Mike Hutton, Willem Moene, Lyndon Gurr, Stephen Webb, Pete Campbell
⇨③	1870	Lionel Robbins, Don Smith
②	18GA	Mike Head
⇨④	18Rhl Rhineland	Willem Moene
⇨①	Age of Steam	Pete Campbell, Mike Hutton, Marcus Pratt
②	Agricola	Pete Campbell, Jim Reader
⇨①	Canal Mania	Kevin Lee, John Marsden, Geoff Hardingham, Jim Reader
⇨②	In the Year of the Dragon	Michael Longdin, Pete Campbell
①	Industrial Waste	Alan Harvey, Marcus Pratt, Mike Head
⇨②	Mystic Wood	Jim Reader, Kevin Lee, Roger Trethewey
⇨④	Outpost	Willem Moene, Jim Reader, Marcus Pratt, John Marsden, Pete Campbell, David Smith
⇨②	Phoenicia	Mike Hutton, Lyndon Gurr, Geoff Hardingham
②	Puerto Rico	Willem Moene, Jim Reader
⇨②	Railroad Tycoon	Michael Longdin, Pete Campbell
③	Saint Petersburg	Bob Coull

I supply everything you need for these...

②/⑧	Battle!	Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
③	Breaking Away	Kevin Lee, Jim Reader, Dennis Frank
✪	Bus Boss	Jim Reader, Pete Campbell, John Marsden, Michael Graystone, Bob Coull
⇨③	Railway Rivals	John Marsden, Michael Graystone

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

START

Welcome to issue #162. This issue is pushing the back end of March, but I am determined that it will not slip into April and become another double issue. That's what I get for heading down to Eastbourne for a couple of days of gaming. It was two good days, too, with 20 games played.

I got my first play of Snow Tails, last year's game from the Lamont Brothers, and later on managed another, although in the second game I ended up converting my sled into matchwood rather than finishing the course. The Asmodee version of Snow Tails is due out in May. They weren't happy with the name at first, and ran a competition to find a new name. I believe the winner was Too Mush, and have to be thankful that they finally decided to go with the original name.

Another game I played was Mow, a simple card game that was available as a limited edition at Essen last year. It was echoes of 6 nimmt! in that you are trying to avoid picking up cards with penalties on them. All cards have cows, and some have flies, which are the penalties. Cards are played in a single row, and to play a card to the row you must add a card to one end of the row, higher or lower than the current end cards. There are special cards that let you do other things, and you also get to decide whether the order of play is reversed when they are played. Good fun, nice and quick, and what do you know, just coming out in an unlimited edition.

If you are a Dominion fan, or would like to be, the main game has just come back into print. There is a big box expansion set due out any time now as well, but if you want an extra fix, you should head off to the BoardGameGeek store. They are currently taking orders for two promo cards. The cost is $5 for the cards and shipping anywhere in the world. I missed out on the first batch, but got an order in for the second batch that is due to ship mid-April. The two cards in the set are the Envoy and the Black Market.

With the Envoy, you reveal the top five cards of your draw deck, one of which is discarded, and you get to keep the rest. The trick is that the discard is chosen by the player on your left.

The Black Market gives you +2 to your spending power. You draw three cards from the top of the Black Market deck and may buy one of those immediately, with the other two going to the bottom of the deck. The Black Market deck is made at the start of the game, and contains one copy of each action card NOT in common use in the current game.

Rio Grande say that there is no intention to limit availability of these cards, so if you miss out on the second batch there should be a third, subject to demand. These are only available through the BoardGameGeek store, which can be found at store.boardgamegeek.com.

Ian D Wilson, designer of 1861, has published prototype information on a new game he is working on, currently known as 1812. This is an 18xx game for two to four players set in north eastern England. A game is just starting in Steve Thomas' zine ...mais n'est-ce pas la gare? This is becoming a common practice among private designers, who look for feedback on their design before finalising the design. The collection of files is just under 2.5MB and is available from the 18xx Yahoo group. If you're not a member of that group but are still interested, I could forward you a copy of the zip file via e-mail.

If you fancy attending my first-Saturday-of-the-month games day for April, remember to go to the village hall rather than my place, as TringCon takes precedence for April.

Looking ahead a couple of months, the third UK Games Expo will be taking place in Birmingham on June 5th/6th/7th. The 5th will be mostly role playing in the adjacent hotel, with the main event happening on the Saturday and Sunday. Heron Games will be there and are sponsoring the Settlers of Catan tournament this year, in conjunction with Mayfair Games. For more information, take a look at www.ukgamesexpo.co.uk.

I wonder how much trouble people have with viewing that site from work, given the appearance of 'sex' in the middles of 'ukgamesexpo'. We had instances of sites being blocked for that reason some years ago, but hopefully the blocking software is somewhat more intelligent these days.

Are you a fan of optical illusions? If so, try this one. The picture is of a Bengal Tiger in its natural surroundings. The question is - can you find the hidden tiger? Answer next time.

There are a couple of other illusions this issue, on pages 52 and 65.

Formula One is back in action, with the stewards getting busy from the start. I do hope this season turns out to be more about racing and less about rules lawyers. The first qualifying session was very close, which bodes well. As for Lewis Hamilton's problems with his car, Michael Schumacher had seasons that didn't start too well. The question is, can McLaren fix their problems quickly enough to give him a chance at defending his title successfully? Ignore the comments in the press about whether he will be able to defend his title. Of course he can defend it - it is whether he is successful or not that counts.

Change of address

Kevin Lee   14 Rother Close, West End, Southampton, SO18 3NJ

A BOARD 2 PIECES Special Presentation — BY TED ALSPACH

GATHERING PLANNING IN OHIO...

I'VE DECIDED THAT I SHOULD WIN THE 2009 SDJ. IT'S BEEN FIVE YEARS SINCE TICKET TO RIDE WON. ANY OBJECTIONS?

DON'T LYNCH ME, BECAUSE THE WERE-WOLVES ARE PROBABLY GOING TO KILL ME TONIGHT ANYWAY.

ANYONE?

‹CRICKETS CHIRPING›

THEN IT'S SETTLED. RICHARD SCARRY'S BUSYTOWN POLES & LADDERS GAME WILL DESERVEDLY WIN THE 2009 SDJ.

DIDN'T THAT COME OUT 10 YEARS AGO?

DO NOT QUESTION ME, UNDERLING!

ZAP!

STARRING:
LEO LUNENSCHLOSS AS (DR.) ALAN R. MOON   THE PROVOST AS DERK SOLKO (DECEASED)   ROCKY AS BILL CLEARY (VERY LIKELY A WEREWOLF)   JOEY THE CHIT AS W. ERIC MARTIN (SOLD OUT IN '98)   DI AS VALERIE PUTMAN

ALSO STARRING THE REST OF THE BOARD 2 PIECES CREW AS VARIOUS "GAMERS OF RANDOM IMPORTANCE (GORI)" THIS DRAMATIZATION IS BASED PURELY ON FACTS AND THINGS THAT REALLY HAPPENED DURING THE GREAT 2009 "20TH ANNIVERSARY GATHERING OF FRIENDS PLANNING SESSION"

A BOARD 2 PIECES Special Presentation — BY TED ALSPACH

ALAN R. MOON CONTINUES PLANNING...

THIS PAST YEAR I RECEIVED 3.2 MILLION INVITE REQUESTS FOR THE GATHERING.

HOW MANY ARE YOU GOING TO ACTUALLY INVITE?

WELL, LET'S SEE...CARRY THE THREE...AND ROUND UP....AND THAT WOULD BE...NONE.

WHAT?

NONE. NO MORE PEOPLE ARE GOING TO BE INVITED. EVER.

BUT, WON'T THE ATTENDEES EVENUTALLY DIE OUT?

NOT AS FAST AS YOU WILL, MR. FAIR....

ZAP!

STARRING:
LEO LUNENSCHLOSS AS (DR.) ALAN R. MOON   THE PROVOST AS DERK SOLKO (DECEASED)   ROCKY AS BILL CLEARY (MIGHT BE A VILLAGER NOW)   JOEY THE CHIT AS W. ERIC MARTIN (STILL DECEASED)   DI AS VALERIE RIO GRANDE (DECEASED)

ALSO STARRING THE REST OF THE BOARD 2 PIECES CREW AS VARIOUS "GAMERS OF RANDOM IMPORTANCE (GORI)" THIS DRAMATIZATION IS BASED PURELY ON FACTS AND THINGS THAT REALLY HAPPENED DURING THE GREAT 2009 "20TH ANNIVERSARY GATHERING OF FRIENDS PLANNING SESSION"

A BOARD 2 PIECES Special Presentation — BY TED ALSPACH

GATHERING: THE MASSACRE CONTINUES:

ON TO THE IGA AWARDS. I'VE HAD SCHLOSSER IN MY POCKET FOR YEARS, HE CALLS ME UP TO ASK PERMISSION TO SNEEZE. SO LET'S PICK A WINNER FOR HIM.

BUT THE MOST IMPORTANT THING I'VE SAID WAS THAT I'M NOT A WEREWOLF.

I THINK DOMINION HAS A CLEAR SHOT AT THE IGA GAME OF THE YEAR AWARD.

I'M SERIOUS. IT'S A REALLY GOOD GAME.

REALLY, VAL? OR SHOULD I CALL YOU MRS. RIO GRANDE?

I AM *SO* SICK OF DOMINION. PART OF THAT IS DUE TO YOUR CONSTANT CHIRPING, ERIC. I BLAME YOU BOTH.

ACK!

SIR?

ZAP! ZAP!

STARRING:
LEO LUNENSCHLOSS AS (DR.) ALAN R. MOON   THE PROVOST AS DERK SOLKO (DECEASED)   ROCKY AS BILL CLEARY (DEFINITELY A WEREWOLF)   JOEY THE CHIT AS W. ERIC MARTIN (DECEASED)   DI AS VALERIE RIO GRANDE (DECEASED)

ALSO STARRING THE REST OF THE BOARD 2 PIECES CREW AS VARIOUS "GAMERS OF RANDOM IMPORTANCE (GORI)" THIS DRAMATIZATION IS BASED PURELY ON FACTS AND THINGS THAT REALLY HAPPENED DURING THE GREAT 2009 "20TH ANNIVERSARY GATHERING OF FRIENDS PLANNING SESSION"

A BOARD 2 PIECES Special Presentation — BY TED ALSPACH

2009 GATHERING OF FRIENDS PLANNING...

MANY OF YOU HAVE BEEN WONDERING WHAT MY PLANS ARE FOR THE 25TH GATHERING OF FRIENDS IN 2014.

REALLY? I DIDN'T—

I WILL BE ELECTED GOVERNOR OF OHIO IN 2010. WE'LL ALL BE GETTING MUCH BETTER RATES NEXT YEAR AT THE HOTEL.

WON'T THAT—

IN 2012, BARACK OBAMA WILL BOW OUT OF THE PRESIDENTIAL RACE AND I WILL BE QUICKLY AND EASILY SWORN IN AS OUR 45TH PRESIDENT.

EXCUSE ME, BUT—

ZAP!

STARRING:
LEO LUNENSCHLOSS AS (DR.) ALAN R. MOON   THE PROVOST AS DERK SOLKO (DECEASED)   ROCKY AS BILL CLEARY (YEP, HE WAS A WEREWOLF)   JOEY THE CHIT AS W. ERIC MARTIN (NO PULSE)   DI AS VALERIE RIO GRANDE (TRASHED)
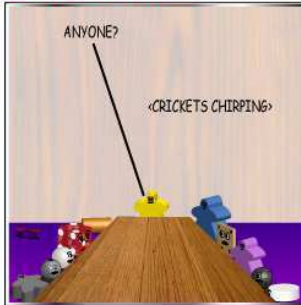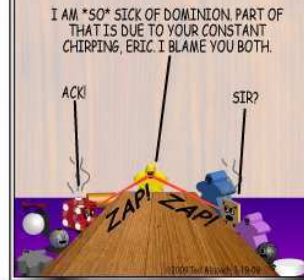
ALSO STARRING THE REST OF THE BOARD 2 PIECES CREW AS VARIOUS "GAMERS OF RANDOM IMPORTANCE (GORI)" THIS DRAMATIZATION IS BASED PURELY ON FACTS AND THINGS THAT REALLY HAPPENED DURING THE GREAT 2009 "20TH ANNIVERSARY GATHERING OF FRIENDS PLANNING SESSION"

▲▲▲

1830-G24   So, what did happen here?   GAME OVER

1st	Don Smith	. . . .	1,210	. . . . 29.1%
2nd	Stephen Webb	. . . .	1.144	. . . . 27.5%
3rd	Mark Frueh	. . . .	926	. . . . 22.3%
4th	Pete Campbell	. . . .	677	. . . . 16.3%
5th	Willem Moene	. . . .	204	. . . . 4.9%

Stephen Webb (2nd): Well done to Don for plodding on - it does work sometimes. I cannot complain at an unexpected second in such an unsatisfactory conclusion. I made a really big error with the NYC and can only thank everyone except Don for not capitalizing. Thanks also to you Keith, as ever, for your sterling efforts.

Pete Campbell (4th): I knew I was in trouble early on when I failed to secure a second company, leaving the C&O stuck with two '3' trains. If I had got away with a forced '6' purchase, it would have been fine, in fact very fine as things turned out, but needless to say I had to buy a Diesel, putting me out of the game. What I had not appreciated early on was the knock-on affect on Mark and Willem of my forced diesel purchase. With the demise of the '4' trains they were also forced to purchase Diesels, hence ruining them as well. So with the three former front runners wrecked by the side of the track, and with Stephen disadvantaged by the 'operationally challenged' NYC, it was left to Don to pick up the honours! As for Willem's bankruptcy, it was probably the best thing to do, since it was unlikely that the result was going to change.

In reading my comments at the end of the last report it did seem that I was criticising Willem for engineering his own bankruptcy. I was literally just commenting. While he could have left the Diesel with the Erie, he would have stayed at the bottom after his fall from near the top, and the end result would probably have been very similar, just taken longer to materialise. ▲

▲▲▲

SOPWITH T-340-FW   The final countdown.   GAME OVER

1st	Michael Graystone	.	The Brown Baron	. . .	Won	. . . . . . 25/1
2nd	Tim Franklin	. . . . . .	Mad Ferret	. . . .	Shot down	. 25/1
3rd	Joakim Spångberg	.	Lord Flashheart	. . . .	Crashed	. . . 24/2
4th	Don Shailer	. . . .	Not Only But Also	. . .	Shot down	. 23/1
5th	Jim Reader	. . . .	Wizard Prang	. . . . . .	Shot down	. . 9/1
6th	Simon Brooks	. . . . . .	Roland Slide	. . . .	Crashed	. . . . 5/3

No player comments on this one. Of course, for most of them it has been some time since they came down from the skies! ▲

▲▲▲

1870-Y26   We're off to bridge the Mississippi once more.   NEW GAME

Welcome to the latest 1870 game. The dealing order for this game is as follows.

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Adam Romoth	E-mail only - nospam at adam-romoth-de

You start with 420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	20	Revenue	5
Mississippi River Bridge Company	MRBC	Cost	40	Revenue	10
Southern Cattle Company	SCC	Cost	50	Revenue	10
Gulf Shipping Company	GSC	Cost	80	Revenue	15
St.Louis San Francisco Railway	SLSF	Cost	140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	160	Revenue	20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be 100.

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 $5 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. It's an easy one to avoid once you know the problems it can cause.

Maps and tile sheets are enclosed for Don, Lyndon and Mike. Willem and Adam can get these from the web site (www.fwtwr.com/18xx/) if they need them. Please be sure to use my tile sheets for this game. Other tile sheets or sources may not use the same tile facings. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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*
SR1, Private Companies only, starting with Don	

▲

◣◣◣
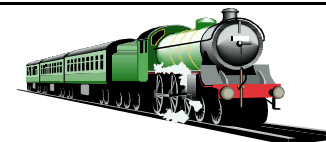
| 1826-H25 | Pete steals the SNCF from John. | SR6 |

Carelessness crept in last time. The E and N dropped one further column on the stock market in OR6 when they took out their loans. The GC also moved left in OR7 for the same reason. The B did not retain in OR7, it paid. The N finished with a credit figure of 132, as it got less from the B for the train deal. The SNCF share holdings were a cut and paste remnant from the PO column.

Stock Round 6

Stephen	John	Pete	Lyndon
- 1 GC {▾82E}	+ GC treasury	+ SNCF pool	- 1 PO {◂▸}
- 1 PO {◂▸}			+ N treasury
+ N treasury			
+ N treasury	+ GC treasury	+ SNCF pool	+ N treasury
+ N treasury	+ GC treasury	+ SNCF pool	+ E treasury
		{gains Presidency}	
+ E treasury	✗	+ SNCF pool	+ E treasury
+ E treasury	✗	✗	+ E treasury
+ E treasury	✗	✗	✗
+ O pool	✗	✗	✗
✗	Priority for SR7		

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	311	-308	3	1,459	22.5▾	14
John Shelley	295	-246	49	1,366	21.1▴	11
Pete Campbell	483	-440	43	1,463	22.6▾	11
Lyndon Gurr	440	-228	212	2,199	33.9▴	16

Portfolio	A	B	E	GC	N	O	PO	SNCF	Bonds
Stephen Webb	3P	1	6P	-	5	1	-	-	-
✪ John Shelley	-	3	-	6P	-	-	-	3	-
Pete Campbell	1	-	-	1	-	3P	3P	5P	-
Lyndon Gurr	1	6P	4	-	5P	2	-	-	-

Company type	10	10	10	10	10	10	10	10	
Bank (new)	-	-	-	-	-	-	-	-	
Bank (pool)	-	-	-	1	-	4	-	2	-
Treasury shares	5	-	-	2	-	-	5	-	10
Price	122B	165B	75B	82E	75D	100D	122D	110A	
Loans	-	-	1	1	1	-	-	-	
Company credit	117	0	460	602	482	26	48	1,002	
Tokens	1	1	1	2	1	1	1	4	
Trains	6H	6H	10H 6H	6H	10H 6H	10H	6H	-	

Bank cash: 8,956   Certificate limit: 16   Trains: 4 x 'E', 'TGV's

Current operating order: B, PO, A, SNCF, O, GC, N, E

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
3/2	4/1	5/2	6/1	7/4	8/10	9/10	57/3	58/4	14/1	15/2	16/1	19/1
20/1	23/3	24/4	26/1	27/1	28/1	19/1	87/2	88/2	141/1	142/-	143/-	203/1
204/2	514/-	619/-	39/1	40/1	41/2	42/2	43/3	44/1	45/2	46/2	47/3	63/5
70/1	515/-	611/2										
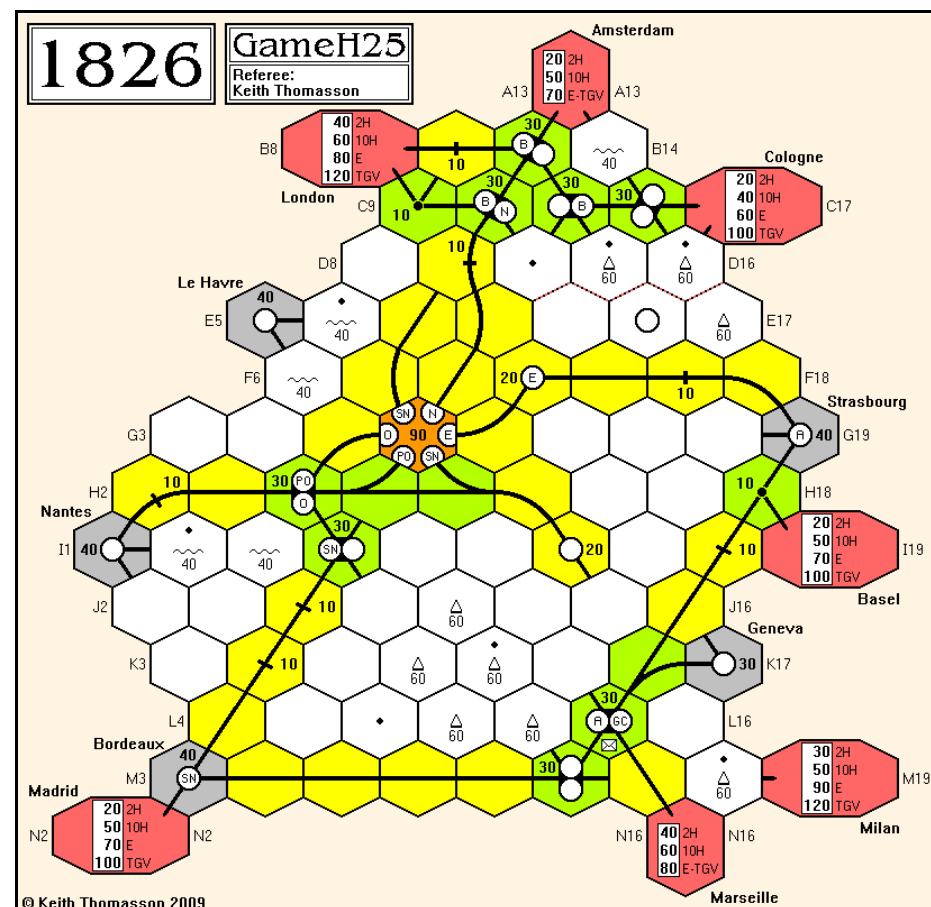
Orders required for the following rounds	*By the early deadline*
OR8, OR9	*Adjudication can pause between rounds if requested*

▲▲

| 1829-V21 | Two rounds and we hit the buffers. | OR28 - OR29 |

The NER should not have laid the 34 tile in O11 last time, because there is only one in the game and it is sitting on S13. The knock-on effect led to two station upgrades on L14 and L16, with the Highland making a different upgrade.

OR28	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	60:N18:1	▸P8	-	-	①	275▾	0	6
NER	MH	49:O9:1	▸M13	330	Yes	-	320▴	600	5
Mid	JH	166:Q15:3	▸R20	250	Yes	-	350▴	70	5 4
NBR	RT	166:E7:4	▸L8 !	560	Yes	-	225▴	20	4+4E 3T
Cal	LR	38:N10:3	▸H4	170	Yes	-	200▴	20	4
L&YR	PB	60:N16:1	▸M9 !	150	Yes	-	21▴	10	3T
GNR	LR	50:S13:2	▸P12	400	Yes	-	225▴	10	5 4
GCR	MH	34:O11:5	▸M9 !	210	Yes	②	100▴	0	4 3T
High	Rcvr	-	▸G13	-	-	-	29▾	10	-
Furn	LR	14:R10:1	▸O9	290	Yes	③	38▴	0	6

Notes: ① 650 to the bank for a '6' train
② 10 to the NER for a '3T' train
③ 40 to the bank for a token in O9

OR29	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	▸P8	300	Yes	-	300▴	0	6
NER	MH	-	▸M9 !	210	Yes	①	335▴	0	5 2+2
Mid	JH	-	▸S19	270	Yes	-	350◂	70	5 4
NBR	RT	42:H12:3	▸P12 !	560	Yes	-	250▴	20	4+4E 3T
Cal	LR	-	▸G3	170	Yes	-	225▴	20	4
L&YR	PB	-	▸M9 !	160	Yes	-	29▴	10	3T
GNR	LR	-	▸P14	400	Yes	-	250▴	10	5 4
GCR	MH	-	▸M9 !	330	Yes	②	112▴	0	4 3T
High	Rcvr	-	▸A7	-	-	-	21▾	10	-
Furn	LR	-	▸K7	290	Yes	-	47▴	0	6

Notes: ① 600 to the bank for a '2+2' train
② The bank has run out of cash

Portfolio	SPs	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	High	Furn
Rob Thomasson Ba St Ab	-	-	-	-	8D	4	3	1	-	-	-
Lionel Robbins	-	-	1	1	2	6D	-	5D	2	-	5D
Peter Berlin	-	5D	-	3	-	-	5D	-	-	-	-
John Hopkins	-	-	-	5D	-	-	-	4	1	-	3
Mike Hutton	Holy	2	9D	1	-	-	2	-	7D	-	2
Bank (new)	-	-	-	-	-	-	-	-	-	-	-
Price (new)		100	90	82	76	71	67	64	61	56	53
Bank (pool)	-	3	-	-	-	-	-	-	-	10D	-
Price (pool)		300	335	350	250	225	29	250	112	21	47
Company credit		0	0	70	20	20	10	10	10	10	0
Tokens		6	5	5 4	4+4E	4	3T	5	4	-	6
Trains				2+2	3T			4	3T		

Bank cash: -578   Certificate limit: 18   Trains: 1 x '6', 2 x '2+2', 1 x '4+4E'

Cash Flow	b/f	OR28	OR29	c/f	Value	%	Certs
Rob Thomasson	3,468	716	719	4,903	10,225	24.4▴	15/18
Lionel Robbins	5,310	659	673	6,642	11,096	26.5▴	18
Peter Berlin	1,697	150	311	2,158	4,853	11.6▾	7/11
John Hopkins	2,692	393	415	3,500	6,503	15.5▾	12
Mike Hutton	2,151	592	632	3,375	9,161	21.9▴	20/22
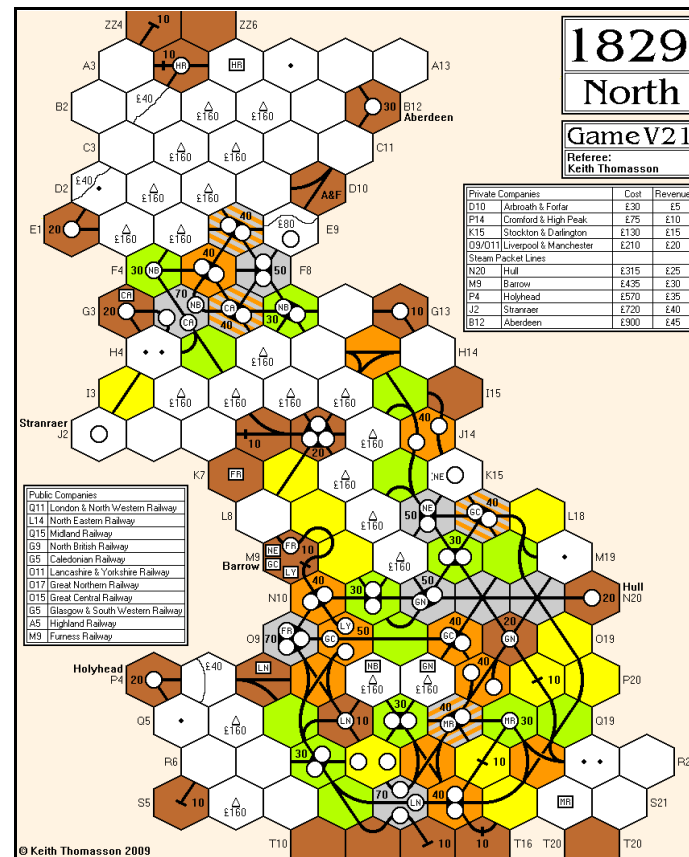
1st	Lionel Robbins	11,096	26.5%
2nd	Rob Thomasson	10,225	24.4%
3rd	Mike Hutton	9,161	21.9%
4th	John Hopkins	6,503	15.5%
5th	Peter Berlin	4,853	11.6%

Congratulations to Lionel on the win. Rob was closing but would have needed more than one extra round to make a difference. Mike was pleased to get a '2+2' train into the NER at the last,. But never got the chance to use it. We'll round up next time, so please feel free to have your say.

1829-U25

The last of the '2' trains is sold, but none of the '3' trains as yet.

OR6 - SR7

OR6	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	4:Q13:1	►W19 !	110	Yes	-	160▲	420	2 2 2
GWR	PC	7:U19:4	►V20	50	Yes	① ②	112▲	500	2 2
Mid	JS	3:R16:1	►Q17	-	-	②	71▼	460	2 2
LSWR	LR	-	►W17	-	-	-	67▼	760	-

Notes: ① 40 to the bank for a token in V20
② 180 to the bank for a '2' train

Stock Round 7

	Rob	John	Pete	Lionel
	+ GWR pool	✗	✗	- 1 LNWR
				+ Midland pool
	✗	✗	✗	+ Midland pool
	✗	✗	✗	✗
Priority for SR8				

Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
Rob Thomasson	52	71	-112	10	1,176	30.1▲	8
John Shelley	12	32	0	44	865	22.1▼	8
Pete Campbell	21	56	0	77	1,039	26.6▲	7
Lionel Robbins	10	22	18	50	829	21.2▼	9

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
✪ Rob Thomasson	S&M	5D	3	-	-	-	-	-	-
John Shelley	C&HP	2	-	6D	-	-	-	-	-
Pete Campbell	C&W	1	6D	-	-	-	-	-	-
Lionel Robbins	-	1	-	4	5D	-	-	-	-

		LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Bank (new)	Hull	-	-	-	4	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61
Bank (pool)	L&M	1	1	-	1	-	-	-	-
Price (pool)		160	112	71	67				
Company credit		420	500	460	760				
Tokens		5	4	4	4	5	4	4	4
Trains		2 2 2	2 2	2 2	-				

Bank cash: 19,819   Certificate limit: 18   Trains: 6 x '3', 4 x '4'...

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/2	2/2	3/1	4/3	5/3	6/4	7/2	8/4	9/9

1829 South GameU25
Referee: Keith Thomasson
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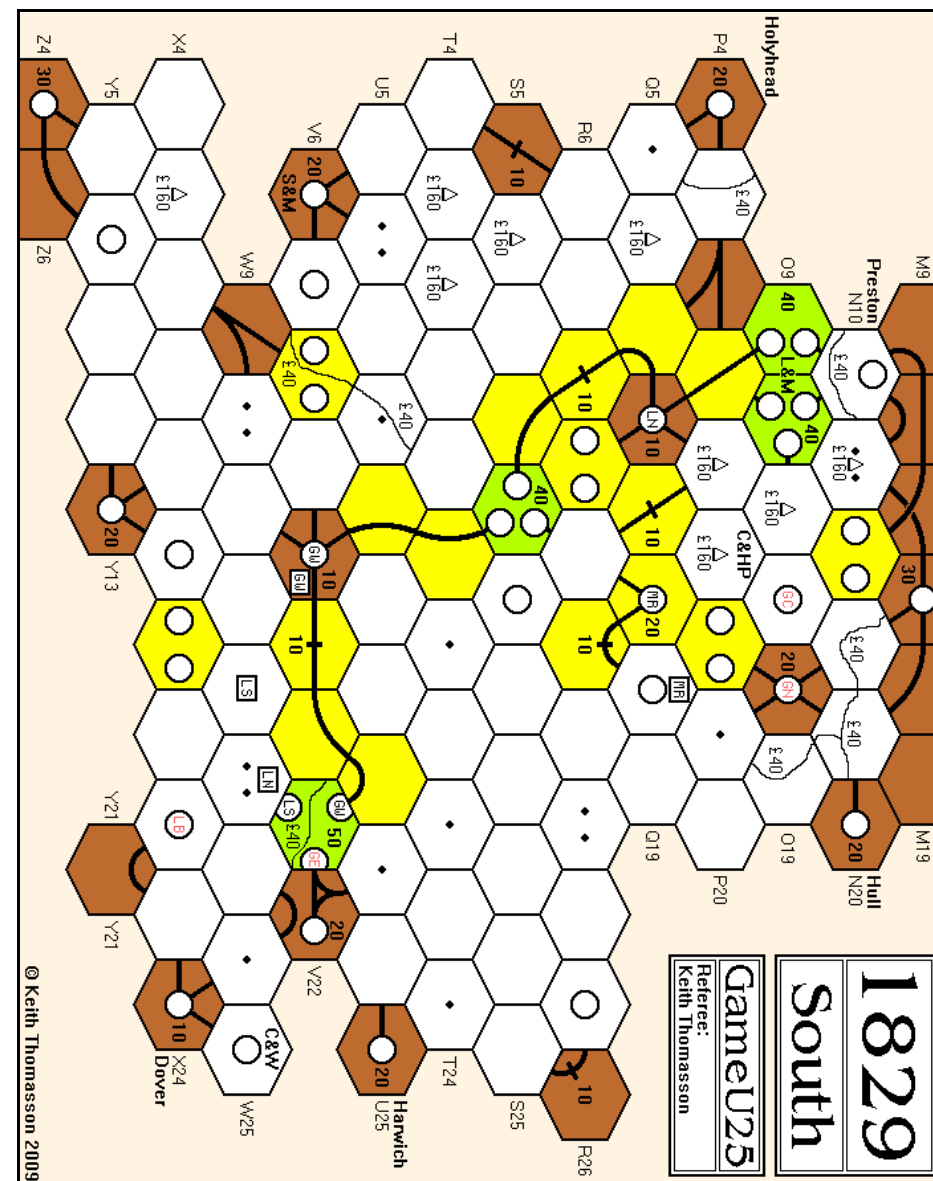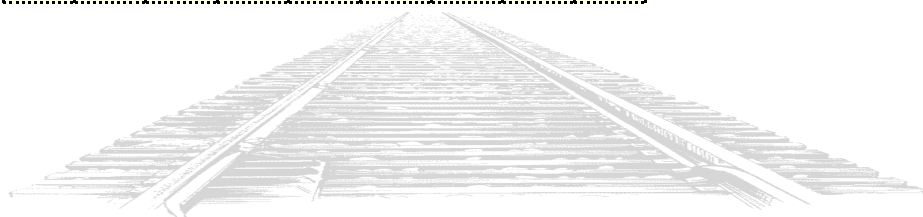
Orders required for the following rounds	*By the early deadline*
OR7, SR8	*Adjudication can pause between rounds if requested*

▲▲▲

1830-L23

Three Diesels come out before we finish.

OR16 - OR18

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	370	Yes	-	325A▲	19	5
NYC	MH	27:F14:1	250	Yes	-	220B▼	100	5
B&O	TF	43:I17:6	220	No	①	180B▼	73	D
B&M	WM	-	240	Yes	-	225A▲	41	6
PRR	JS	25:C11:5	290	No	-	100C▼	870	-
CPR	JS	9:C13:3	-	-	②	82B▼	0	5
C&O	JS	23:H6:3	-	-	③	71F▼	0	6
Erie	WM	-	-	-	④	40J▼	0	D

Notes: ① 800 and a '4' train to the bank for a Diesel
② 284 to the C&O for a '5' train
③ 449 to the PRR for a '6' train
④ 1,100 to the bank for a Diesel, mostly funded by 820 from Willem

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	220	Yes	-	350A▲	19	5
B&M	WM	-	240	Yes	-	250A▲	41	6
NYC	MH	24:D16:3	250	Yes	-	240B▲	100	5
B&O	TF	-	270	Yes	-	200B▲	73	D
PRR	JS	8:I5:1	-	-	①	90C▼	0	D
CPR	JS	9:B14:3	180	Yes	-	90B▲	18	5
C&O	JS	9:I7:6	270	Yes	-	75F▲	0	6
Erie	WM	-	230	Yes	-	50J▲	0	D

Notes: ① 1,100 to the bank for a Diesel, partly funded by 230 from John

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	220	Yes	-	350A▲	19	5
B&M	WM	-	240	Yes	-	275A▲	41	6
NYC	MH	24:D16:3	250	Yes	-	260B▲	100	5
B&O	TF	-	270	Yes	-	220B▲	73	D
PRR	JS	57:B10:1	370	Yes	①	100C▲	0	D
CPR	JS	8:B12:1	180	Yes	-	100B▲	36	5
C&O	JS	-	270	Yes	-	80F▲	0	6
Erie	WM	-	230	Yes	-	60I▲	0	D

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR16	OR17	OR18	c/f	Value	%	Certs
John Shelley	1,185	0	36	451	1,672	3,232	12.0▼	13/14
Mike Head	1,413	210	290	290	2,203	4,863	18.1▲	10/11
Richard Lunn	2,400	259	318	355	3,332	6,512	24.2▲	13/14
Tim Franklin	1,603	25	277	388	2,293	4,533	16.9▼	13
Willem Moene	2,474	-454	491	528	3,039	7,749	28.8▼	13/19

John had asked for a pause if the Diesels came out, but I hadn't offered a pause, knowing that the bank was almost certain to break. As it was, John had shuffled his trains and credit around as much as made sense by the end of the first round, so I carried on and bought a Diesel for the PRR.

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	5P	6P	1	-	-	5P
Mike Head	2	1	1	1	1	5P	1	-
Richard Lunn	2	1	2	-	1	4	3	1
Tim Franklin	-	6P	2	2	-	1	-	3
Willem Moene	6P	2	-	-	7P	-	6P	1
Bank (new)	-	-	-	-	-	-	-	-
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	-	-	1	-	-	-	-
Price (pool)	275A	220B	80F	100B	60I	260B	350A	100C
Company credit	41	73	0	36	0	100	19	0
Tokens	-	-	-	3	1	-	-	-
Trains	6	D	6	5	D	5	5	D

Bank cash: -808   Certificate limit: 13   Trains: Diesels
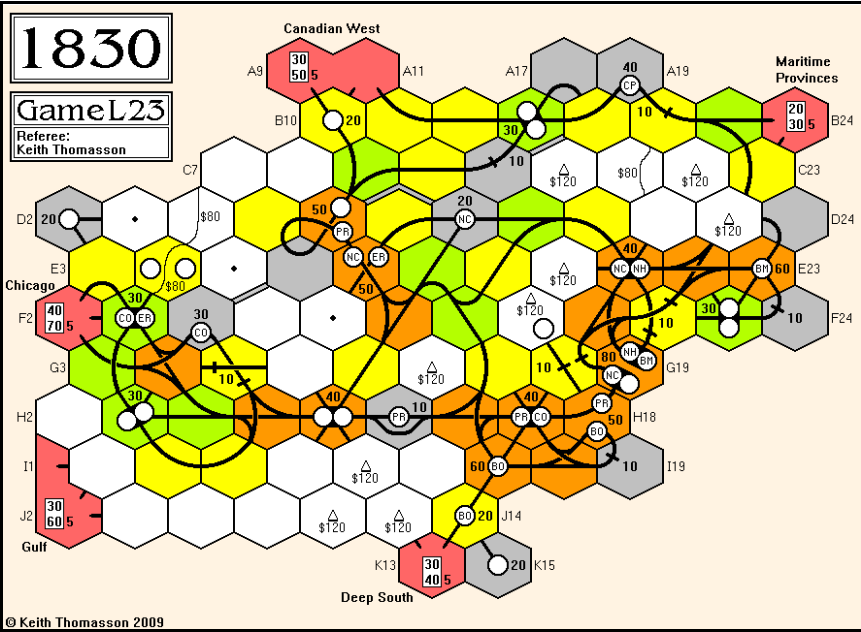
1st	Willem Moene	7,749	28.8%
2nd	Richard Lunn	6,512	24.2%
3rd	Mike Head	4,863	18.1%
4th	Tim Franklin	4,533	16.9%
5th	John Shelley	3,232	12.0%

Given that Willem had to provide 820 for the Erie's Diesel, his win was very secure.

We'll do the round-up next month, so send me any comments you may have.   ▣

▲▼

1830-G26	Two trains each, and no new companies.	OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	MHd	7:G5:1	-	-	①	71D▾	600	2 2
NYNH	MHn	56:F20:5	-	-	①	67E▾	550	2 2

Notes: ① 180 to the bank for two '2' trains

Stock Round 2

	Richard	Willem	Tony	Mike Head	Mike Hutton
	+ C&O new	- 2 B&O {▾82C} + C&O new	+ C&O new	✗	✗
	✗	+ NYNH new	+ NYNH new	✗	✗
	✗	✗	✗	*Priority for SR3*	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Mike Head	4	5	0	9	485	18.6▾	6
Mike Hutton	54	0	0	54	480	18.4▾	5
Richard Lunn	57	35	-76	16	490	18.8▲	6
Willem Moene	45	35	53	133	480	18.4▲	4/5
Tony Sait	260	30	-147	143	674	25.8▾	4

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
✪ Mike Head	SVR	-	-	6P	-	-	-	-	-
Mike Hutton	-	-	-	-	-	-	-	6P	-
Richard Lunn	D&H M&H	-	-	2	-	-	-	2	-
Willem Moene	C&StL C&A	-	-	1	-	-	-	1	1
Tony Sait	B&O	-	2P	1	-	-	-	1	-
Bank (new)		10	6	-	10	10	10	-	9
Price (par)		100	76					71	
Bank (pool)		-	2	-	-	-	-	-	-
Price (pool)			82C	76C				71D	
Company credit				600				550	
Tokens		2	3	2	4	3	4	1	4
Trains				2.2				2.2	

Bank cash: 10,495   Certificate limit: 13   Trains: 2 x '2', 5 x '3'...
Current operating order: C&O, NYNH

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/1	2/1	3/2	4/2	7/3	8/8	9/7	55/1	56/-	57/4	58/2	69/1

1830
GameG26
Referee:
Keith Thomasson

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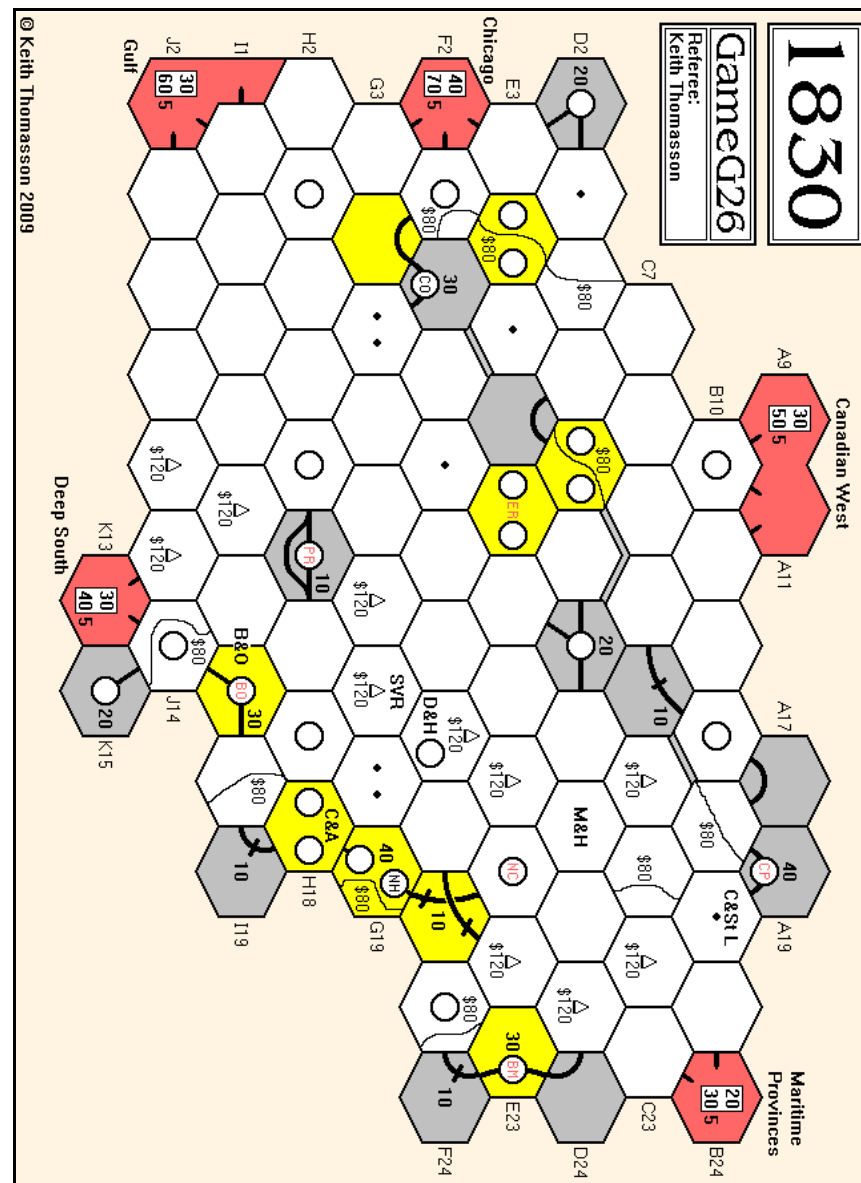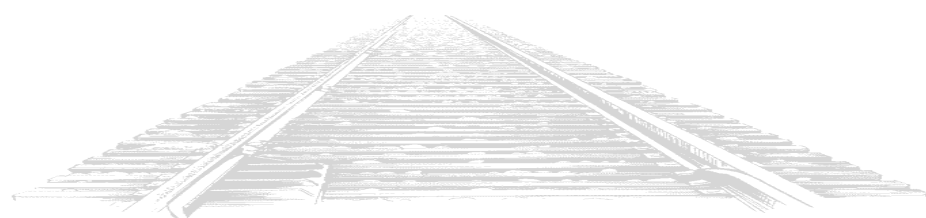
1830-V1-N24	A couple of Diesels come out to spice things up.	OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	MS	57:E3:2	160	Yes	-	100B▲	0	5
PRR	AH	7:G5:5	180	Yes	-	90E▲	55	5
CPR	MS	7:J20:4	400	Yes	①	90E▲	120	6
NYC	DS	9:G11:3	-	-	②	70B▼	1	5
Erie	AH	45:F14:4	210	Yes	-	82B▲	879	-
B&O	TS	63:D16:1	220	No	③	71F▼	3	D
C&O	DS	40:G19:1	-	-	④	67F▼	0	D
NYNH	TS	8:G13:3	260	No	-	50H▼	510	6

Notes:
① 120 to the bank for terrain costs
② 699 to the C&O for a '5' train
③ 800 and a '4' train to the bank for a Diesel
④ 1,100 to the bank for a Diesel partly funded by 24 from Don

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Stephen Webb	170	182	352	1,188	20.4▲	9/11
Tony Sait	88	0	88	622	10.7▼	3/7
Mark Stretch	340	296	636	1,686	29.0▲	9
Don Smith	49	-24	25	780	13.4▼	9
Alan Harvey	180	256	436	1,539	26.5▲	11

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	-	1	1	2	4	-	2	1
✪ Tony Sait	-	4P	-	-	-	-	5P	-
Mark Stretch	6P	-	-	5P	-	-	-	-
Don Smith	-	-	5P	-	-	6P	-	-
Alan Harvey	-	1	-	1	6P	-	-	5P

Bank (new)	4	-	-	-	-	4	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	-	4	4	2	-	-	3	3
Price (pool)	100B	71F	67F	90E	82B	70B	50H	90E
Company credit	0	3	0	120	879	1	510	55
Tokens	1	1	2	3	1	3	1	2
Trains	5	D	D	6	-	5	6	5

Bank cash: 8,895   Certificate limit: 13   Trains: Diesels

Current operating order: B&M, PRR, CPR, Erie, B&O, NYC, C&O, NYNH

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

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

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1830-V1

GameN24
Referee:
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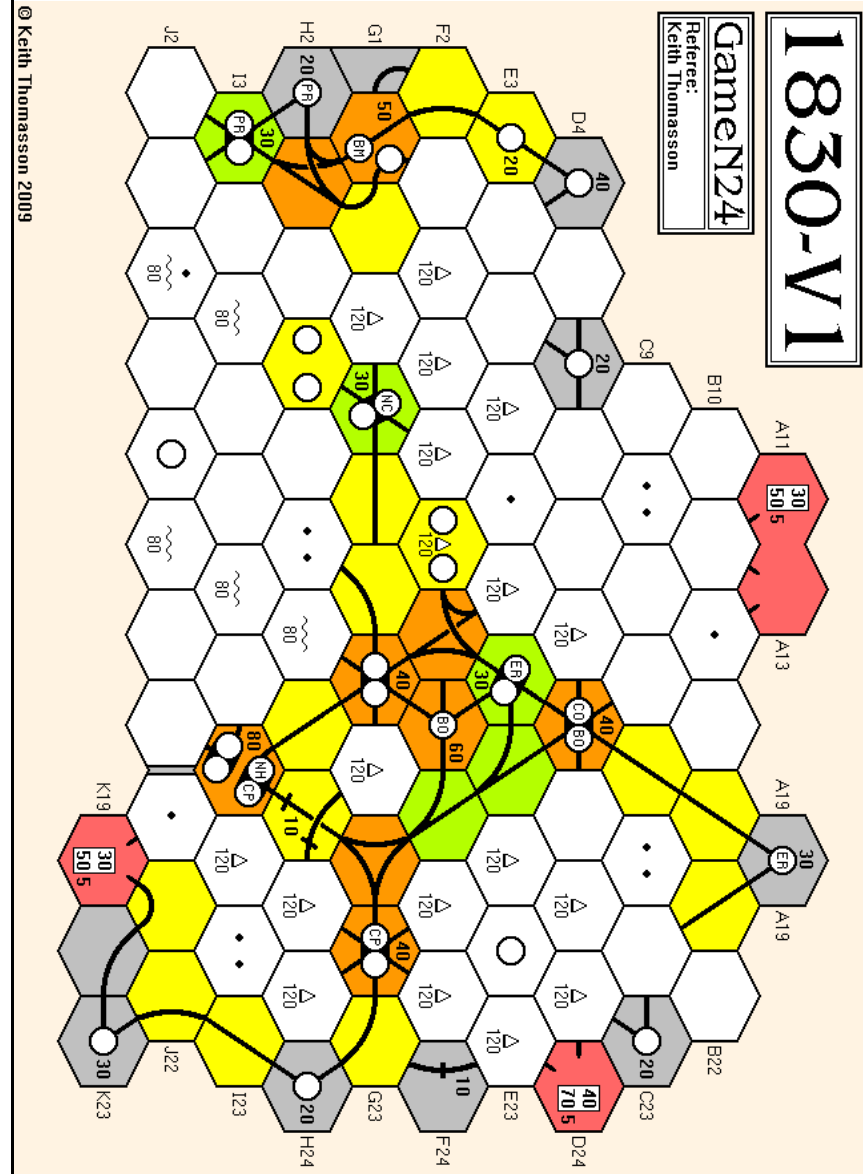
Orders required for the following round	By the early deadline
SR6	

1835-C26   The Leipzig-Dresdener is finally sold.   OR3 - SR4

OR3	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	9:J2:1	40	Half	-		40	2
B-P	TS	8:D14:1	70	Half	①		75	2
Mag	WM	8:F18:6	40	Half	-		40	2
K-M	WM	8:E7:3	30	Half	-		110	2
B-S	LG	-	50	Half	-		50	2
A-K	LG	58:B12:1	60	Half	-		60	2
ByE	DS	8:N14:2	100	Yes	-	100C▲	210	2 2

Notes: ①   50 to the bank for terrain costs

Stock Round 4

Willem	John	Tony	Don	Lyndon
+ L-D/SxE Dir	+ ByE new	+ ByE new	+ ByE new	+ ByE new
✗	+ ByE new	+ SxE new	✗	- 2 ByE {▾94D} + SxE new
✗	✗	✗	✗	+ SxE new
✗	✗	✗	✗	+ SxE new {gains Dir}
✗	✗	✗	✗	+ SxE new
✗	✗	✗	✗	✗
Priority for SR5				

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
John Shelley	160	65	-184	41	653	21.5▾	6
Tony Sait	120	65	-180	5	517	17.0▾	4
Don Smith	146	35	-92	89	565	18.6▾	4
Lyndon Gurr	175	80	-244	11	673	22.1▾	6
Willem Moene	185	35	-190	30	636	20.9▲	5

Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OlE
John Shelley	Ost, Bra, B-M	-	30/3	-	-	-	-	-	-
Tony Sait	Han, B-P	-	10/1	10/1	-	-	-	-	-
Don Smith	N-F	-	40/3	-	-	-	-	-	-
Lyndon Gurr	Pfa, B-S, A-K	-	-	40/3	-	-	-	-	-
✪ Willem Moene	Mag, K-M, L-D	-	-	20/2	-	-	-	-	-
Bank (new)	L-D	40/4	-	30/3	100/8	100/8	100/8	100/7	100/7
Price (new)		154	92	88	84	84	84	80	80
Bank (pool)		-	20/2	-	-	-	-	-	-
Price (pool)			94D	88D					
Company credit			670	616					
Tokens		2	3	3	2	2	2	2	2
Trains			2 2	-					

Bank cash: 10,163   Certificate limit: 12   Trains: 1 x '2', 4 x '2+2'
Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE

Tiles	Tile number/Availability	One Operating Round between Stock Rounds

1/1   2/-   3/2   4/2   5/2   6/1   7/8   8/8   9/7   55/1   56/1   57/1   58/3   69/2   201/2   202/-

1835 GameC26 — Referee: Keith Thomasson — © Keith Thomasson 2009
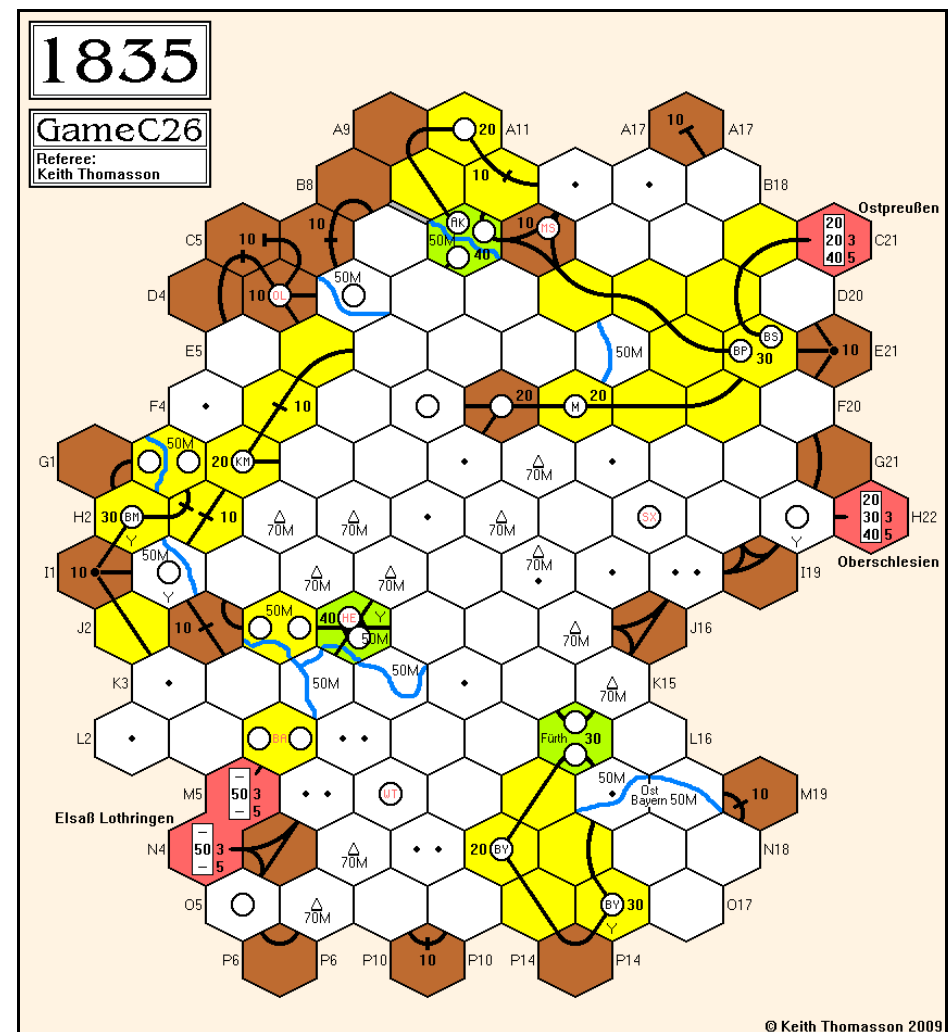
Orders required for the following rounds	*By the early deadline*
OR4, SR5	*Adjudication can pause between rounds if requested*

▲▲

1837-Y25	No great surprises for the first operating round.	OR1 - SR2

OR1	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	JH	3:D10:3	-	-	-	①		0	1G
RGTE	GH	7:B12:1	-	-	-	①		0	1G
EOD	JH	58:D18:6	-	-	-	①		0	1G
EKT	GH	3:D22:1	-	-	-	①		0	1G
MLB	TR	2:C31:1	-	-	-	①		0	1G
ZKB	GH	401:J36:6	-	-	-	①		0	1G
SPB	SW	8:J30:4	-	-	-	①		0	1G
LRB	JH	4:K29:1	-	-	-	①		0	1G
BB	TR	8:O19:4	-	-	-	①		0	1G
EHS	TB	57:F28:2	-	-	-	①		0	1G
S1	TB	9:H16:2	-	-	-	②		0	2
S2	TB	9:J14:3	-	-	-	②		0	2
S3	SW	202:I7:2	-	-	-	②		0	2
S4	GH	5:K5:4	-	-	-	②		0	2
S5	TR	202:L2:1	-	-	-	②		0	2
K1	GH	402:E17:4	-	-	-	②		0	2
K3	TR	58:F16:4	-	-	-	②		0	2

Notes:　①　100K to the bank for a '1G' train
　　　　②　90K to the bank for a '2' train

Stock Round 2

Geoff	John	Stephen	Tony B	Tony R
✘	✘	✘	✘	✘
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Hopkins	240	0	0	240	540	18.2▾	3
Stephen Webb	165	50	0	215	630	21.3▴	4
Tony Bromley	130	30	0	160	580	19.6▴	5
Tony Robbins	0	45	0	45	605	20.4▴	6
Geoff Hardingham	60	15	0	75	605	20.4▾	6

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	EPP EOD LRB	-	-	-	-	-	-	-	-	-	-
Stephen Webb	Arl Woch/SPB/S3	-	-	-	-	-	-	-	-	-	-
Tony Bromley	Kara Semm/EHS/S1 S2	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kart Tau/MLB BB/S5/K3	-	-	-	-	-	-	-	-	-	-
✪ Geoff Hardingham	Bren/RGTE EKT ZKB/S4/K1	-	-	-	-	-	-	-	-	-	-

			Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Bank (new)			9	8	9	10	7	8	8	5	8	5
Price (new)												
Bank (pool)			-	-	-	-	-	-	-	-		-
Price (pool)												
Company credit												
Trains												

Bank cash: 13,533　　　Certificate limit: 17　　　Trains: 7 x '2', 5 x '3'/6 x '2g'...
Current operating order:　Coal companies, S1, S2, S3, S4, S5, K1, K3

Tiles	Tile number/Availability					One Operating Round between Stock Rounds
1/2	2/2	3/4	4/9	5/1	7/11	8/26	9/20	55/1	56/1	57/2	58/10	69/2
201/3	202/1	401/3	402/2	404/4		
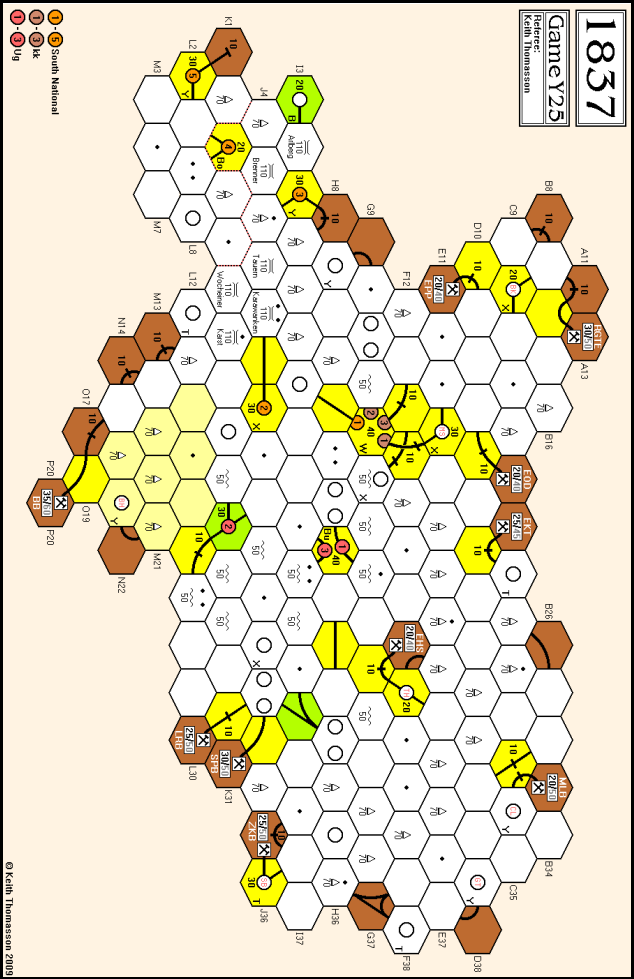
Stephen, please do not use compass notation for your tile lays. Geoff, you ordered a 7 for the EKT - I changed it to a 3 as it is a small station hex. The only thing available to buy at the moment is K2. As discounts are no longer offered as this is not part of the start packet, you won't get anywhere offering bids on it. It costs 140.

Orders required for the following rounds	*By the early deadline*
OR2, SR3	*Adjudication can pause between rounds if requested*

▲▲▲

| 1856-R23 | Shifting sands and shifting positions. | OR16 |

The token laid by the CGR in K8 was missing from the map. Sorry, Willem, all your work on increased revenue was based on running through K8. You couldn't use the route earlier either, as the TGB token blocked the tile before the CGR upgraded it (and garissoned it) in OR15.

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LG	15:J13:4	280	Yes	-	300C▲	34	6
THB	PC	19:L11:3	230	Yes	-	250A▲	29	5
CV	WM	55:M10:3	530	Yes	-	200A▲	533	D 5
CGR	RT	28:I16:2	740	Yes	-	175A▲	149	D
BBG	RT	15:K16:5	340	Yes	-	175A▲	160	6
WGB	LG	-	280	Yes	-	125A▲	0	D
CPR	DS	-	330	Yes	①	100E▲	342	D
TGB	DS	-	280	Yes	-	90C▲	160	5

Notes: ①   The bank has run out of cash

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Pete Campbell	2,193	504	2,697	5,972	23.8▼	13
Willem Moene	2,022	646	2,668	5,693	22.7▲	13
Lyndon Gurr	1,990	500	2,490	5,765	23.0▼	12½
Rob Thomasson	1,622	646	2,268	5,693	22.7▲	12½
Don Smith	605	333	938	1,978	7.9▲	9

Portfolio	BBG	CPR	CV	GW	TGB	THB	WGB	CGR
Pete Campbell	-	-	2	1	-	6P	3	4
Willem Moene	2	1	6P	1	-	1	1	4
Lyndon Gurr	-	-	1	6P	-	-	6P	3
Rob Thomasson	6P	-	1	2	-	-	-	9P
Don Smith	-	5P	-	-	6P	-	-	-
Bank (new)	2	-	-	-	4	3	-	-
Price (par)	100	70	100	70	80	100	100	100
Bank (pool)	-	4	-	-	-	-	-	-
Price (pool)	175A	100E	200A	300C	90C	250A	125A	175A
Company credit	160	342	533	34	160	29	0	149
Tokens	-	2	1	2	-	1	1	-
Trains	6	D	D 5	6	5	5	D	D

| Bank cash: -468 | Certificate limit: 13 | Trains: Diesels |

The best word to describe the finish is close. A couple of hundred between first and second is generally considered close for 18xx. There's less than a hundred to third, and there we have a tie down to the last dollar. That is definitely uncommon.

1st	Pete Campbell	. . . .	5,972	. . . .	23.8%
2nd	Lyndon Gurr	. . . .	5,765	. . . .	23.0%
3rd=	Willem Moene	. . . .	5,693	. . . .	22.7%
	Rob Thomasson	. . . .	5,693	. . . .	22.7%
5th	Don Smith	. . . .	1,978	. . . .	7.9%
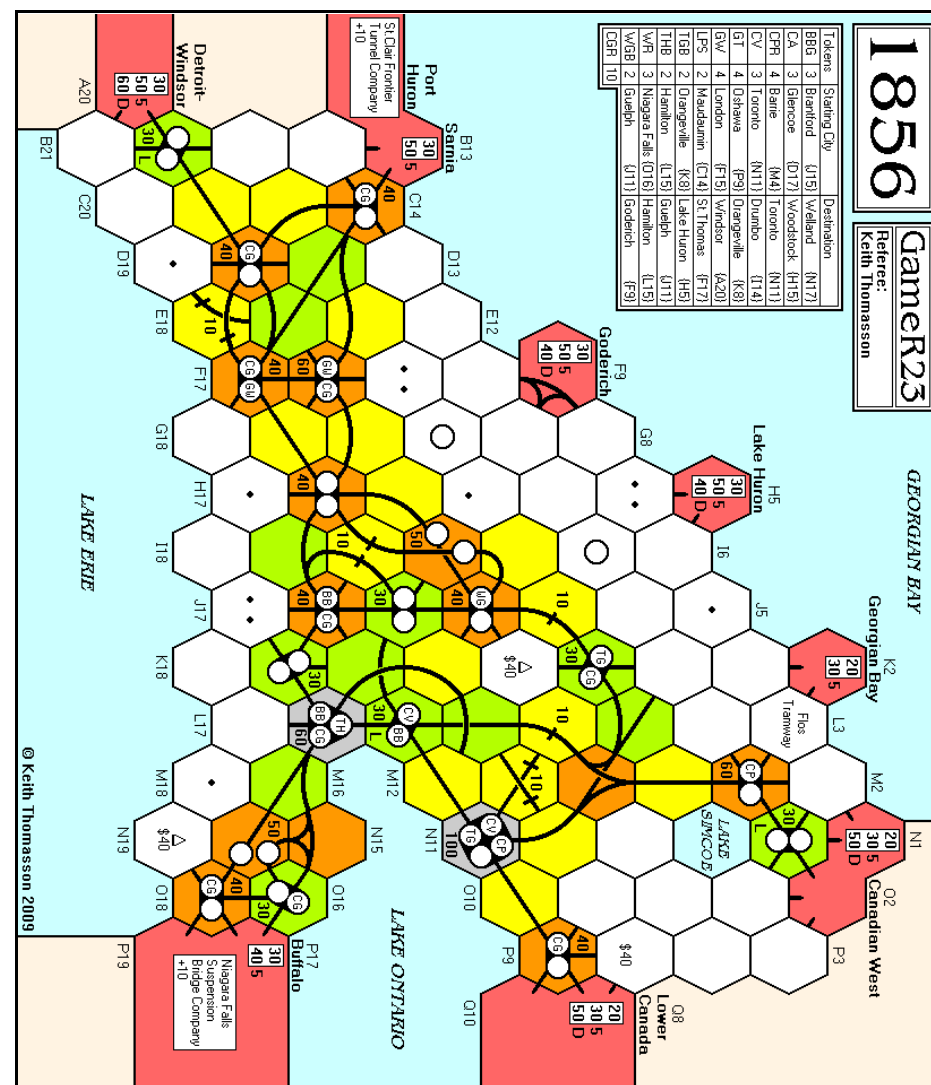
Congratulations to Pete on his win, and to everyone for playing. We'll round it up next time. As for the tie, what makes it even more interesting is that Willem and Rob had exactly the same income in the last round. Rob gained more on share value, and if things had continued he could have moved ahead of Willem, while Lyndon would probably have dropped to fourth. But the time needed was not there.

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1856-P26

The first '3' train does come out, but not early enough for some.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	MHn	8:E16:3	50	Yes	-	75D▲	125	-	2
GT	TS	9:O10:2	50	Yes	①	70E▲	280	2	2
CV	RL	6:L13:2	50	Yes	①	70E▲	210	2	2
LPS	LG	7:B15:1	100	Yes	①	65F▲	230	2	2 2
CPR	MHd	4:M6:1	50	Yes	① ②	65F▲	65	2	3 2

Notes: ①   Government loan secured
       ②   225 to the bank for a '3' train

Stock Round 3

	Lyndon	Mike Hutton	Mike Head	Tony	Richard
	✘	✘	+ CPR new	✘	- 1 CPR {▾60G}
					+ CV new
	✘	✘	✘	✘	✘
Priority for SR4					

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Richard Lunn	0	40	-5	35	365	21.0▲	4
Lyndon Gurr	10	50	0	60	360	20.7▲	4
Mike Hutton	35	25	0	60	335	19.3▾	3
Mike Head	50	30	-65	15	325	18.7▾	4
Tony Sait	10	35	0	45	355	20.4▲	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	FT, SCFTC	-	-	-	3P	-	-	-	-	-	-	-
✪ Lyndon Gurr	WSR	-	-	-	-	-	-	4P	-	-	-	-
Mike Hutton	CC	-	-	-	-	3P	-	-	-	-	-	-
Mike Head	GLSC	-	-	4P	-	-	-	-	-	-	-	-
Tony Sait	NFSBC	-	-	-	3P	-	-	-	-	-	-	-
Bank (new)		10	10	6	7	7	7	6	10	10	10	10
Price (par)				65	70	70	75	65				
Bank (pool)		-	-	1	-	-	-	-	-	-	-	-
Price (pool)				60G	70E	70E	75D	65F				
Company credit				130	280	280	125	230				
Tokens		3	3	3	2	3	3	1	2	2	2	3
Trains				3 2	2	2	2	2 2				

Bank cash: 10,740   Certificate limit: 13   Trains: 4 x '3', 4 x '4'...
Current operating order: GW, GT, CV, LPS, CPR

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/1	2/1	3/3	4/2	5/-	6/-	7/6	8/12	9/11	55/1	56/1	57/3	58/3
69/1	14/4	15/4	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
28/1	29/1	59/2	120/1	121/2								
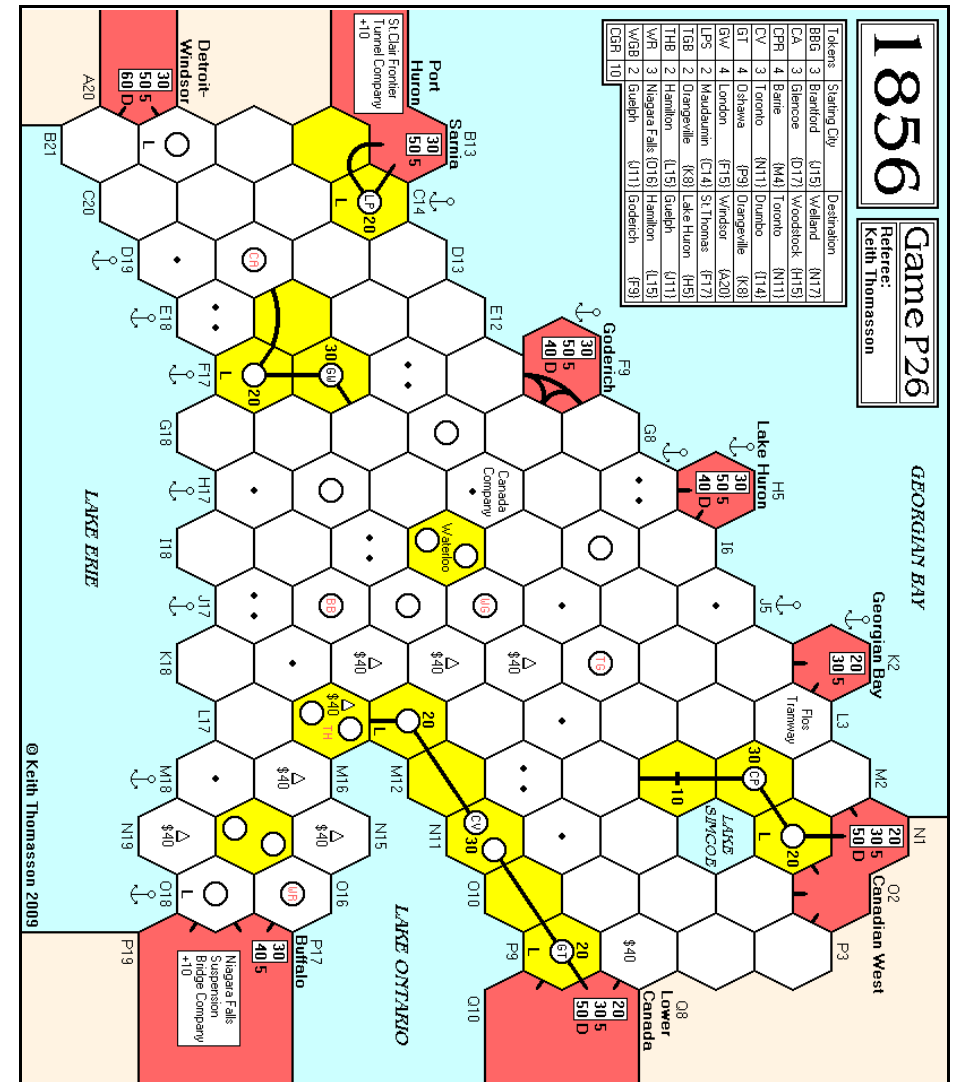
Orders required for the following rounds	*By the early deadline*
OR3, OR4	*Adjudication can pause between rounds if requested*

1870-R24 | The SSW is launched on the first turn of the round. | SR6

Stock Round 6

Don	Willem	Roger	Mark	Stephen
- 1 SLSF {PP} ⇒ - 1 MKT {◄►} - 1 MP {PP} + SSW/Pres{100}	⇒	⇒	Price protects 1 SLSF	⇒
⇒	⇒	Prince protects 1 MP	+ GMO pool	- 2 MKT {▼100F} + MP pool
+ SSW new	+ ATSF new	+ GMO new	+ ATSF new - 1 ATSF {▼90D}	+ GMO new
+ SSW new	+ GMO new	+ GMO new	+ MKT pool	+ ATSF new
+ SSW new	+ MKT pool	✗	+ TP pool	+ TP new
+ SSW new {floated}	+ SP new	✗	✗	✗
✗	✗	*Priority for SR7*		

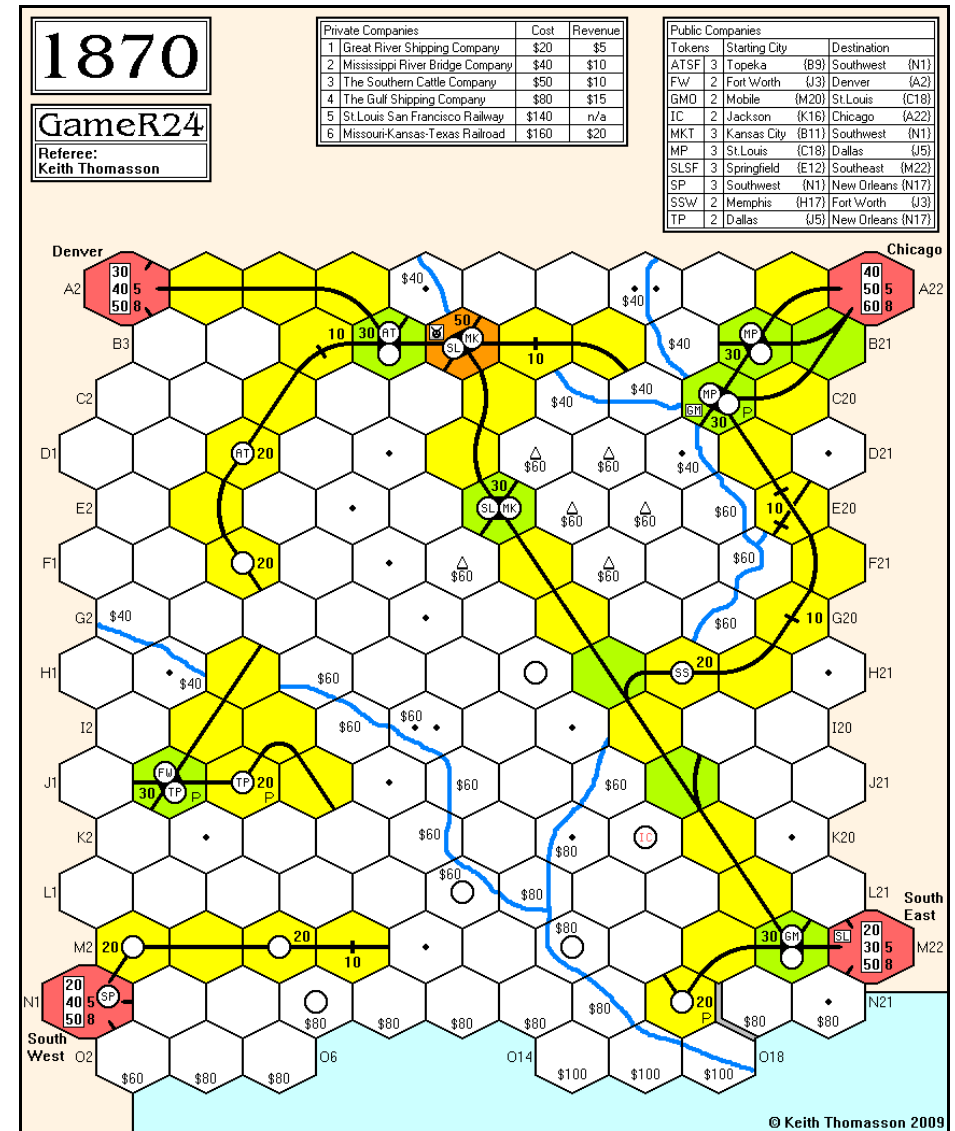| Cash Flow	b/f	SR6	c/f	Value	%	Certs
Willem Moene	376	-356	20	1,432	20.6▼	13
Roger Krueger	284	-272	12	1,316	18.9▼	12
Mark Frueh	441	-416	25	1,757	25.3▲	13
Stephen Webb	160	-146	14	1,146	16.5▲	10
Don Smith	294	-200	94	1,294	18.6▲	9

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	6P	6P	1	-	1	-	-	1	-	-
⊗ Roger Krueger	-	-	2	-	6P	-	-	6P	-	-
Mark Frueh	1	-	6P	-	1	-	6P	-	-	1
Stephen Webb	1	-	1	3P	-	1	-	-	-	6P
Don Smith	-	-	-	-	-	5P	-	-	6P	-
Bank (new)	1	4	-	7	-	-	-	3	4	3
Price (par)	90	100	76	100	90	90	100	90	100	100
Bank (pool)	1	-	-	-	2	4	2	-	-	-
Price (pool)	90D	100A	82D	100A	100F	120D	160C	90B	100A	90B
Company credit	272	516	212		190	56	7	636	1,000	530
Redeemed shares	-	-	-	-			2	-	-	-
Tokens	1+D	1+D	1	2+D	1+D	1+D	1	2+D	2+D	D
Trains	4 3	4	5 3		4 3	4 3	5 3	4	-	5

Bank cash: 8,416   Certificate limit: 13   Trains: 1 x '3', 1 x '5', 3 x '6'...

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

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds				
1/1	2/1	3/3	4/3	5/1	6/-	7/8	8/12	9/10	55/-	56/1	57/1	58/3
69/1	14/1	15/2	16/2	17/2	18/2	19/2	20/2	23/2	24/4	25/3	26/1	27/2
28/2	29/2	141/2	142/2	143/1	144/1	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	170/3					

1870 — GameR24

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}

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

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1895-X24	The OME gets three trains and leaves the others with one each.	OR5 - OR6

OR5	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	TF	57:F6:2	120	Yes	-	① ② ③	120A▲	152	5H 5H 4H
STA	ST	14:F6:2	180	Yes	-	④	115D▲	159	6H
SD	RK	14:D18:1	60	Yes	40	-	105E▲	145	4H

Notes:
①   OME obligation fulfilled
②   100 to the bank for a token in F6
③   320 to the bank for two '5H' trains
④   210 to the bank for a '6H' train

OR6	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	TF	9:G5:2	270	Yes	20	-	130A▲	172	5H 5H 4H
STA	ST	9:F8:1	150	Yes	-	-	130D▲	174	6H
SD	RK	26:E19:6	60	Yes	40	-	120E▲	203	4H

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Steve Thomas	46	159	177	373	1,663	40.7▲	9
Tim Franklin	6	90	177	273	1,183	29.0▼	6
Roger Krueger	73	83	92	248	1,238	30.3▼	10

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	-	6P	3	1	-	-
✪ Tim Franklin	-	1	6P	-	-	-
Roger Krueger	ML / SD NS	2	1	5P	-	-
Bank (new)		1	-	3	10	9
Bank (pool)		-	-	-		
Price		130D	130A	120E		
Company credit		174	172	203		
Tokens		2	1	2	2	2
Trains		6H	5H 5H 4H	4H		

Bank cash: 5,625   Certificate limit: 13   Trains: 1 x '6H', 2 x '8H'...
Current operating order: OME, STA, SD

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
3/2	4/-	7/4	8/11	9/8	57/3	58/2	814/1	815/1	14/-	15/2	16/1	17/1
18/1	19/1	20/1	23/2	24/2	25/2	26/1	27/2	28/2	29/2	38/-	887/1	888/1
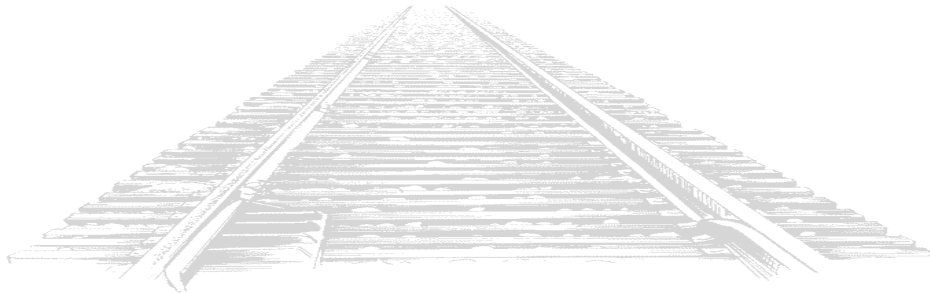
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Orders required for the following round	*By the early deadline*
SR5	

▲▲

| 18GA-D26 | No rush for the '3' trains. | OR2 - SR3 |

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	58:E7:5	30	Yes	①	70C▲	780	2
GA	DS	8:C9:2	50	Yes	-	70C▲	600	2
W&A	LG	6:C3:2	50	Yes	②	70B▲	350	2 2

Notes: ①   20 to the bank for terrain costs
          ②   100 to the bank for a '2' train

Stock Round 3

	Lyndon	Don	Pete	Mike
+ CoG new	✗	✗	✗	✗
✗		*Priority for SR4*		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Don Smith	15	35	0	50	490	20.7▾	6
Pete Campbell	45	63	0	108	718	30.4◂	7
Mike Head	0	28	0	28	488	20.6▾	6
Lyndon Gurr	40	50	-70	20	670	28.3▴	7

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
✪ Don Smith	LT	-	-	-	6P	-	-
Pete Campbell	W&S M&B	-	1	-	-	-	4
Mike Head	Midland	-	6P	-	-	-	-
Lyndon Gurr	OS	-	1	-	-	-	6P

Bank (new)		10	2	10	4	10	-
Par price			70		70		55
Bank (pool)		-	-	-	-	-	-
Pool price			70C		70C		80A
Company credit			780		600		350
Tokens		4	3	2	3	3	1
Trains			2		2		2 2

Bank cash: 6,064   Certificate limit: 13   Trains: 1 x '2', 4 x '3'...
Current operating order: W&A, CoG, GA

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

| 3/3 | 4/3 | 5/1 | 6/- | 7/5 | 8/10 | 9/10 | 57/4 | 58/2 | 451/1 |

Mike ordered 5:E7:5 for his build, which I modified at first to 3:E7:5, thinking that he had just picked the large station version of the tile he wanted. I then thought this was an odd move, as he couldn't connect to another station next time, and realised that 58:E7:5 was the more likely intention. So that's what you've got, whether you wanted it or not!
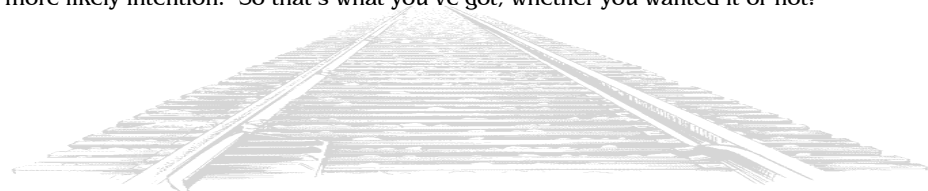
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Orders required for the following rounds	*By the early deadline*
OR3, SR4	*Adjudication can pause between rounds if requested*

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| 6 NIMMT! 14 | Steve has a clear round this time. Nobody else does. | ROUND 5 |

Card 75 didn't make it onto the display for row one of hand four. That row didn't feature in this round's actions.

Hand 1 (1-104)

	91		
	87	96	
	71	95	
	58	90	
15	55	86	2
1/2	2/11	3/7	4/1

Colin (2) takes row 4 for 4 pts, Kevin (15) takes row 1 for 6 pts, Jim (55) takes row 2 for 9 pts, Virtual Gina (58), Bob (71), Steve (87), Greg (91), Michael (96).

Hand 2 (1-104)

	61		
	60		
	59	54	101
	55	53	95
	48	52	42	94
1/13	2/3	3/1	4/4

Bob (42) takes row 3 for 8 pts, Colin (51), Michael (52) takes row 2 for 11 pts, Jim (53), Greg (54), Virtual Gina (94) takes row 4 for 10 pts, Kevin (95), Steve (101).

Hand 3 (1-84)

	82		83
	79	78	81
18	66	76	80
12	58	73	77
2	53	70	75
1/3	2/9	3/6	4/12

Kevin (2) takes row 1 for 3 pts, Colin (12), Bob (18), Virtual Gina (52), Greg (70) takes row 3 for 12 pts, Jim (73), Steve (76), Michael (78).

Hand 4 (1-84)

		45	83
		42	41	82
78	42	41	80
75	40	35	79
73	31	33	77
1/4	2/7	3/8	4/11

Michael (7) takes row 3 for 3 pts, Steve (25), Bob (26), Kevin (27), Virtual Gina (28), Jim (33) takes row 3 for 6 pts, Colin (35), Greg (41).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	8	0	0	8
Kevin Lee	2	1	3	5	11
Steve Ham	10	8	0	0	18
Michael Graystone	0	11	6	8	25
Greg Payne	7	0	12	7	26
Colin Sharpe	15	0	5	9	29
Virtual Gina	0	10	12	11	33
Jim Reader	17	16	0	11	44

Some high scores in this round, with Bob still on the lowest score.

Orders required
Round six - cards for each hand

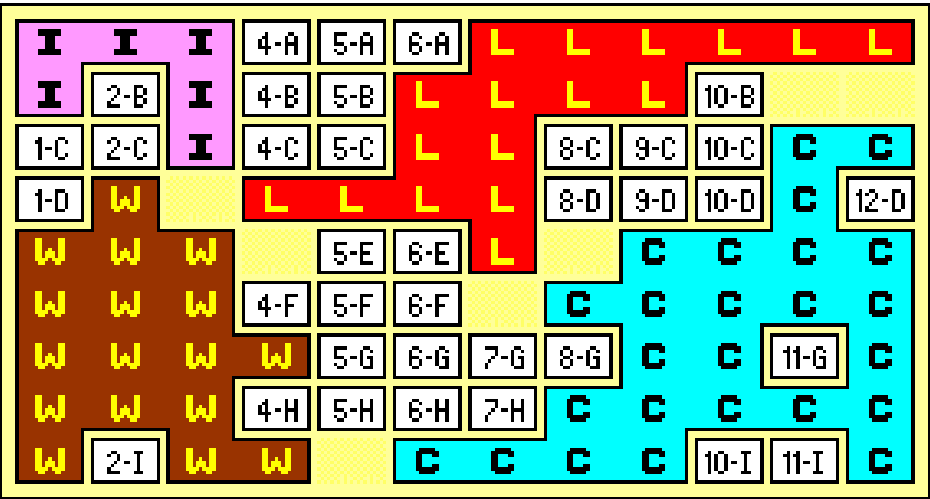▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

| ACQUIRE 51 | Almost all available shares are in player hands. | ROUND 10 |

Tony	4-G	Buys 1 Imperial @ £800.
Colin	4-D	{Dead tiles: 3-D 4-E} Buys 1 Imperial @ £800.
Bob	12-A	{Dead tiles: 12-B} Buys 3 Worldwide @ £800.
Kevin	6-C	No purchases.
Michael	10-G	No purchases.
Tony	1-E	No purchases.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	8	-	-	-	-	10	5	£100	£36,500
Bob Coull	4	-	-	6	3	5	11	£3,100	£30,100
Kevin Lee	2	-	-	-	7	10	1	£600	£29,900
Michael Graystone	8	-	-	-	1	-	4	£500	£15,400
Tony Wilcock	3	-	-	-	13	-	4	£100	£23,800
Bank Stock	-	25	25	19	1	-	-		
Chain Size	17	-	-	-	17	25	6		
Chain Value	700	-	-	-	800	1000	800		

There were two random draws this time. Kevin's desired lay became dead before his turn, while Michael gave a tile he didn't have in his hand. In both cases the dice came out to decide which tile actually got laid.

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

ACQUIRE 52 — No mergers, so no new chains. — ROUND 5

John M	3-C	Buys 2 Tower @ £200, 1 Worldwide @ £300.
John C	2-H	Buys 3 Tower @ £200.
Colin	1-F	Buys 3 Worldwide @ £500.
Tony	4-I	Buys 3 Imperial @ £500.
Michael	4-F	Buys 3 Imperial @ £500.
John M	12-A	Buys 3 Tower @ £200.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	10	3	3	-	-	3	£1,200	£12,400
Colin Sharpe	11	-	-	-	6	-	-	£700	£17,600
Tony Wilcock	-	3	1	3	6	-	4	£1,200	£15,200
Michael Graystone	3	-	-	4	-	5	9	£5,100	£36,400
John Marsden	-	11	-	-	7	-	-	£1,700	£14,400
Bank Stock	11	1	21	15	6	20	9		
Chain Size	6	2	2	4	4	3	3		
Chain Value	600	200	300	500	500	500	500		

Michael asked for a tile he didn't hold - something he also did in game 51, so I would guess he was referring to the wrong tile sheets. The dice came out again to pick his tile, while he drew the one he intended to play!

Playing sequence

John C, Colin, Tony, Michael, John M, John C again

ACQUIRE 53 — Sorry for the late delivery of tile information. — ROUND 1

Richard	7-B	Forms Festival, one free share. Buys 3 Festival @ £300.
Michael		{Uses 'Take 5 Tiles' Power}
	6-A	Buys 3 Festival @ £400.
John		{Uses 'Take 5 Tiles' Power}
	8-I	Buys 3 Festival @ £400.
Colin	4-D	Buys 3 Festival @ £400.
Richard	12-G	Buys 3 Festival @ £400.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	-	-	7	-	-	-	£3,900	£10,700
Michael Graystone	-	-	-	3	-	-	-	£4,800	£6,700
John Colledge	-	-	-	3	-	-	-	£4,800	£6,700
Colin Sharpe	-	-	-	3	-	-	-	£4,800	£6,700
Bank Stock	25	25	25	9	25	25	25		
Chain Size	-	-	-	3	-	-	-		
Chain Value	-	-	-	400	-	-	-		

Powers used: Richard: None   Michael: T5   John: T5   Colin: None

Colin, I sent you the tiles - but the e-mail address I have must be out of date. Any update?

Playing sequence

Michael, John, Colin, Richard, Michael again

▲▲

AGRICOLA 1	Pete gained 2 food when Michael took grain.	ROUND 10

Actions

Pete	+2 clay {gains 4 clay}
Mike	+3 wood {gains 6 wood}
Michael	Family growth - Mini Pasture {costs 2 food}
	Michael fences a pasture and passes the Mini Pasture card to Marcus
Marcus	Occupation - Farmer {costs 1 food}
	The next time Marcus builds fences, he takes 1 wild boar - each time after that he takes 1 cattle

Pete	Building and/or Stables - builds a room {costs 2 wood, 2 clay}
Mike	+1 stone {gains 3 stone}
Michael	Take 1 vegetable {gains 1 vegetable}
Marcus	Start Player - Quarry
	Whenever Marcus uses the Day Labourer he gains an additional 3 stone

| Pete	Take 1 grain {gains 1 grain, 1 food}
Mike	Major improvement - Well {costs 1 wood, 3 stone}
	Mike will receive 1 food at the start of rounds 11 to 14
Marcus	Fences {costs 5 wood, gains 1 wild boar}
Pete	Tale 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}

+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	Private wood {8 wood} {2 food ⇨Mike}	+1 clay {4 clay}	+2 clay {2 clay}
+1 reeds {2 reeds}	+1 food Catch fish {4 food}	+1 food Travelling players {3 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {2 sheep}
1 Major or Minor imp	Fences	Sow and/or Bake Bread	Family growth then 1 minor imp	+1 stone {1 stone}	Renovate then 1 improvement
+1 wild boar {2 wild boar}	Take 1 vegetable	+1 stone {2 stone}	+1 cattle {1 cattle}	The new action for round 11 is +1 cattle	

The remaining Major improvements are:

✧   Basket Weaver {2 reeds, 2 stone}   ✧   Cooking Hearth {5 clay}
✧   Cabinet Maker {2 wood, 2 stone}   ✧   Stone Oven {1 clay, 3 stone}

Mike, you might want to mention in your orders that you're due the extra food from the Well.

Victory points awarded for Occupations or Improvements are shown in {braces}, and now include end-of-game points as if the game was due to end now. Those can be gained or lost according to changes in your situations.

Marcus   Pete   Mike   Michael
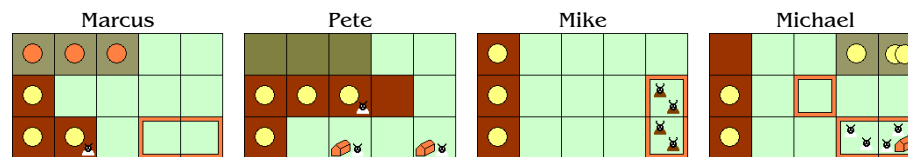
Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	3	-	1	3	1	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	6	Wood/3		3	13
	Occupations		Farmer, Harvest Helper, Undergardener, Wood Carver					
	Improvements		Fireplace {1}, Fish Trap, Hook Plough, Quarry {2}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	5	3	-	2	-	3	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	2	1	3	1	Wood/5		4	14
	Occupations		House Steward {3}, Stone Carver, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven {2} , Clay Roof {1}, Fireplace {1}, Furrowing Plough, Pottery {2}					

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	1	-	-	-	4	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	3	-	6	Wood/3		3	2
	Occupations		Carpenter, Master Forester, Pig Catcher					
	Improvements		Cooking Hearth {1}, Corn Scoop, Sawhorse, Stone Tongs, Well {4}					

Michael Longdin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	2	2	4	1	4	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	-	-	3	Wood/3		3	9
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required
Actions for the family, starting with Marcus   Harvest - after round 11

▲▲▲

AGRICOLA 2	No confusion with orders this time.	ROUND 2

Actions

Allan	+2 clay {gains 4 clay}
Marcus	+1 reeds {gains 2 reeds}
Kevin	+2 wood {gains 4 wood}
Mike	Tale 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}

Allan	Major improvement - Fireplace {costs 2 clay}
Marcus	Occupation - Reeve {costs 1 food, gains 4 wood}
	At the end of the game, all players with the most played occupation cards receive 3 bonus points each
Kevin	Start Player - Chicken Coop {costs 2 wood, 1 reeds}
	Kevin will receive 1 food at the start of rounds 3 to 10
Mike	Private clay pit {gains 4 clay}

| +1 wood {3 wood}	+2 wood {2 wood}	+3 wood {6 wood}	+1 clay {3 clay}	+2 clay {2 clay}	Private clay pit {1 clay} {3 food ⇨Mike}
+1 reeds {1 reeds}	+1 food Catch fish {3 food}	+1 food Travelling players {3 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {1 sheep}	The new action for round 3 is +1 sheep			

The Major improvements and their costs are:

- Basket Weaver {2 reeds, 2 stone}
- Cabinet Maker {2 wood, 2 stone}
- Clay Oven {3 clay, 1 stone}
- Cooking Hearth {4 clay}
- Cooking Hearth {5 clay}
- Fireplace {3 clay}
- Pottery {2 clay, 2 stone}
- Stone Oven {1 clay, 3 stone}
- Well {1 wood, 3 stone}

Although the occupation cards that Marcus has played grant bonus points at the end of the game, I have included them now to show that he would get 1 VP from the Tutor and 3 VPs from the Reeve as things currently stand. As he plays more occupation cards, or other players match (or exceed) the number he has played, I aim to update the points accordingly. Feel free to remind me if I forget.

Kevin, you might want to mention in your orders that you're due the extra food from the Chicken Coop.

Victory points awarded for Occupations or Improvements are shown in {braces}.

Mike	Allan	Marcus	Kevin
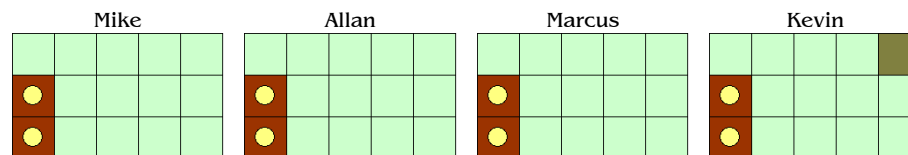
Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	-	-	1	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	1	1	-	Wood/2		2	-12
Occupations		Clay Digger						
Improvements		None						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	2	-	-	2	Wood/2		2	-13
Occupations		None						
Improvements		Bread Paddle, Fireplace {1}						

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	4	Wood/2		2	-10
Occupations		Tutor {1}, Reeve {3}						
Improvements		None						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	1	2	Wood/2		2	-12
Occupations		None						
Improvements		Chicken Coop {1}						

Orders required	
Actions for the family, starting with Kevin	Harvest - after round 4

BREAKING AWAY 18

I've placed my bets on first and second.

ROUND 9

Pos	Riders	New
94	Hestophes	3
89	Elvis	3
88	-	
87	Antony Straker	3
86	-	
85	Evelyn Waugh / Sarrask	3
84	Ralf / Donner / Stratford / Florian / Wolfgang	5
83	Kalvan / Pershore {2 pts} / Karl	10
82	Evesham {1 pt} / Rudolph {3 pts} / George II	13
81	Bidford / Nikki Bull	15
80	Louis Soares	15
79	-	
78	John Grant / Lenny Bruce	3
77	-	
76	Dixen	3
75	-	
74	Blitzen	3
73	-	
72	Rylla	3

Simon Brooks (7)   *Ditchling Beacon Bykers*

A	Rudolph (3)	3	3	6	13
B	Donner (4)		3	5	15
C	Dixen		3	3	11
D	Blitzen		3	5	15

Dennis Frank (20)   *Otherwhen*

A	Kalvan	3	10	14	15
B	Rylla (10)		3	3	15
C	Hestophes (6)		3	4	5
D	Sarrask (4)		3	3	4

Steve Ham (24)   *Flushed Away*

A	Elvis (8)	1	3	4	5
B	George II (3)		3	4	13
C	Evelyn Waugh (8)		3	3	5
D	Lenny Bruce (5)		3	3	15

Jim Reader (7)   *Blue Square Premier Champs*

A	John Grant (2)	2	3	8	12
B	Louis Soares		3	8	15
C	Antony Straker (5)		3	3	3
D	Nikki Bull		5	8	15

Joakim Spångberg   *Kling Klang Radfahrers*

A	Ralf	3	3	4	5
B	Florian		3	3	5
C	Wolfgang		4	4	5
D	Karl		3	3	10

Mark Stretch (14)   *Avon Riders*

A	Evesham (1)	3	5	8	13
B	Stratford (11)		3	3	5
C	Pershore (2)		3	5	10
D	Bidford		11	12	15

The middle is all cosy and friendly, will the front and the back are all string out.

There are a few riders with very little energy, but none of them are at the back, so nobody looks like being dropped just yet.

Orders required
Cards for round ten

BREAKING AWAY 19

Two riders make a break, but will now have to pause for breath.

ROUND 2

Pos	Riders	New
29	Gee Jay	3
28	-	
25	-	
24	Bob Geldof	3
23	-	
17	-	
16	Rakhir the Red Archer	3
15	Rene / Carter	4
14	-	
13	Rory / Ward	3
12	Olmstead / Rhys / Ross	5
11	Pierce / Alcohol	8
10	Berry Gordy / Dingle Fingle	10
9	Cocaine	12
8	Moonglum / Tobacco / Jhary a Conel	13
7	Betty Grable / Gaynor of the Damned	15
6	Barry Gibb / Arturo	15
5	Cheko	15
4	-	
3	Agricola	3

Dennis Frank   *Arkham Crew*

A	Olmstead	3	3	5	15
B	Pierce		4	8	14
C	Carter		4	5	5
D	Ward		3	3	3

Steve Ham   *Team BG*

A	Bob Geldof	2	3	3	4
B	Berry Gordy		10	10	15
C	Betty Grable		7	13	15
D	Barry Gibb		3	10	15

Richard Lunn   *Here Come the Clowns*

A	Gee Jay	1	3	3	
B	Dingle Fingle		3	10	15
C	Cheko		10	15	15
D	Arturo		3	10	15

Greg Payne   *Not My Addictions*

A	Tobacco	7	8	10	13
B	Alcohol		7	8	12
C	Cocaine		8	11	12
D	Agricola		3	3	13

Jim Reader   *Eternal Companions*

A	Moonglum	4	10	13	15
B	Rakhir the Red Archer		3	3	9
C	Gaynor of the Damned		3	13	15
D	Jhary a Conel		3	12	13

Roger Trethewey   *Riviera Riders*

A	Rene		3	4	15
B	Rhys		5	6	15
C	Rory		3	5	12
D	Ross		3	4	5

Arturo and *Cheko* were hoping someone would drop onto row 7, and they were granted their wish by *Gaynor of the Damned* and *Betty Grable*.

That kept the run of 15 replacements running a bit longer, with only Agricola losing out at the back.

Orders required
Cards for round three

▲▲

BUS BOSS 305-NLD	Utrecht is the key.	GAME OVER

1st	Simon Robertson	RR	342
2nd	Jim Reader	BUM	300
3rd	John Marsden	ODE	255
4th	Mark Stretch	MANGO	254
5th	Simon Brooks	BROOKS	224
6th	Don Shailer	DBC	215

Simon Robertson (RR, 1st): It's always nice to win! Utrecht is a key location on this map as most of the fastest routes pass through it. So starting there and spreading out seemed to me a good idea. As I managed get a good link to the north, east and south west, I was in a strong position. Jim had good connections at the ends, but wasn't as direct through the middle. John's "outer circle" is good with the right runs, but probably missed out on too much of the middle of the map.

Thanks Keith for running this and everyone else for a good game.   ◱

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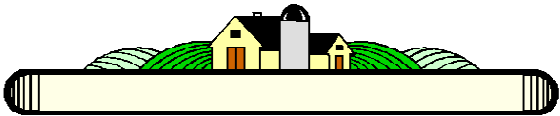
BUS BOSS 308-YRK	YAK stop talking long enough to take the lead.	ROUND 10

Yorkshire

Round 10 Runs

					YAK	GRUBBY	BUM	BILL	
22	3♥	Hawes	①	BILL	15			+3	18
	10♦	Pickering	①	BUM	15			-3	12
27	9♣	Market Weighton	①	YAK	30				30
	6♦	Northallerton							
28	A♠	Manchester	①	BILL	15			+4	19
	K♦	Whitby	①	BUM	15			-4	11
29	A♣	The South	①	BILL	9	+4		+4	17
	9♦	Malton	①	GRUBBY	9				9
			①	YAK	8			-4	4
			④	BUM	4			-4	0
30	5♠	Huddersfield	①	GRUBBY	20			-2	18
	3♣	Scunthorpe	②	BILL	10		+2		12
31	K♣	Hornsea	①	YAK	20		+2		22
	8♥	Bradford	②	BUM	10	-2			8
32	10♥	Keighley	①	YAK	20				20
	8♦	York	②	GRUBBY	10				10

			YAK	GRUBBY	BILL		
33	Q♣	Bridlington	No entrants				
	7♥	Harrogate					
34	A♦	The North	① YAK	16	+3		19
	8♠	Leeds	② GRUBBY	9	-3		6
			③ BILL	5			5
35	A♥	Lancashire	① GRUBBY	20			20
	Q♦	Scarborough	② BUM	10			10

Round 10 Routes

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

Busdrivers in Lemon Leotards (BILL) (Don Shailer, Green)
Whitby - Redcar (7)

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)
Doncaster - Rotherham - Sheffield, Northallerton - Darlington (12)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Doncaster - Rotherham, Doncaster - Goole (9)

Scores

	Runs:	22	27	28	29	30	31	32	33	34	35	Builds	Score
YAK	185	-	30	-	4	-	22	20	-	19	-	-12	268
GRUBBY	212	-	-	-	9	18	-	10	-	6	20	-9	266
BILL	174	18	-	19	17	12	-	-	-	5	-	-7	238
BUM	165	12	-	11	0	-	8	-	-	-	10	-	206

Round 11 Runs

33.	Q♣ -	7♥	Bridlington to Harrogate
36.	Q♥ -	J♠	Skipton to Selby
37.	6♥ -	K♠	Boroughbridge to Rotherham
38.	7♠ -	K♥	Leeds to Settle
39.	J♦ -	Q♠	Filey to Doncaster
40.	5♣ -	3♠	Barton to Sheffield
41.	4♣ -	3♥	Goole to Hawes
42.	4♠ -	J♣	Barnsley to Great Driffield
43.	2♠ -	9♥	Sheffield to Halifax
44.	5♦ -	J♥	Redcar to Ilkley

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

◱

BUS BOSS 309-YRK

From last to first on the final run.

ROUND 12

YRK gains 4 points as I overcharged him for his new routes last time.

Yorkshire

Round 12 Runs

Run	Cards		Route	Value	EBAY	BEAR	BOY	YRK	
45	6♥ Boroughbridge	①	BEAR	13	-1				12
	4♣ Goole	①	EBAY	12		+1			13
		③	YRK	5					5
46	6♦ Northallerton	①	YRK	16					16
	A♠ Manchester	②	BOYCOTT	7					7
		②	BEAR	7					7
47	5♣ Barton	①	BEAR	30					30
	4♠ Barnsley								
48	A♣ The South	①	EBAY	8				+4	12
	Q♥ Skipton	①	BOYCOTT	8					8
		①	YRK	7	-4				3
		①	BEAR	7					7
49	7♠ Leeds	①	EBAY	20					20
	3♦ Stockton	②	YRK	10					10
50	5♠ Huddersfield	①	BOYCOTT	20			-4		16
	3♣ Scunthorpe	②	EBAY	10				-2	8
		✗	BEAR				+4		4
		✗	YRK		+2				2
51	9♠ Wakefield	①	YRK	11	+2				13
	A♦ The North	①	EBAY	10				-2	8
		③	BEAR	5			-2		5
		④	BOYCOTT	4			+2		6
52	J♦ Filey	①	BOYCOTT	30					30
	9♥ Halifax								

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
BOYCOTT	313	-	7	-	8	-	16	6	30	380
EBAY	316	13	-	-	12	20	8	8	-	377
YRK	312	5	16	-	3	10	2	13	-	361
BEAR	296	12	7	30	7	-	4	3	-	359

BOYCOTT moves from last place after run 51 to leader and winner after getting maximum points from a solo on the final run. Just 21 points separate first from last at the end.

1st	Tony Robbins	. . . .	BOYCOTT	380
2nd	Bob Coull	. . . .	EBAY	377
3rd	Colin Sharpe	. . . .	YRK	361
4th	Kevin Lee	. . . .	BEAR	359

Congratulations to Tony. Everybody held the lead at some point during this final round, but Tony had the lead at the critical point. There must be comments on this one, so let's be having them.

BUS BOSS 312-MOR

A storming round for LATE. His luck will likely fail later.

ROUND 7

Morocco

Round 7 Runs

	Cards		Route	Value	BRK	LATE	BAM	GRUB	BUM	
1	8♣ Chechaouèn	①	LATE	15	+5					20
	2♠ Larache	②	BROOKS	15		-5				10
3	Q♣ Spain	①	LATE	20	+5					25
	3♠ Souk el Arba...	②	BROOKS	10		-5				5
4	9♣ Tetouan	①	BROOKS	15		-2		+2		15
	8♦ Asni	①	BUM	15	-2		-6			7
		✗	LATE		+2				+6	8
5	K♥ Kénitra	①	GRUBBY	30	-3	-2				25
	2♦ Guelmin	✗	BROOKS					+3		3
		✗	LATE					+2		2
6	9♠ Meknès	①	LATE	10					+5	15
	8♥ Casablanca	①	GRUBBY	10			-2			8
		①	BUM	10		-5				5
		✗	BAMANA					+2		2
7	J♣ Ceuta	①	LATE	20					+7	27
	3♥ El-Jadida	②	BUM	10		-7				3
8	7♠ Fès	①	BUM	8						8
	7♥ Casablanca	①	BAMANA	8				+4/-7		5
		①	GRUBBY	7			+7/-4			10
		①	LATE	7						7
9	J♠ Khenifra	①	BAMANA	20				-7		13
	A♦ Western Sahara	②	GRUBBY	10	-9		+7			8
		✗	BROOKS					+9		9

Morocco

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
Azrou - Er Rachidia (13)

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Taza - Oujda (10)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Taounata - Al Hoceima (9)

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Ouarzazte - Er Rachidia (14)

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Azrou - Meknès - Sidi Kacem (9)

Scores

	Runs:	1	3	4	5	6	7	8	9	Builds	Score
LATE	30	20	25	8	2	15	27	7	-	-10	124
GRUBBY	32	-	-	-	25	8	-	10	8	-14	69
BROOKS	36	10	5	15	3	-	-	-	9	-9	69
BUM	31	-	-	7	-	5	3	8	-	-9	45
BAMANA	29	-	-	-	-	2	-	5	13	-13	36

Round 8 Runs

2.	6♥ - K♠	Berrechid to Er Rachidia
10.	10♥ - 7♦	Mohammedia to Taroudant
11.	6♠ - 10♦	Fès to Marrakech
12.	Q♥ - 4♣	Rabat to Berkane . . . . (not yet available)
13.	A♠ - 9♥	Taounata to Casablanca
14.	K♦ - 5♥	El-Kalaâ-es-Sraghna to Khouribga
15.	J♦ - Q♠	Essaouira to Beni Mellal
16.	K♣ - Q♦	Spain to Ouarzazte
17.	A♥ - 3♣	Safi to Oujda
18.	8♠ - 3♦	Azrou to Tiznit

Runs	Routes
Enter up to 5	Buy in the order Bob, Jim, Simon, Michael, Pete

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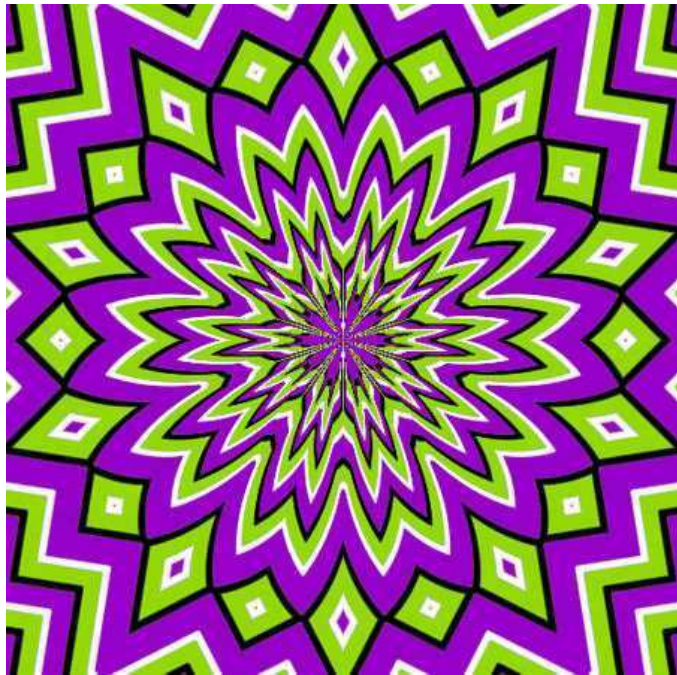
BUS BOSS 313-MOR	Long desert routes are bought up.	**ROUND 5**

Morocco

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)
Er Rachidia - Ouarzazte . . . . 53 - 14 39

Over Desert's Expanse (ODE) (John Marsden, Orange)
Larache - Tangier, Safi - Essaouira . . . . 53 - 12 41

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)
Settat - El-Kelaâ-es-Sraghna - Marrakech . . . . 55 - 12 43

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)
                                      (Rob Thomasson, Red)
Marrakech - Ouarzazte . . . . 53 - 10 43

Don In Morocco (DIM) (Don Shailer, Brown)
Fès - Chechaouèn . . . . 53 - 10 43

Routes	
Buy in the order John, Greg, Rob, Don, Kevin	◤

▲▲

BUS BOSS 318-LUZ	Our second outing to this Pacific island.	**NEW GAME**

Your dealing order is as follows.

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Roger Trethewey	Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN

Luzon is one of Jim Reader's maps. Luzon is one of the main islands of the Philippines and the map covers the northern part of the island. Copies of the map are enclosed for all.

Points to watch out for are two towns called San Fernando - 9♣ and 9♦. Remember to check the town carefully to be sure you're thinking of the right one. The K♠ run goes to any port, one of which is San Fernando. It should go without saying that this is the 9♦ town, as the other isn't on the coast! Due to space limitations, some town names are not immediately adjacent to the towns. For example Rizal (9♠) is north of the road with the name below, while Tagaytay (J♥) is east of the road the name is next to. Common sense should prevail.

Routes	
Buy in the order Bob, Lyndon, Jim, Colin, Roger	
Don't forget company names and colour preferences	◤

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CANAL MANIA 1	Time is running out to complete your contracts.	ROUND 11

Actions

Michael Longdin	1	Exchanged engineers with John
	2	Built from Cambridge to Peterborough {contract complete - 5 VPs}
	3	Drew a card from the deck
Stephen Webb	1	Exchanged engineers with Michael
	2	Built from Manchester to Huddersfield {contract complete - 8 VPs} and from the Birmingham canal to Chester {contract complete - 11 VPs}
	3	Shipped gods from Huddersfield to Chester {5 VPs}
Don Shailer	1	Takes a contract - *Tonbridge* and Maidstone {3}
	2	Picked up Aqueduct, Surveyor, Stretch
	3	Shipped goods from Lincoln to Nottingham {3 VPs}.
John Marsden	1	Drew a card from the deck.
	2	Built from Manchester to Preston {contract complete - 3 VPs}
	3	Drew a card from the deck.

Player	Engineer	S	L	A	T	VPs	Contracts Canal Basin: 10 goods cubes
Stephen Webb *Mauve*	(S)	10	6	2	-	50	None
Don Shailer *Red*	(T)	10	6	3	1	57	*Bridgwater* and Taunton (3) *Tonbridge* and Maidstone (3)
John Marsden *Green*	(B)	9	7	2	2	46	*Stratford* and Gloucester (5)
Alan Harvey *Blue*	(A)	9	9	1	3	42	*Oxford* and Coventry (5)
Michael Longdin *Yellow*	(L-S)	6	10	-	3	39	None

| The Current Contracts	The Future Contracts
-	Nottingham and Chester via Stoke (6)
Leeds and Liverpool via Skipton (8)	Northampton and Peterborough (4)
-	Nottingham and Northampton via Leic (6)
Weybridge and Arundel via Guildford (4)	Oxford and London via Reading (7)
-	Lancaster and Preston (4)

The following Build Cards are on the table

Stretch	Stretch/Black	Stretch/White	Stretch/Black	Lock

Michael's build was not as he intended, as he wanted to build an Aqueduct, but had used up all his Aqueduct tiles. Two players asked me to place goods tokens as they built canals. This isn't how it works - goods tokens are placed when the cards are picked up, not when they are played.

The following turns are due before goods decline takes place:

Alan , Michael, Stephen, Don, John, Alan, Michael.
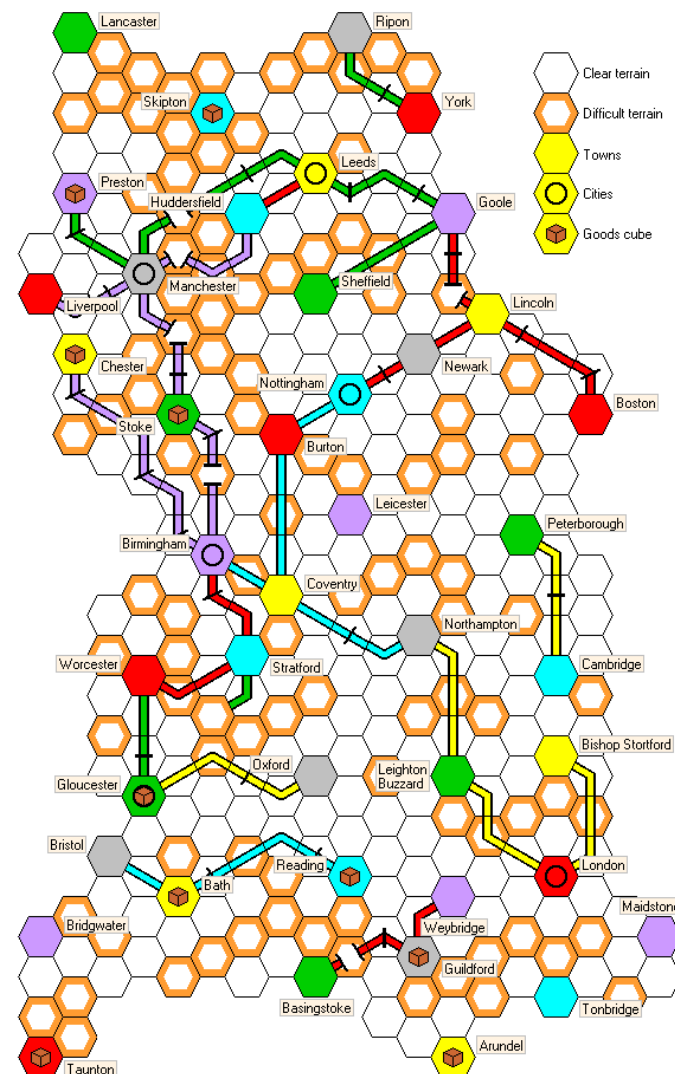
Playing sequence
Alan, Michael, Stephen, Don

INDUSTRIAL WASTE 1	It helps if I take basic costs at the end of the round.	ROUND 7

Actions for round 7

Sharon	Growth	Growth up to 15
Mike	Raw Materials	Marcus bids 5, Sharon bids 7, Mike gets them for 8
Alan	Innovation	Workers Required down to 3
Marcus	Waste Disposal {Adv}	Waste -6
Sharon	Innovation	Workers Required down to 3
Mike	Growth	Growth up to 17
Alan	Waste Disposal	Waste -3
Mike	Waste Disposal	Waste -3
Alan	Waste Removal	Waste -1, Waste +1 for everyone else

Basic costs for last round were taken belatedly before this round began. Sharon discards Bribery. Sharon has to take a loan to cover basic costs for this round.

Card Combinations for round 8

Mike chooses group 5	Innovation / Order / Innovation / Raw Materials
Alan chooses group 1	Waste Disposal / Innovation / Waste Disposal / Raw Materials
Marcus chooses group 3	Hiring/Firing / Hiring/Firing / Waste Disposal / Order
Sharon chooses group 2	Order / Growth / Raw Materials / Advisor

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	17	4	3	4	5
Marcus Pratt	17	4	4	5	3
Sharon Khan	15	4	3	5	2
Mike Head	17	5	5	5	2

Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	12	20	11	2	13
Marcus Pratt	11	-	10	3	32
Sharon Khan	9	20	-	4	16
Mike Head	1	-	5	4	29

The following card combinations were drawn for round 9.

Group 1	Group 2	Group 3	Group 4	Group 5
Waste Disposal	Hiring/Firing	Innovation	Order	Order
Waste Removal	Raw Materials	Waste Removal	Bribery	Waste Disposal
Raw Materials	Growth	Advisor	Waste Disposal	Growth

Orders required
Round eight - actions starting with Mike then card selection starting with Alan

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OUTPOST 27	You can't buy more than one thing with a single production card.	ROUND 12

Commander Actions

Lyndon	Auctioned a Laboratory for 80. Mark joined at 81. Lyndon dropped out at 93. Mark got it for 93 reduced to 63 after Data Library discounts (w:4,5,5,7,8 t:11,11,13) plus a free Research Factory

    ▸ Auctioned an Orbital Lab for 50. Willem joined at 68, David at 76, Marcus at 77. Willem and David dropped out at 78, Lyndon at 81. Marcus got it for 81 (o:1,3,3 w:30 n:20,24)

    ▸ Auctioned an Outpost for 100 and got it reduced to 90 after Ecoplants discounts (o:1 w:6,7,8,30 m:19,19) plus a free Titanium Factory

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

    ▸ Bought one Water Factory (w:30)

David	Bought one New Chemicals Factory (w:8 t:10 r:10 n:14,18)
Jim	Bought one Titanium Factory (w:8 t:10,12)

    ▸ Bought one Population Unit (o:1,2 w:7)

Marcus	Passed
Mark	Passed

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,6w	8	(8)	1	(8)	2o,3w,1W,2m	(91,15)
2	Willem	2o,8w	8	(8)	1	(8)	1o,1w,2W	(70,10)
3	David	2o,4w,1t,1r,1n	5	(5)	0	(0)	2w,1t,2r,2n	(90,15)
4	Jim	2o,4w,2t	7	(8)	1	(7)	2o,4w,3t	(64,15)
5	Marcus	2o,4w,2n	8	(8)	0	(0)	4o,1W,1r,2n	(95,15)
6	Mark	2o,6w,2t	5	(5)	0	(0)	5w,3t	(65,10)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points	
1	Lyndon	WH, Nod, OL, OL, Rob, Eco		25	(230)
2	Willem	DL, Nod, Rob, Eco		20	(120)
3	David	WH, HE, Sci, Lab		18	(175)
4	Jim	WH, HE, Nod, Rob		17	(130)
5	Marcus	WH, Nod, Sci		17	(90)
6	Mark	DL, DL, DL, HE		11	(75)

Data Library	0	Sold out	Orbital Lab	1	(1 more)
Warehouse	0	Sold out	Robots	0	(1 more)
Heavy Equipment .	1	(none left)	Laboratory	1	(2 more)
Nodule	0	Sold out	Ecoplants	1	(1 more)
Scientists	0	(2 more)	Outpost	2	(2 more)

Orders required
Round thirteen auctions, bids and purchases

▲▲

OUTPOST 26	In space, no one can hear you comment.	GAME OVER

1st	Lyndon Gurr	. . . .	90 (740)
2nd	Marcus Pratt	. . . .	74 (580)
3rd	Geoff Hardingham	. . . .	62 (655)
4th	Jim Reader	. . . .	51 (405)
5th	Willem Moene	. . . .	32 (365)

No comments on this one, perhaps because everyone was somewhat stunned by Lyndon being so far ahead.

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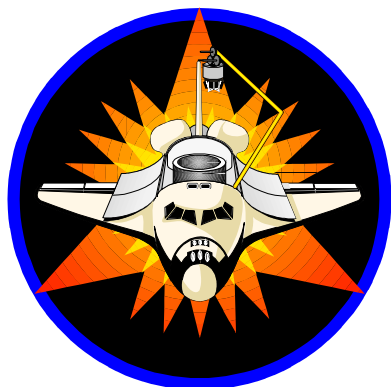
PUERTO RICO 9	The best laid plans...	GAME OVER

1st	Pete Campbell	. . . .	40
2nd	Jim Reader	. . . .	39
3rd	Mike Hutton	. . . .	27
4th	Willem Moene	. . . .	26

<u>Jim Reader (2nd)</u>: I think I should have been able to buy the tobacco storage last turn. I had one doubloon, but with the builder bonus and 3 quarries I had the 5 needed to get the tobacco storage. This would take my score to 40 and means Pete won on doubloons. Blast - I thought I had judged it right that I could win last turn but miscounted the victory points available for shipping. Congratulations to Pete who judged the end game better than I and thanks very much for another close game.

The reason Jim didn't buy a Tobacco Storage is there are three in the game, and all three had been bought. The loss of the Building summary, to get the report onto a single page, gave him the chance to mislead himself that they were still available.

▲▲

PUERTO RICO 8	This round starts with 8 colonists on the ship.	ROUND 16

Jim is the Trader and trades Coffee.
John trades Sugar.
John is the Mayor.
Allan is the Captain.
Stephen is the Settlers (+2) and plants Tobacco (manned).

Roles

Builder	+1 Craftsman	+1 Prospector

Quarries	Plantations {Fields}					Trading House				Ship	Supply
-	Sug	Tob	Tob	Tob	Tob	Cof	Sug	-	-	2	0

Cargo Ships

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

John Hopkins Dblns: 3 Chips: 18
Indigo plant	Sugar mill	Tobacco storage	Small warehouse
Factory			

Fields: Qry✔✔✘ Crn✔ Ind✔✔✘ Sug✔✔✔✘ Tob✔   Goods: ✘

Allan Stagg Dblns: 3 Chips: 24
Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster
Factory	Harbour	Wharf	

Fields: Qry✔ Crn✔✔ Ind✔✘✘✘ Sug✔✘ Tob✔ Cof✔✘   Goods: ✘

Stephen Webb Dblns: 4 Chips: 25
Small indigo plant	Small sugar mill	Small market	Small warehouse
Hospice	Large market	Residence	Fortress

3 men in San Juan

Fields: Qry ✔✔✔✔ Crn✔✔✔ Ind✔ Sug✔✔✔ Tob✔   Goods: ✘

Jim Reader Dblns: 6 Chips: 23
Small indigo plant	Coffee roaster	Small market	Hospice
Office	Harbour	Wharf	

2 men in San Juan

Fields: Crn✔✔✔ Ind✔✔✔ Tob✔ Cof✔✔   Goods: ✘

The display wasn't updated properly last time for some reason, but your orders still made sense. With no colonists left to supply the ship, we've come to a close.

1st	Stephen Webb	. . . .	55
2nd	Allan Stagg	. . . .	41
3rd	Jim Reader	. . . .	38
4th	John Hopkins	. . . .	29

Congratulations to Stephen. He got two large buildings, which was two more than anyone else, and manned them as well, and that in itself was likely to give him an edge over everyone else. It turned out to be a wall and an edge. Well cone.

▲▲▲

PUERTO RICO 10	This is round is concerned with men and places rather than goods.	ROUND 9

Kevin is the Builder {+1} and builds a Harbour.
Jim builds a Factory, Geoff builds a Tobacco Storage.
Jim is the Mayor.
Allan is the Settler and digs a Quarry (manned).
Geoff plants Corn, Kevin plants Tobacco, Jim plants Corn.
Geoff is the Prospector {+1}.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
2	Crn	Sug	Sug	Tob	Cof	-	-	-	-	6	36

Buildings

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

Cargo Ships

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

Kevin Lee Dblns: 1 Chips: 4
● Small indigo plant | ● Small sugar mill | ●●● Tobacco storage | ● Small market
● Small warehouse | ● Harbour
Fields: Qry✔ Crn✗ Ind✔ Sug✔ Tob✔✗✗   Goods: ✗

Jim Reader Dblns: 0 Chips: 4
● Small indigo plant | ● Small sugar mill | ●● Coffee roaster | ● Office
● Factory
Fields: Qry✔ Crn✔✗ Ind✔✗ Sug✔Cof✔✗   Goods: Cof✔

Allan Stagg Dblns: 3 Chips: 12
● Small indigo plant | ● Small sugar mill | ● Small warehouse | ● Hospice
Fields: Qry✔✗ Crn✔✔ Ind✔ Sug✔Tob✗ Cof✗   Goods: ✗

Geoff Hardingham Dblns: 7 Chips: 6
● Small indigo plant | ●● Tobacco storage | ● Small market | ● Factory
Fields: Qry✔✔ Crn✔✗ Ind✔ Sug✗ Tob✔ Cof✗   Goods: ✗

Orders required
Round ten orders in the sequence Jim, Allan, Geoff, Kevin

▲▲▲

PUERTO RICO 11	There's more than enough Corn to fill the waiting ship.	ROUND 3

Kevin is the Settler {+1}, gains Sugar from the Hacienda and digs a Quarry.
Tony and Willem plant Corn, Jim plants Indigo (manned).
Tony is the Mayor {+1}.
Willem is the Craftsman {+1} and produces and extra Corn.
Jim is the Builder and builds a Small Indigo Plant.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
6	Crn	Ind	Ind	Sug	Cof	-	-	-	-	4	64

Buildings

1 VP	SIP	2	SSM	3	SMA	✗	HAC	✗	CON	2	SWA	2
2 VPs	LIP	3	LSM	3	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						
✔	✔	✔	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Willem Moene Dblns: 3 Chips: 0
● Small indigo plant | ● Small market
Fields: Qry✔ Crn✔ Ind✗   Goods: Crn✔✔

Jim Reader Dblns: 0 Chips: 0
● Small indigo plant | ● Small sugar mill | ● Hospice
Fields: Ind✔✗ Sug✗   Goods: ✗

Kevin Lee Dblns: 3 Chips: 2
● Hacienda
Fields: Qry✔ Crn✔ Sug✗ Cof✗   Goods: Crn✔

Tony Sait Dblns: 2 Chips: 2
● Small market | ● Hacienda
Fields: Crn✔✗ Tob✗   Goods: Crn✔

Orders required
Round four orders in the sequence Tony, Willem, Jim, Kevin

▲▼▲

RAILWAY RIVALS 2096-B	HOE does most of the building.	ROUND 10

Colin asked why PLANT's build from Lincoln to J49 didn't result in a large payment to HOE. That is because HOE doesn't have track along that line. HOE's connections to Lincoln come from the north west, from H50, and the south east, to L52.

London and Liverpool

Round 10 Runs

						PLANT	HOE	GREAT	BUM	TGV	COLIN	
22	13 Leeds	①	HOE	13				+1				14
	43 Lincoln	②	COLIN	7			-2					5
		②	PLANT	6								6
		④	GREAT	4			-1				+2	5
23	16 Sheffield	①	BUM	13		-1	-2			-5	-2	3
	35 Liverpool	①	TGV	12		-1			+5			16
		③	PLANT	5					+1	+1		7
		✘	COLIN						+2			2
		✘	HOE						+2			2
24	62 London	①	TGV	10			+2	+2				14
	36 Birkenhead	①	HOE	10						-2		8
		①	GREAT	10						-2		8
25	56 Gloucester	①	GREAT	16							+4	20
	✪2 East Anglia	②	BUM	7							-1	6
		②	COLIN	7				-4	+1			4
26	61 London	①	TGV	9		+1						10
	52 Birmingham	①	HOE	9						-4		5
		③	GREAT	5								5
		③	COLIN	4			+4					8
		⑤	PLANT	3						-1		2
27	22 Bradford	①	HOE	10		+1						11
	45 Coventry	①	PLANT	10			-1		+1	-1		9
		①	BUM	10		-1						9
		✘	TGV			+1						1
28	25 Manchester	①	BUM	13		-2					+3	14
	✪4 The North	①	COLIN	12		-2			-3			7
		③	TGV	5								5
		✘	HOE							+2	+2	4

Round 10 builds

Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
None.   +1 (COLIN) = +1

Heart of England (HOE) (Bob Coull, Black)
Peterborough - K62 - M63 - M65, D63 - D60 - C60.   -10 (builds) -1 (BUM) -2 (COLIN) = -13

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

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None.   +1 (HOE) = +1

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
None.

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
G7 - G4.   -7 (builds) -1 (PLANT) +2 (HOE) = -6

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TGV	170	-	16	14	-	10	1	5	-	216
PLANT	176	6	7	-	-	2	9	-	+1	201
COLIN	127	5	2	-	4	8	-	7	-6	147
BUM	101	-	3	-	6	-	9	14	+1	134
HOE	102	14	2	8	-	5	11	4	-13	133
GREAT	80	5	-	8	20	5	-	-	-	118

Round 11 Runs

29.	24 - 34	Bolton to Liverpool
30.	14 - 53	York to Wolverhampton
31.	26 - 51	Manchester to Birmingham
32.	42 - ✪3	Nottingham to The North
33.	15 - 66	Doncaster to Oxford
34.	64 - 46	London to Peterborough
35.	31 - ✪6	Preston to Any Seaport (other than Preston)

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

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RAILWAY RIVALS 2112-I(N)	PADDY retains the lead, albeit slimmed down.	ROUND 7

Ireland (North)

Round 7 Runs

						BRK	BEAR	MARS	PADDY	GITCO	
1	42 Galway	①	BEAR	20					+2		22
	64 Dublin	②	GITCO	10		-2	-2	-1			5
		✘	BROOKS						+2		2
		✘	PADDY						+1		1
2	62 Dublin	①	BEAR	15					-3		12
	55 Armagh/	①	PADDY	15		-4					11
	Dungarvan	✘	BROOKS					+4			4
		✘	GITCO				+3				3
3	26 Portrush	①	MARS	15				+3			18
	12 Belfast	①	PADDY	15			-3				12
4	14 Antrim/Bangor	①	MARS	13			+3	-3			13
	✪4 Great Britain	①	BEAR	12			-3	+1			10
		③	PADDY	5			-1	+3			7

5	41	Ballina/ Westport	① BROOKS	15			+2		17
			① MARS	15	-2	-3			10
	31	Enniskillen/ Strabane	✗ BEAR				+3		3
6	53	Cavan/Oldcastle	① MARS	11		+4		-4	11
	23	Ballymena/ Limavady	① GITCO	10				-3	7
			③ BEAR	5			-4		1
			③ PADDY	4			+4	+3	11
7	34	Ballyshannon/ Sligo	① BROOKS	15				+8/-4	19
		✪6 Big City Shopping	① GITCO	15	+4/-8				11

Round 7 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Ballinrobe - J25 - K26 - K27.   -4 (builds) -1 (MARS) +1 (PADDY) = -4

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)
G49 - C47 - Limavady.   -9 (builds) +1 (MARS) +1 (PADDY) = -7

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)
Y8 - A47 - Z6, L26 - M27, F58 - F60.
                          -10 (builds) +1 (BROOKS) -1 (BEAR) -1 (PADDY) +1/-3 (GITCO) = -13

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
Z18 - Y18 - W19 - V18, L24 - Ballinrobe, I62 - E64.
                          -10 (builds) -1 (BROOKS) -1 (BEAR) +1 (MARS) -2 (GITCO) = -13

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)
I67 - I68 - J68 - Dublin, M24 - L23, K52 - Belfast.
                          -10 (builds) +3/-1 (MARS) +2 (PADDY) = -6

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
PADDY	69	1	11	12	7	-	11	-	-13	98
BEAR	50	22	12	-	10	3	1	-	-7	91
BROOKS	45	2	4	-	-	17	-	19	-4	83
GITCO	60	5	3	-	-	-	7	11	-6	80
MARS	19	-	-	18	13	10	11	-	-13	58

Round 8 Runs

8.	22 - 66	Derry to Athboy/Navan
9.	56 - 46	Dundalk/Monaghan to Athlone
10.	11 - 43	Belfast to Boyle/Claremorris
11.	24 - ✪2	Coleraine to Southern Ireland
12.	32 - 13	Donegal/Omagh to Belfast
13.	65 - 36	Drogheda/Mullingar to Glenties/Letterkenny
14.	52 - ✪1	Clones/Newry to Southern Ireland

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

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| **RAILWAY RIVALS 2117-ND** | Only one ferry
is left to buy. | **ROUND 4** |

Northern Germany   (14 points for these builds)
Northern Germany Express (NGE) (Tony Bromley, Red)
Prenzlau - K31 - Eberswalde, E66 - G67 - Stralsund, N18 - J16 - I17.
     34 +9 (towns) -1 (TWANG) +2 (TIME) -1 (BUM) = 43

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
J10 - J9 - K9 - Oldenburg - Leer, I16 - F17.
     34 +3 (towns) +1 (NGE) -1 (TIME) +13 (BUM) = 50

Travel In Mainland Europe (TIME) (Bob Coull, Black)
M12 - A51 - Bremerhaven, A51 - C50 - Cuxhaven, Güstrow - G66 - Stralsund, D64 - Rostock.
     58 +9 (towns) -2 (NGE) +6 (BUM) = 71

Bloody Useless Management (BUM) (Jim Reader, Yellow)
J12 - K12 - Bremen - J9 - K9 - Oldenburg, F28 - Berlin (W), Oldenburg - K5.
     33 +1 (NGE) -13 (TWANG) -6 (TIME) = 15

Rails Across Germany (RAG) (Don Shailer, Orange)
F58 - Puttgarden. Buys Puttgarden - Rødby ferry. Berlin (E) - F33 - Frankfurt,
C70 - E69 - Greifswald - F68 - Stralsund.
     40 +9 (towns) -6 (ferry) = 43

Jim said he wasn't sure what the costs were for marshes, which only reinforces my suggestion that he avoids throwing away old copies of the zine once the month has gone by, as those costs were in the initial game report. Marsh hexes cost +1 per half hex. More importantly, the dark blue 'rivers' are impassable, so he couldn't build directly west from Bremen as intended. Rather than disallow most of his build I ducked south round the end of the estuary to get back onto his planned line.

Builds
Up to 18 points excluding payments to rivals

RAILWAY RIVALS 2124-I(S)	Similar thoughts on starting towns.	SET UP

Ireland (South)

Player/Colour	Start	Railroad
Pete Campbell Blue	Cork	Southern Irish Network (SIN)
Steve Ham Purple	Dublin	Comfy Ride Across Irish Countryside (CRAIC)
Kevin Lee Black	Galway	Wexford Expressways Are Rampant (WEAR)
Jim Reader Yellow	Dublin	Powerful Automated Delivery and Distribution in Yellow (PADDY)
Colin Sharpe Red	Waterford	Colin's Operational Railway Korporation (CORK)

Four of you chose Cork as your main choice for a start town, so the easiest thing to do was to switch to second choices, which was much more even.

Builds
Up to 16 points excluding payments to rivals

RAILWAY RIVALS 2085-KU	A good outing for this new map.	GAME OVER

1st	Tony Bromley	. . . .	TRIKE	. . . .	369
2nd	Michael Graystone	. . . . . .	GREAT	. . . .	345
3rd	Bob Coull	. . . .	JOINT	. . . .	254
4th	Rob Thomasson	. . . .	REEKIE	. . . .	245
5th	Jim Reader	. . . .	ONSEN	. . . .	211

Tony Bromley (TRIKE, 1st): 'Good game' referred to a balanced map and a good GM, and mostly to competitive opposition.

Bob Coull (JOINT, 3rd): I thought Oita would be the most desirable start and Michael took good advantage of it, but that leaves Tony's points total from Kagoshima looking even more impressive.

Rob Thomasson (REEKIE, 4th): Tony must have really gained at the direct disadvantage of his fellow southern starter Jim, given their final positions. Jim, Bob & I (to say nothing of John Boy) took off each other in the north west to no particular avail. It's more open up north and invading down south as not so easy. I thought I would start the "less obvious" way - but so did Bob. I should have made contact - always good to communicate. Well done and thanks to all, especially Tony and Keith.

Jim suffered from the classic designer's syndrome - watch others get the best out of it.

SAINT PETERSBURG 2	Only two cards are taken from the main display.	PHASE 3-B

Round 3 - Building Phase

Tony	Pete	Kevin	Marcus
Buys Library from hand	Pub to hand	Buys Ship Builder	✘
✘	✘	Fur Trapper ⇨ Fur Shop	✘
✘	✘	✘	

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	7	5	15r + 2v	0r + 2v	3r + 0v	Aristocrat	20
Marcus	16	1	15r + 1v	0r + 0v	3r + 3v	Trading	23
Tony	0	8	9r + 0v	0r + 6v	4r + 0v	Building	11
Pete	18	9	15r + 1v	3r + 3v	4r + 1v	Worker	14

Players	Cards in hand	Cards in play
Kevin	Ship Builder	Gold Miner x 2, Shepherd, Fur Shop, Market x 2, Warehouse Manager
Marcus	Customs House	Lumberjack, Weaving Mill, Wharf, Potjomkin's Village, Admiral
Tony	Fur Trapper, Customs House	Shepherd, Fur Trapper, Czar and Carpenter, Market, Library, Secretary
Pete	Pub, Mistress of Ceremonies, Senator	Lumberjack x 2, Fur Trapper, Wharf, St.Isaac's Cathedral, Controller

Orders required
Round three Aristocrat phase led by Kevin

▲▲
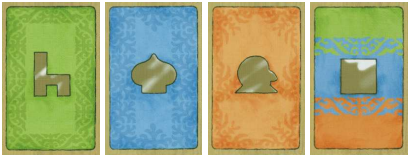
| ROBORALLY 3 | Some pushing comes to shove. | ROUND 6 |

Starting positions
Diddy-bot N8-N, President Ford E8-S, Pineapple 196 N4-W, Squelch H5-W {powered down}, Bot-i-celli H12-W, Donsbot K13-E.

6.1
Diddy-bot {720-M2}, President Ford {560-M1}, Bot-i-celli {510-M1}, Donsbot {500-M1}, Pineapple 196 {470-BU} {doubled with reverse gears}.
Board effects: President Ford is conveyed to E7, Bot-i-celli is conveyed to I11, Donsbot touches checkpoint 1 and updates his archive to K14.

6.2
President Ford {730-M2}, Diddy-bot {400-RR}, Pineapple 196 {280-RR}, Bot-i-celli {190-RL}, Donsbot {160-RR}.
Board effects: Bot-i-celli is conveyed to J11.

6.3
Diddy-bot {770-M2}, Pineapple 196 {630-M1}, President Ford {410-RL}, Bot-i-celli {350-RL}, Donsbot {320-RR}.
Board effects: Bot-i-celli is conveyed to K11, President Ford shoots Squelch {1}, Bot-i-celli shoots Donsbot {1}, Donsbot shoots Bot-i-celli {2}.

6.4
President Ford {810-M3} {pushes Squelch to I5}, Donsbot {700-M2}, Bot-i-celli {680-M2} {pushes Donsbot to K14}, Diddy-bot {640-M1}, Pineapple 196 {600-M1}.
Board effects: Diddy-bot is conveyed to M11, President Ford shoots Squelch {1}, Bot-i-celli shoots Donsbot {1}, Donsbot shoots Bot-i-celli {2}.

6.5
Pineapple 196 {840-M3}, Donsbot {760-M2} {pushes Bot-i-celli to K11}, Bot-i-celli {710-M2} {pushes Donsbot to K14}, President Ford {650-M1} {pushes Squelch to J5}, Diddy-bot {610-M1}.
Board effects: Squelch is conveyed to J4, and is subsequently crushed. Bot-i-celli shoots Donsbot {1}, Donsbot shoots Bot-i-celli {2}.

End of turn effects
Donsbot repairs one point of damage.

Donsbot's double barrel laser knocks the chips of Bot-i-celli, who ends the round with registers four and five locked.

Squelch loses the Abort Switch option and withdraws an archive copy on K14. I've shown him facing west, but the direction is his to choose. Because Donsbot is already on that space, Squelch restarts as a virtual bot.
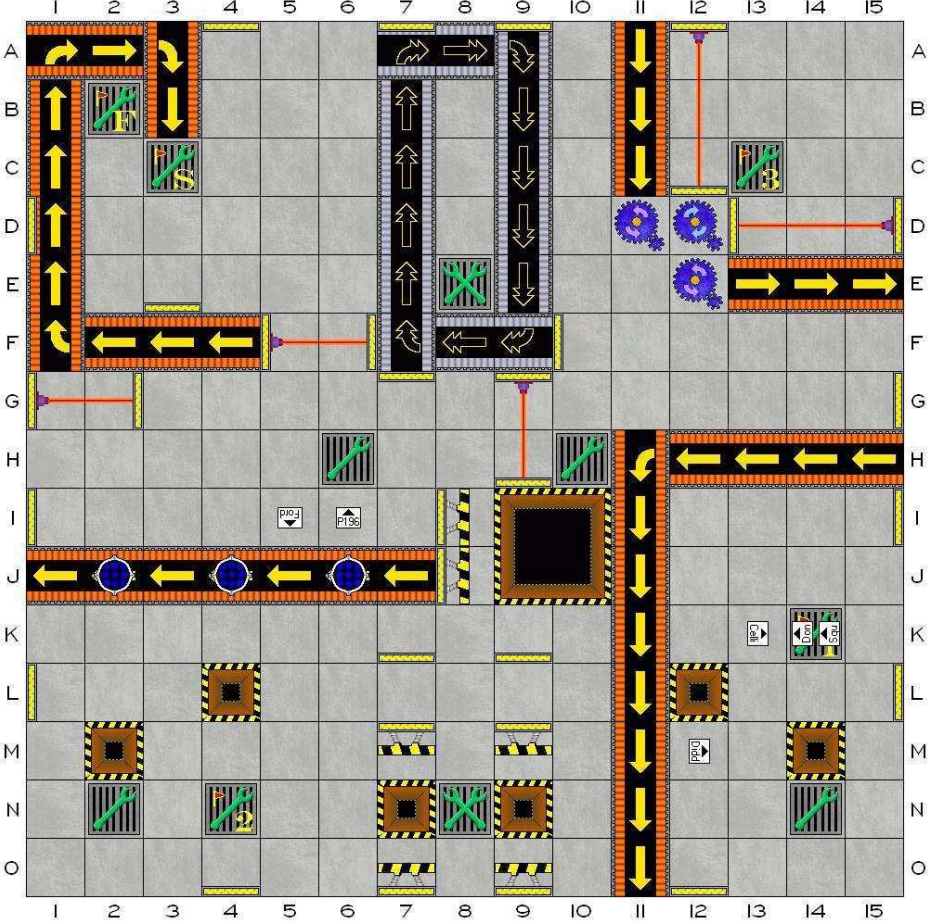
Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/-/-	N8	M12-E	-
Roger Krueger	President Ford	3/-/-	E8	I5-S	Radio Control
Greg Payne	Pineapple 196	4/2/-	N4	I6-N	Reverse Gears
Marcus Pratt	Squelch	3/1/2	K14	K14-?	-
Jim Reader	Bot-i-celli	3/-/6	C13	K13-E	-
Don Shailer	Donsbot	4/1/2	K14	K13-W	Double Barrel Laser

Orders required
Program cards for round seven and any other instructions

SPACE BLAST 1

Inertia rules for this round.

ROUND 14

James White claims a VP for the work his mine did on *Chewbaccy* last time.

	Pilot	Colour	Actions	Armour	Chits
1	*James White* Bob Coull	Green 3 VPs	-	2	3T : 4R 0M : 0B
2	*Major Tom* Michael Graystone	Orange 4 VPs	-	2	3T : 3R 1M : 0B
3	*Chewbaccy* Steve Ham	Blue 1 VP	-	2	1T : 4R 3M : 1B
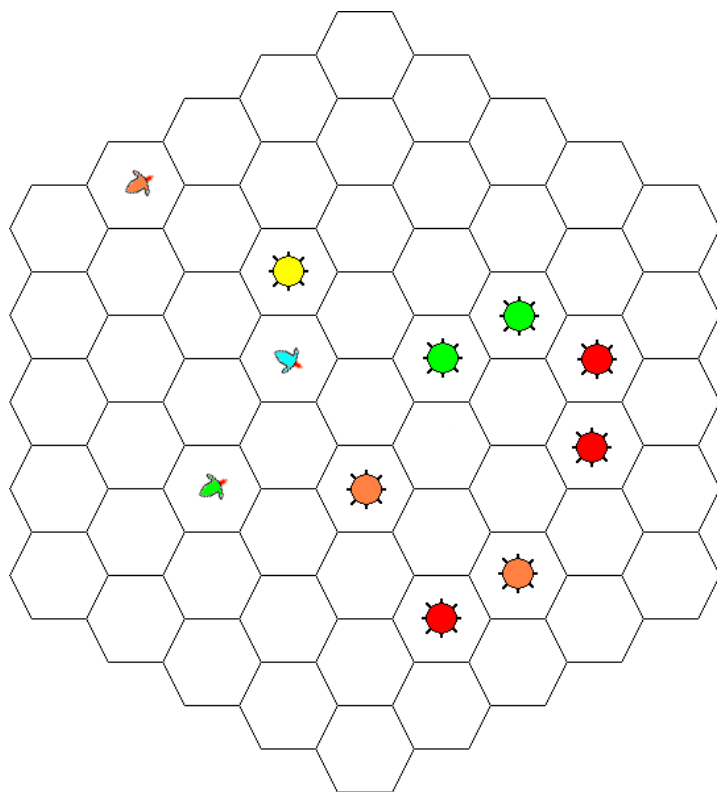
Orders
0 to 3 actions for round fifteen

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

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

✪ Here are the current web ratings for active players with a rating of 2.0 or more. People are included if they have competed five games.

- Ken Boucher 3.632
- ▼ Lew Stansby 3.619
- ▼ David Hilbert 3.048
- ▼ Roger Krueger 2.923
- Chris Rudram 2.800
- Victor Cronshaw 2.722
- Rob Thomasson 2.605
- ▼ Pete Campbell 2.571
- ▼ Peter Hawkins 2.542
- ▼ Per Hallberg 2.500
- Dave Burton 2.468
- ▲ Michael Bakken 2.273
- Dan Zacharias 2.240
- ▼ Willem Moene 2.178
- ▼ Michael Longdin 2.172
- Michael Graystone 2.140
- Brian O'Farrell 2.100
- ▼ Peter Beck 2.068
- ▲ Mick Haytack 2.055
- Mark Frueh 2.000

✪ Completed games and winners:

1870 e765 {1870-F24}	. . . .	Pete Campbell
1856 e780 {1856-W24}	. . . .	Jon Tassoff
Ra e784	. . . .	Lew Stansby
Princes of Florence e798	. . . .	Pete Campbell
Puerto Rico e816	. . . .	Peter Hawkins
Durch die Wüste e819	. . . .	Lew Stansby
Torres e829 {Action Card}	. . . .	Mick Haytack

✪ New games and start dates:

Puerto Rico e842	. . . .	Feb 27th
1856 e843 {1856-Z26}	. . . .	Feb 27th
Acquire e844	. . . .	Feb 28th
Carcassonne e845	. . . .	Mar 1st
Ra e846	. . . .	Mar 11th
Saint Petersburg e847	. . . .	Mar 13th
Puerto Rico e848	. . . .	Mar 14th

PREVIEW

The 1870 has started, but not moved on as I had planned. The idea was to repeat what happened with the 1856 game, and get the first stock round sorted out by e-mail/telephone in this month, but my sale got in the way and time disappeared. So, the new game will have a standard start via the monthly deadline.

Coming issues will see new games of 1861, 1825 and 1837, plus Railway Rivals and Bus Boss. For the 1825 game, someone suggested a multi-unit game. As I have recently started a game with all three units and all the kits on the web site, I thought I would offer the same for the zine. If anyone feels that is too much, do let me know.

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

#163:   1861, Railway Rivals {Malaysia Peninsula}
#164:   1825, Bus Boss
#165:   1837   ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 24th	Variable Pig 117
Mar 16th	Ode 302
Mar 22nd	...mais n'est-ce pas la gare? 92

RATINGS

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

-	Roger Krueger	4.200
-	David Smith	3.619
-	Tony Bromley	3.571
-	Simon Robertson	3.313
▼	Lyndon Gurr	3.295
-	Lionel Robbins	3.118
-	Mark Frueh	2.750
-	Marcus Pratt	2.717
-	Sharon Khan	2.625
-	Steve Thomas	2.563
-	Peter Hawkins	2.514
▲	Stephen Webb	2.409
-	Geoff Hardingham	2.364
-	Michael Graystone	2.273
▲	Tony Robbins	2.190
▼	Colin Sharpe	2.114
▼	Rob Thomasson	2.113
-	Alan Harvey	2.069
▲	Richard Lunn	2.000

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-V21
Tony Bromley	1837-Y25, RR-2117-ND
Simon Brooks	BA18, BB-312-MOR
Pete Campbell . . .	1826-H025, 1829-U25, 1856-R23, 18GA-D26, Agr1, BB-308-YRK, BB-312-MOR, RR-2096-B, RR-2112-I(N), RR-2117-ND, RR-2124-I(S), StP2
John Colledge . . .	Acq52, Acq53
Bob Coull	6n14, Acq51, BB-309-YRK, BB-312-MOR, BB-312-LUZ, RR-2096-B, RR-2117-ND, SB1
Dennis Frank	BA18, BA19
Tim Franklin	1830-L23, 1895-X24
Mark Frueh	1870-R24
Michael Graystone	6n14, Acq51, Acq52, Acq53, BB-308-YRK, BB-312-MOR, RR-2096-B, SB1
Lyndon Gurr	1826-H25, 1835-C26, 1856-R23, 1856-P26, 1870-Y26, 18GA-D26, BB-318-LUZ, OP27
Steve Ham	6n14, BA18, BA19, Robo3, RR-2124-I(S), SB1
Geoff Hardingham	1837-Y25, PR10
Alan Harvey	1830-V1-N24, CM1
Mike Head	1830-L23, 1830-G26, 1856-P26, 18GA-D26, IW1
John Hopkins	1829-V21, 1837-Y25, PR8
Mike Hutton	1829-V21, 1830-G26, 1856-P26, 1870-Y26, Agr1, Agr2
Sharon Khan	IW1
Roger Krueger . . .	1870-R24, 1895-X24, Robo3
Kevin Lee	6n14, Acq51, Agr2, BB-309-YRK, BB-313-MOR, PR10, PR11, RR-2112-I(N), RR-2124-I(S), StP2
Michael Longdin . .	Agr1, CM1
Richard Lunn	1830-L23, 1830-G26, 1856-P26, Acq53, BA19

John Marsden . . .	Acq52, BB-313-MOR, CM1, RR-2112-I(N)
Willem Moene . . .	1830-L23, 1830-G26, 1835-C26, 1856-R23, 1870-R24, 1870-Y26, OP27, PR11
Greg Payne	6n14, BA19, BB-313-MOR, Robo3
Marcus Pratt	Agr1, Agr2, IW1, OP27, Robo3, StP2
Jim Reader	6n14, BA18, BA19, BB-309-YRK, BB-312-MOR, BB-318-LUZ, OP27, PR8, PR10, PR11, RR-2096-B, RR-2112-I(N), RR-2117-ND, RR-2124-I(S), Robo3
Lionel Robbins . . .	1829-V21, 1829-U25
Tony Robbins	1837-Y25, BB-309-YRK
Simon Robertson .	RR-2096-B
Adam Romoth . . .	1870-Y26
Tony Sait	1830-G26, 1830-V1-N24, 1856-P26, PR11, RR-2112-I(N)
Don Shailer	BB-308-YRK, BB-313-MOR, CM1, RR-2117-ND, Robo3
Colin Sharpe	6n14, Acq51, Acq52, Acq53, BB-309-YRK, BB-318-LUZ, RR-2096-B, RR-2124-I(S)
John Shelley	1826-H25, 1829-U25, 1830-L23, 1835-C26
David Smith	OP27
Don Smith	1826-E22, 1830-V1-N24, 1835-C26, 1856-R23, 1870-R24, 1870-Y26, 18GA-D26
Joakim Spångberg	BA18
Allan Stagg	Agr2, PR8, PR10
Mark Stretch	1830-V1-N24, BA18, OP27
Steve Thomas . . .	1895-X24
Rob Thomasson . .	1829-V21, 1829-U25, 1856-R23, BB-313-MOR
Roger Trethewey .	BA19, BB-318-LUZ
Stephen Webb . . .	1826-H25, 1830-V1-N24, 1837-Y25, 1870-R24, CM1, PR8
Tony Wilcock	Acq51, Acq52, StP2

OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:
Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

CONTENTS

DEADLINES

Wednesday April 15th 2009
18xx Games - Friday April 10th

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