Th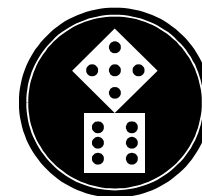is page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.
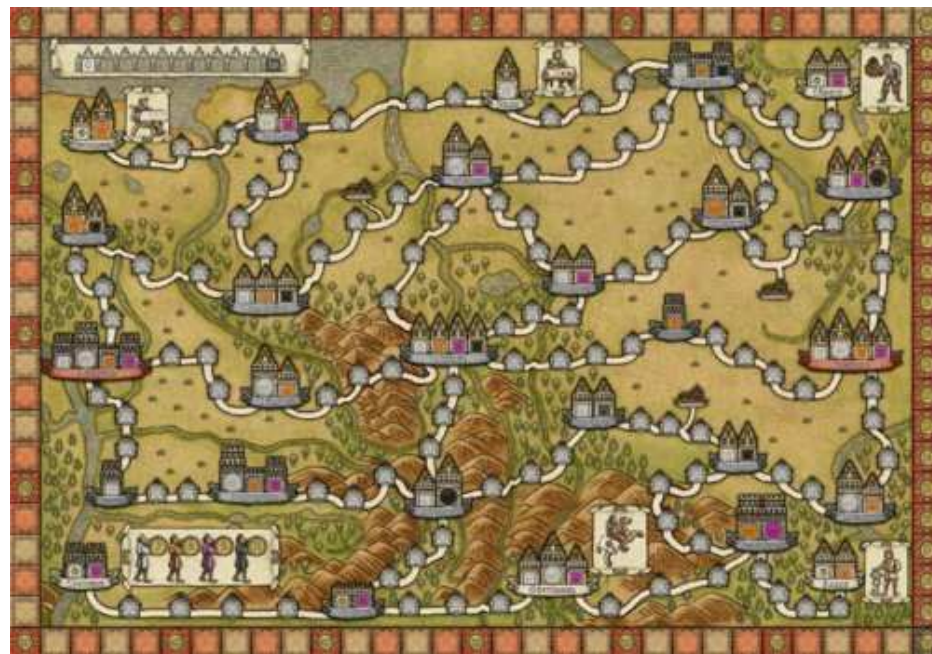
£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #180, 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.

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

✪	1825	John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
⇨②	1830	Adam Romoth, Richard Lunn, Don Smith
⇨②	1830 {Variant map 2} . .	Richard Lunn, Pete Campbell, Don Smith
⇨④	1837	Pete Campbell
✪	1856	Mark Frueh, Don Smith, Rob Thomasson, Adam Romoth, Richard Lunn
⇨②	1856	John Shelley, Mike Hutton, Don Smith
✪	1861	Pete Campbell, Willem Moene, Don Smith, Lyndon Gurr, Lionel Robbins
⇨①	1870	Lionel Robbins, Adam Romoth, John Shelley, Willem Moene
⇨⑥	18C2C	Pete Campbell, John Boocock
⇨②	18Rhl Rhineland	Willem Moene, Pete Campbell, Alan Harvey
✪	Agricola	Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
③	Homesteaders	Michael Longdin
⇨①	Puerto Rico	Jim Reader, Willem Moene, Kevin Lee
⇨②	RoboRally	Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer, Roger Trethewey
⇨①	Steam: Rails to Riches .	Pete Campbell, Mike Hutton, Marcus Pratt

I supply everything you need for these…

⇨⑦	6 nimmt!	John Colledge
③/⑨	Battle!	Pete Campbell, Greg Payne, Mark Stretch
✪	Breaking Away	Allan Stagg, Jim Reader, Mike Reeves, Dennis Frank, Rob Thomasson, Mark Stretch
④	Breaking Away	Steve Ham, Jim Reader
✪	Bus Boss {France}	Bob Coull, Colin Sharpe, Jim Reader, Michael Graystone, John Marsden
✪	Bus Boss {Scotland} . . .	Pete Campbell, Don Shailer, Mark Stretch, Roger Trethewey, Jim Reader
✪	Railway Rivals	Pete Campbell, Mark Stretch, Roger Trethewey, Jim Reader, Bob Coull
⇨②	Railway Rivals	Jim Reader, Steve Ham, Michael Graystone

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

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START

Welcome to issue #180. This issue has run much more smoothly for me than recent issues. It may be that this is because there are fewer games running, or it may just be that I managed to focus on the job and get things done relatively early. It wasn't, I have to say, because the majority of orders came in early or on time, but nothing was horrendously late.

Tony Sait has dropped out of the zine, stating that he cannot be bothered with the petty bureaucracy about order format any longer. He didn't give any specifics, so I'm not sure whether it was problems getting orders to me in a format that my system could read, or whether he took exception to my comments about the set of orders he sent that included the name of the game but failed to identify in any way who they were from.

I have asked Richard Lunn if he wants to take Tony's place in the 1830-V2-U28 game, but haven't heard back yet, so Richard may be away. If this takes a little time to sort out, that game may hold next time until a replacement is sort out. Tony's only other game is RR-2148-LE, which has four rounds left to run. I will run that game on his behalf, choosing what seem to be the best set of runs without spending too much time on it.

Before we leave the subject of orders, one curious thing is a sudden rise in the number of orders that give all the information needed except for the game number. That's not a problem when I'm only running one of those games, but where I am running more than one the game number makes it easy for me to file the orders in the right place. It's akin to sending a letter to a road without specifying a house number. The full address is useful.

This month's cover shows the board for Hansa Teutonica, and game that came out of Essen 2009 and is currently rated 51 {out of 50501 games!} on Board Game Geek. I'm not mentioning this because I think it would be a good game for these pages, because it is far too interactive to work postally. It has, however, been one of my favourites since it came out, and it continues to hold that favour.

During the game you place tokens on the routes between the cities. If someone else puts a token on a space you want, you can evict them, but only by spending extra tokens and giving the evicted player extra tokens to place elsewhere. When a route is full with only your tokens, you can claim that route and place one of the tokens in an adjacent city, or in some special cases claim an ability upgrade. For example, you start the game with only 2 actions a turn, but you can improve this ability up to 5 actions a turn. Scoring options are many and varied, and few of the games I play follow the same path.

SpringCon is a new gaming event taking place on Saturday February 26th in Watford. It opens at 1pm and runs until 8pm. If you're close enough to care, you can find more information on their web site, which is springcon.the-wellspring.org/.

A little further away in time is TringCon XXVI, taking place at my local village hall from 9am to 9pm on Saturday April 2nd. For more information and to book a place, take a look at www.fwtwr.com/tringcon/.

Those with long memories may recall that some time ago I said I was recording all of my 12" singles onto mini-disc. I've finally finished, having worked on it in fits and starts over the last two or more years. It required 61 five-hour discs to get it done. I'm now working on my collection of albums from the Disco Mix Club. These should not take so long!

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 or more games.

- Mike Eddleston 4.000
- Lew Stansby 3.635
- Ken Boucher 3.520
- Per Hallberg 3.286
- David Hilbert 2.914
▲ Pete Campbell 2.881
- John Boocock 2.571
- Victor Cronshaw 2.475
- Rob Thomasson 2.438
- Michael Graystone 2.118
- Mick Haytack 2.089
- Greg Payne 2.000

The rating system is:

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

✪   Completed games and winners:

1870 e855 (1870-G27) . . . . Alex Barattieri
1856 e883 . . . . Willem Moene
Ra e916 . . . . Pete Campbell

✪   New games and start dates:

Carcassonne e944 . . . . Jan 26th
Puerto Rico e945 . . . . Jan 27th
1830 e946 {1830-T30} . . . . Jan 28th   ✪
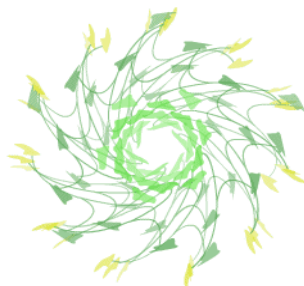
1837-L27

And that, as they say, was that.

GAME OVER

1st	Adam Romoth	7,735	25.4%
2nd	Steve Thomas	7,173	23.6%
3rd	Stephen Webb	6,678	22.0%
4th	Pete Campbell	5,189	17.1%
5th	Don Smith	3,634	12.0%

Pete Campbell (4th): What with the extra company types, two types of trains of many flavours, unusual tiles, large playing area, not to mention the hexagonal stock market, 1837 seems a tough game to get to grips with.

The auction of the minors also mitigates against the newcomer since it requires some idea of what the various companies might be worth. However, despite my excuses, I still thoroughly enjoyed it and I will be back for more.

As to the outcome, I can't comment much on the battle at the front as my companies were, sadly, well away from the main action. But well done to Adam for winning and thanks to Keith for running it.

Well, that's another 1837 under my belt. I got the feeling at one stage that the more of these I run, the worse I get at it, but in truth I think it was just a bad phase I was going through. If I run another it will begin once again with the start packet as outlined in the game rather than the variations that are sometimes used. As far as I can tell those variations are designed to make it easier to deal with it postally, but as I do the start packet by e-mail, there is no need for complex conditional orders. If there is another reason to abandon the original mechanism, I need someone to tell me what that might be.   ✉

ACQUIRE 54

The lucky shall inherit...

GAME OVER

1st	Tony Wilcock	43,700
2nd	Kevin Lee	34,800
3rd	Bob Coull	34,500
4th	Michael Graystone	29,700

Tony Wilcock (1st): I managed to win a game at last. I had a large slice of luck at one stage and owe it to that.

Well done, Tony. Luck certainly plays its part, but it's what you do with it that counts.   ✉

▲▲▲

| **1870-O27** | And after that effort at the last, we have reached the end. | **GAME OVER** |

1st	Rob Thomasson	 9,536	. . . . 33.0%
2nd	John Shelley	 8,210	. . . . 28.4%
3rd	Lionel Robbins	 7,233	. . . . 25.1%
4th	Don Smith	 3,887	. . . . 13.5%

Rob Thomasson (1st): Whenever I play 1870 I seem to be either a contender for first place or a contender for last place, never in the middle. I guess that means that I haven't developed a safe game strategy or sufficient instincts for 1870. Happily (for me) this game was one where I was in contention to win. I was helped enormously by being able to get both the MKT and ATSF, then going first (or at least early) in the operating order helped, especially with getting a base at H17 which reduced other dividends just as the crucial train buying phase of the game was nigh. And that also fell happily into place for me with the MKT getting a 6 train rather than the last 5 train. So jolly good but I haven't developed any greater confidence for future 1870 games. My thanks to all for the game and especially Keith for hosting.

John Shelley (2nd): Rob's early move (SR3) to get a second company was neatly done, especially as it was so near to his original one. The upside for me was that it left me with the priority and I was able to obtain a second company that wanted to build to the same destination as my first. As it turned out I decided to make a profitable local network for my companies rather than head for the destination. I also decided that the SP, rather than TP, would have to be a yellow company to fund trains and give me extra earning shares for the final ORs. I had hoped to get the FW to add to my SP/TP but Rob beat me to it so I had to settle for a spread of shares. The late destination runs by my companies gave the necessary to overtake Lionel, but Rob was way too far ahead to be caught. Thanks to all for the game, enjoyable even though I didn't win, and to Keith for running it.

Lionel Robbins (3rd): I'm still on the steep bit of the learning curve with 1870 and was thoroughly outplayed by Rob and John. Most instructive. Congrats to them both and thanks for the game.

- -

I am sorry if you felt any of you were under pressure to do the last group of operating rounds in one batch. 1870 is notorious for its extended end-game, and it is very rare (in my experience, at least) for the positions to change right at the end unless they are already very close. That's why I usually bring games to a close when all that is left to sort out is the final set of operating rounds. ▣

▲▲▲

| **1825-H27** | The grey tiles came out last time. | **OR14** |

There were corrections, as seems to be too often the case. The GCR tile lay was illegal, the Midland credit was not updated, the grey tiles were not shown, the MGN run was only 140, but the GCR price was fine. It started at 90 and went up twice to 112.

OR14	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	49:O9:1	-	250	No	① ②	255▼	500	-
GWR	PC	48:V20:1	-	620	Yes	-	320▲	51	5 3T 3T
Mid	LR	29:P14:3	-	390	Yes	③	205▲	20	5 3T U3
NER	AH	12:L14:2	-	210	Yes	-	142▲	0	4 3T
LSWR	MH	47:W15:2	-	600	No	④	230▼	10	5 4 3T 2+2
GER	WM	14:R10:1	-	460	Yes	-	205▲	50	4 3T 3
NBR	AH	167:G9:4	-	210	Yes	-	126▲	30	5
Cal	MH	50:G5:4	-	170	No	-	49▼	170	3
L&YR	LR	51:N10:2	-	320	Yes	-	205▲	0	4 3
SECR	PC	166:W19:3	-	360	Yes	-	142▲	39	U3 3
GNR	MH	166:T20:2	-	620	No	④	82▼	90	6 4 U3 2+2
GCR	WM	14:R8:1	-	250	Yes	⑤ ⑥	142▲	0	6 5 2+2
LBSC	MH	51:X14:6	-	350	Yes	-	160▲	10	3T
Cam	WM	8:R6:3	-	110	Yes	-	420◄	40	U3
NS	LR	14:Q13:2	-	240	Yes	-	142▲	2	3 3T
TV	WM	1:U7:3	-	60	Yes	-	112▲	40	4T 4T
LT&S	AH	-	-	240	Yes	-	90▲	10	2+2
SDR	MH	1:W11:1	3:U11:4	190	No	⑦	42▼	680	5
MGN	MH	6:R24:5	-	180	No	⑧	34▼	0	3 4T

Notes:
① 10 to the bank for renting a '6' train
② 480 to the bank for a '4T' train
③ 410 to the bank for a 'U3' train
④ 600 to the bank for a '2+2' train
⑤ 100 to the bank for a token in V20
⑥ 20 to the Cambrian for a '6' train and a '2+2' train
⑦ 10 to the LBSC for a '3' train
⑧ 330 to the SDR for a '3' train

Cash Flow	b/f	OR14	c/f	Value	%	Certs
Willem Moene	402	490	892	5,548	17.1▼	15
Lionel Robbins	524	704	1,228	6,085	18.7▲	23
Mike Hutton	726	331	1,057	5,350	16.5▼	16-25
Pete Campbell	899	996	1,895	7,465	23.0▲	27
Alan Harvey	975	1,142	2,117	8,026	24.7▲	31

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds					
1/1	2/3	3/2	4/8	5/5	6/7	7/8	8/13	9/10	55/3	56/3	58/4	69/3
114/1	115/2	198/1	199/1	10/1	11/4	12/4	13/3	14/5	15/1	16/3	17/1	18/2
19/3	20/1	21/1	22/-	23/8	24/9	25/-	26/3	27/3	28/4	29/3	30/1	31/1
52/6	81/1	82/1	83/-	87/1	88/1	32/-	33/1	34/1	35/2	37/2	38/5	39/3
40/2	41/4	42/3	43/3	44/3	44/3	45/2	46/1	47/3	63/-	64/2	65/1	66/3
67/2	68/1	118/1	119/3	200/2	48/1	49/-	50/1	51/1	60/2	166/2	167/3	168/2

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	1	-	-	-	-	5D	-	-	-	-	-	7
Lionel Robbins	-	-	-	6D	2	2	1	1	-	6D	-	4	1
Mike Hutton	-	-	2	-	-	6D	-	-	2D	1	-	5D	-
Pete Campbell	-	-	5D	2	2	2	-	2	-	-	7D	-	1
✪ Alan Harvey	-	-	3	2	6D	-	4	7D	-	3	3	1	1
Bank (new)		-	-	-	-	-	-	-	4	-	-	-	-
Price (new)		100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	TWW	9D	-	-	-	-	-	-	4	-	-	-	-
	C&HP												
	S&D												
	C&W												
Price (pool)		255	320	205	142	230	205	126	49	205	142	82	142
Company credit		20	51	20	0	10	50	30	170	0	39	90	0
Tokens		5	5	2	2	1	2	3	2	1	2	-	1
Trains		4T	5	5	4	5	4	5	3	4	U3	6	6
			3T	3T	3T	4	3T			3	3	4	5
			3T	U3		3T	3					U3	2+2
						2+2						2+2	

	LBSC	GSWR	Cam	NS	TV	LT&S	SDR	MGN	FR	GNoS	High	M&C
Willem Moene	-	-	4D	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	6D	-	-	-	-	-	-	-	-
Mike Hutton	5D	-	-	-	-	-	10D	10D	-	-	-	-
Pete Campbell	5	-	-	-	4	2	-	-	-	-	-	-
Alan Harvey	-	-	-	-	-	8D	-	-	-	-	-	-
Bank (new)	-	10	6	4	-	-	-	-	10	10	10	10
Price (new)	67	67	420	112	100	61	55	49				
Bank (pool)	-	-	-	-	-	-	-	-				
Price (pool)	160		420	142	112	90	42	34				
Company credit	10		40	2	40	10	680	0				
Tokens	1	3	-	-	-	-	-	-	1	1	1	1
Trains	3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
				3	4T			3				
					4T							

Bank cash: 7,811   Certificate limit: 31   Trains: 1 x '6', 2 x '7'
also 2 x 'U3', 1 x '4T'

1825 Units 1-2-3 — Game H27 — Referee: Keith Thomasson
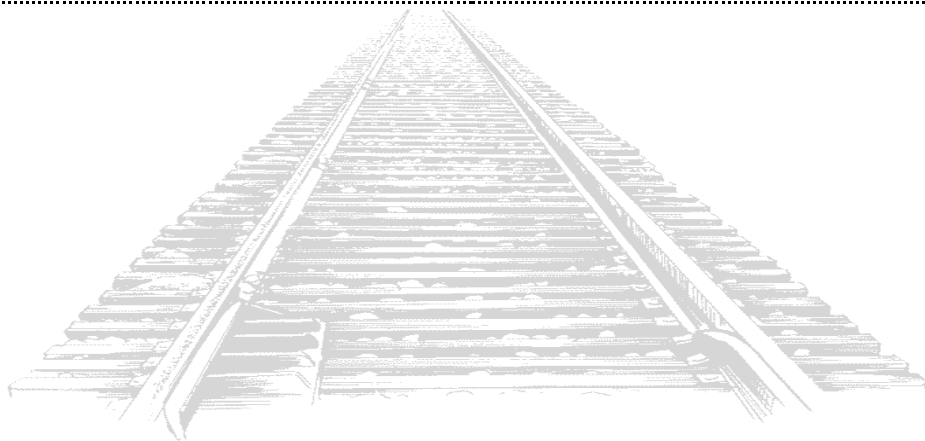
Track may leave the grid if it connects to these areas

Minor Companies			
Company	Home	Base	Train
Cambrian	R8	CM	U3 410
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	2+2 600
M&C	K7	MC	3T 370
M&GN	Q23	MG	4T 480
North Staffs	Q13	NS	3T 370
S&DR	W9	SD	5 550
Taff Vale	V8	TV	4T 480

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

OR15

▲▲▲

| 1826-J28 | A low income round with only one and a half dividends paid out. | OR8 |

The portfolio was not free of errors last time, but should now be correct.

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LG	611:C15:4	-	-	①②③④	82D▾	129	2	10H
GC	JS	63:L14:1	190	No	-	100D▾	312	-	-
M	JS	19:H8:4	200	No	-	100A▾	612	-	-
SNCF	DS	63:I7:4	-	-	②	100A▾	507	-	10H
A	PC	9:I11:1	230	Yes	⑤	110D▴	0	-	10H
P	SW	611:B12:3	230	No	⑥	75E▾	126	-	-
N	SW	43:F10:2	410	Half	⑦	90E▴	800	1	10H
E	LG	29:G11:6	140	No	-	40G▾	140	-	E

Notes:
- ① Two loans acquired {▾82D}
- ② 600 to the bank for a '10H' train
- ③ 288 to the E for a '6H' train
- ④ 82 to the bank for one pool share
- ⑤ 330 to the bank for three pool shares
- ⑥ 225 to the bank for three pool shares
- ⑦ 20 to the bank for a token in B12

Cash Flow	b/f	OR8	c/f	Value	%	Certs
John Shelley	18	0	18	1,093	20.2▾	9
Don Smith	43	0	43	907	16.7▾	9
Pete Campbell	51	115	166	1,046	19.3▴	6
Stephen Webb	73	105	178	1,053	19.4▴	8
Lyndon Gurr	39	105	144	1,319	24.4▾	10-15

Portfolio	A	B	E	GC	M	N	P	PL	SNCF
✪ John Shelley	-	-	-	4P	6P	-	1	-	-
Don Smith	-	2	-	-	3	-	-	-	4P
Pete Campbell	5P	-	-	-	-	-	-	3P	-
Stephen Webb	-	-	-	-	-	5P	3P	-	2
Lyndon Gurr	-	5P	6P	-	-	5	1	-	-

	A	B	E	GC	M	N	P	PL	SNCF
Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	7	-
Bank (pool)	1	1	4	2	-	-	-	-	4
Treasury shares	4	2	-	4	1	-	5	-	-
Price	110D	82D	40G	100D	100A	90E	75E	110A	100A
Loans	-	2	-	-	-	1	-	-	-
Company credit	0	129	140	312	612	800	126		507
Tokens	1	1	3	2	2	1	1		4
Trains	10H	10H	E	-	-	10H	-		10H

Bank cash: 8,825   Certificate limit: 13   Trains: 3 x 'E', TGVs

Current operating order   A, GC, M, SNCF, N, B, P, E

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
3/2	4/2	5/2	6/2	7/3	8/12	9/12	57/5	58/3	14/4	15/1	16/1	19/-
20/-	23/5	24/4	25/3	26/1	27/1	28/1	29/-	87/-	88/2	141/1	142/1	143/1
203/-	204/-	514/1	619/4	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/3
63/1	70/1	515/-	611/-									
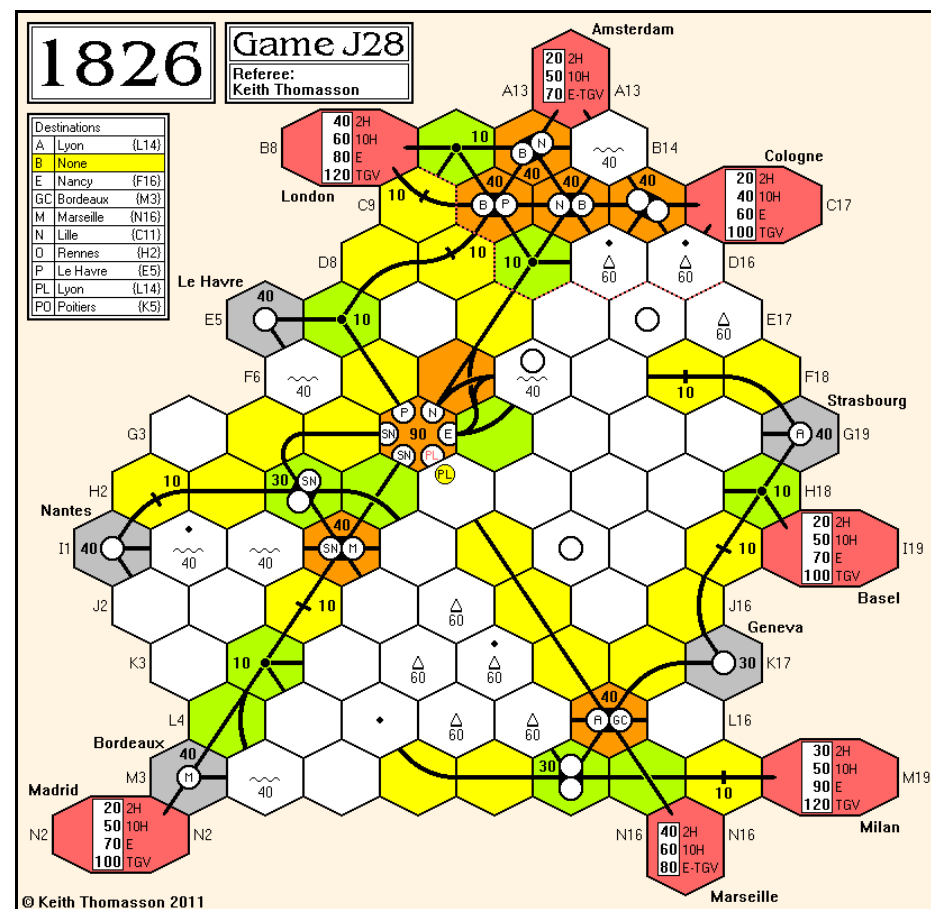
Orders required for the following rounds	By the early deadline
OR9, OR10	Adjudication can pause between rounds if requested

▲▲

1829-A30	I should have asked for more rounds.	**OR1 - SR2**

OR1	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	-	►P10	-	-	①	90▼	820	2
GWR	RT	-	►W13	-	-	-	82▼	900	-

Notes: ①   180 to the bank for a '2' train

Stock Round 2

John Boocock	Pete	Rob	John Shelley	Lionel
✗	✗	- 1 LNWR + GWR pool	+ LNWR pool	✗
✗	✗	✗	✗	*Priority for SR2*

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Pete Campbell	24	0	0	24	458	19.2▼	4
Rob Thomasson	4	5	0	9	457	19.1▼	5
John Shelley	229	10	-90	149	494	20.7▲	4
Lionel Robbins	4	15	0	19	485	20.3▲	5
John Boocock	4	20	0	24	496	20.8▲	4

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

		LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Bank (new)	Hull...	-	-	10	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)		90	82								
Company credit		820	900								
Tokens		5	5	5	5	5	4	4	4	3	3
Trains		2	-								
Bank cash: 19,775	Certificate limit: 18						Trains: 6 x '2', 6 x '3'...				

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/10

It slipped my mind that the start of an 1829 does not get any tiles laid if you restrict it to just the one operating round, so I should have asked for another pair of rounds. No matter, it made this a quick one.
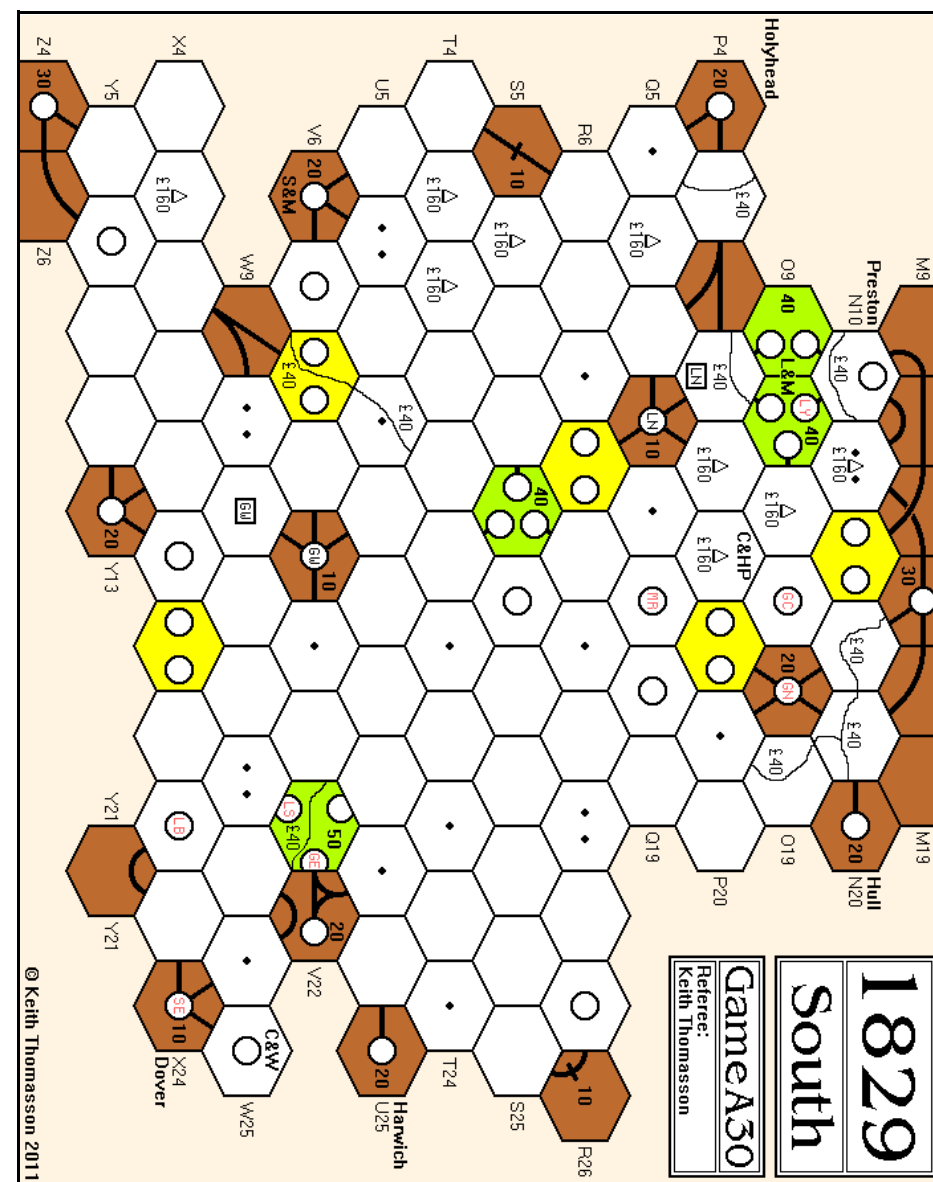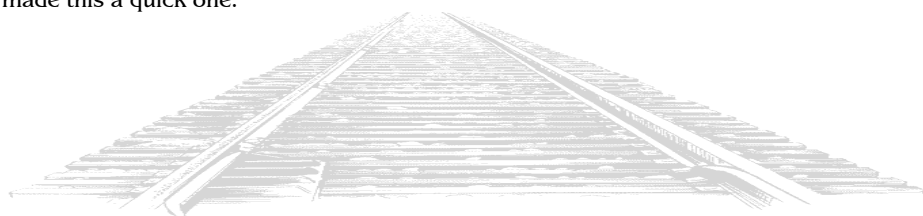
Orders required for the following rounds   *By the early deadline*

OR2, SR3

▲▲

| **1830-T29** | The B&O and PRR are both heading for H16. | **OR1 - SR2** |

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MF	7:I17:6	-	-	① ②	90A▼	840	2
PRR	RT	9:H14:3	-	-	②	71D▼	680	2
NYNH	JS	1:F20:3	-	-	③	71D▼	550	2 2

Notes: ①   80 to the bank for terrain costs
        ②   80 to the bank for a '2' train
        ③   160 to the bank for two '2' trains

Stock Round 2

Don	Mark	Willem	Rob	John
✗	+ NYNH new	+ NYNH new	✗	✗
✗	✗	+ NYNH new	✗	✗
✗	✗	+ NYNH new	✗	✗
✗	✗	+ PRR new	✗	✗
✗	✗	✗	*Priority for SR3*	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Don Smith	50	25	0	75	475	19.7▲	5
Mark Frueh	60	30	-71	19	450	18.7▼	4
Willem Moene	280	25	-289	16	531	22.0▲	6
Rob Thomasson	25	15	0	40	465	19.3▲	5
John Shelley	14	10	0	24	490	20.3▲	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR, M&H	-	3	-	-	-	-	-	-
Mark Frueh	-	-	4P	-	-	-	-	1	-
Willem Moene	C&A	-	-	-	-	-	-	3	2
✪ Rob Thomasson	D&H	-	-	-	-	-	-	-	5P
John Shelley	C&StL	-	-	-	-	-	-	6P	-

Bank (new)		10	3	10	10	10	10	-	3
Price (par)			100					71	76
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)			90A					71D	71D
Company credit			840					550	680
Trains			2					2 2	2

Bank cash: 9,756   Certificate limit: 13   Trains: 2 x '2', 5 x '3'...
Current operating order: B&O, PRR, NYNH

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

| 1/- | 2/1 | 3/2 | 4/2 | 7/3 | 8/8 | 9/6 | 55/1 | 56/1 | 57/4 | 58/2 | 69/1 |

Referee: Keith Thomasson

1830 Game T29

Orders required for the following rounds	*By the early deadline*
OR2, SR3	*Adjudication can pause between rounds if requested*
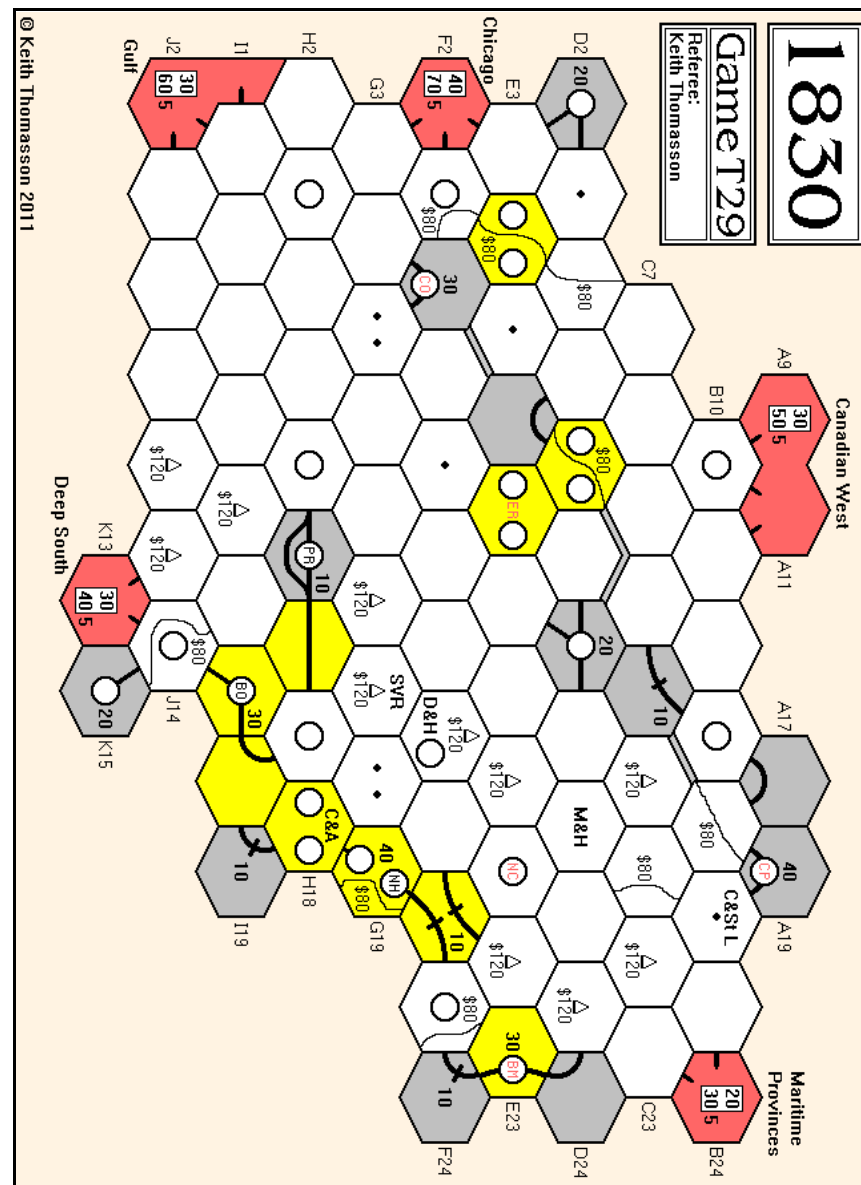
1830-V2-U28	Welcome to the NYNH.	SR5

Stock Round 5

Alan	Mark	Don	Tony
- 1 NYC {▼126B}	+ B&O new	+ B&O new	+ NYC new
+ NYNH/Pres {90}			
+ NYNH new	✗	+ Erie new	✗
+ NYNH new	✗	+ NYC new	✗
+ NYNH new	✗	✗	✗
+ NYNH new {floated}	✗	✗	✗
✗	*Priority for SR6*		

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Don Smith	307	-290	17	1,264	28.3▲	11
Tony Sait	185	-100	85	1,129	25.3▲	9
Alan Harvey	429	-398	31	1,147	25.7▲	11
Mark Stretch	144	-100	44	926	20.7▼	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR D&H M&H	-	6P	-	-	1	1	-	1
Tony Sait		-	2	-	-	6P	2	-	-
Alan Harvey		-	1	-	-	-	-	6P	6P
✪ Mark Stretch		-	1	-	-	-	6P	-	-
Bank (new)		10	-	10	10	3	-	4	-
Price (par)			100			90	100	90	71
Bank (pool)			-			-	1	-	3
Price (pool)			126A			90B	126B	90B	75F
Company credit			540			640	720	900	0
Tokens		3	1	3	4	2	2	3	2
Trains			322			3	2	-	3222

Bank cash: 8,983   Certificate limit: 16   Trains: 2 x '3', 4 x '4'…
Current operating order: NYC, B&O, Erie, NYNH, PRR

Tiles	Tile number/Availability											Two Operating Round between Stock Rounds
1/1	2/-	3/2	4/2	7/1	8/8	9/5	55/1	56/1	57/3	58/2	69/-	14/2
15/3	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/1	29/1	53/-
54/-	59/2											
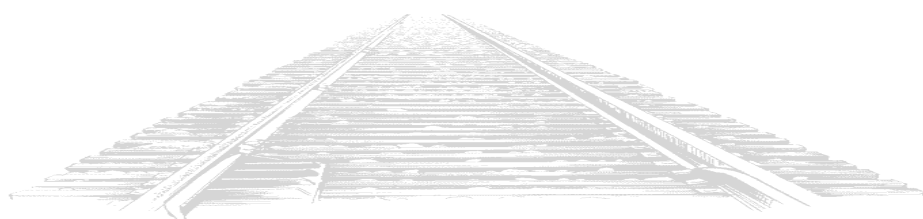
Game U28
Referee:
Keith Thomasson
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1830-V2

Orders required for the following rounds	*By the early deadline*
OR6, OR7	*Adjudication can pause between rounds if requested*
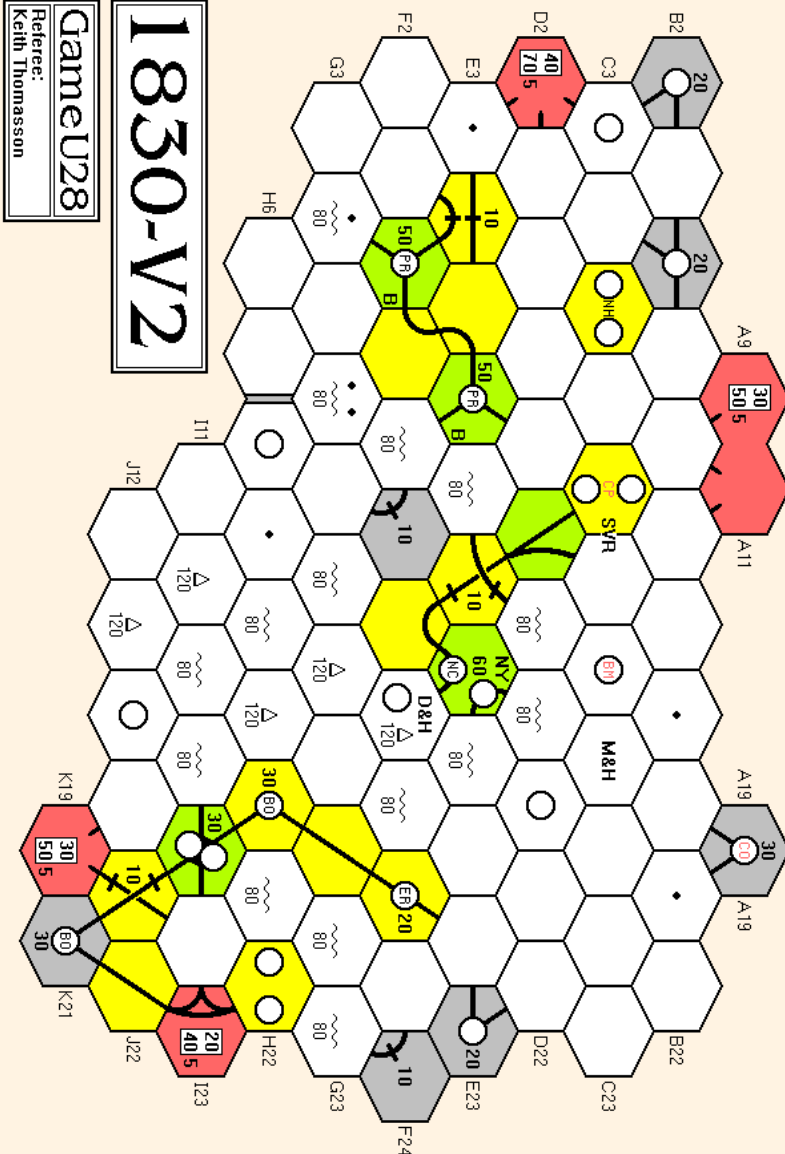
1856-Y27 — OR12

Just one round to see what the new companies are up to.

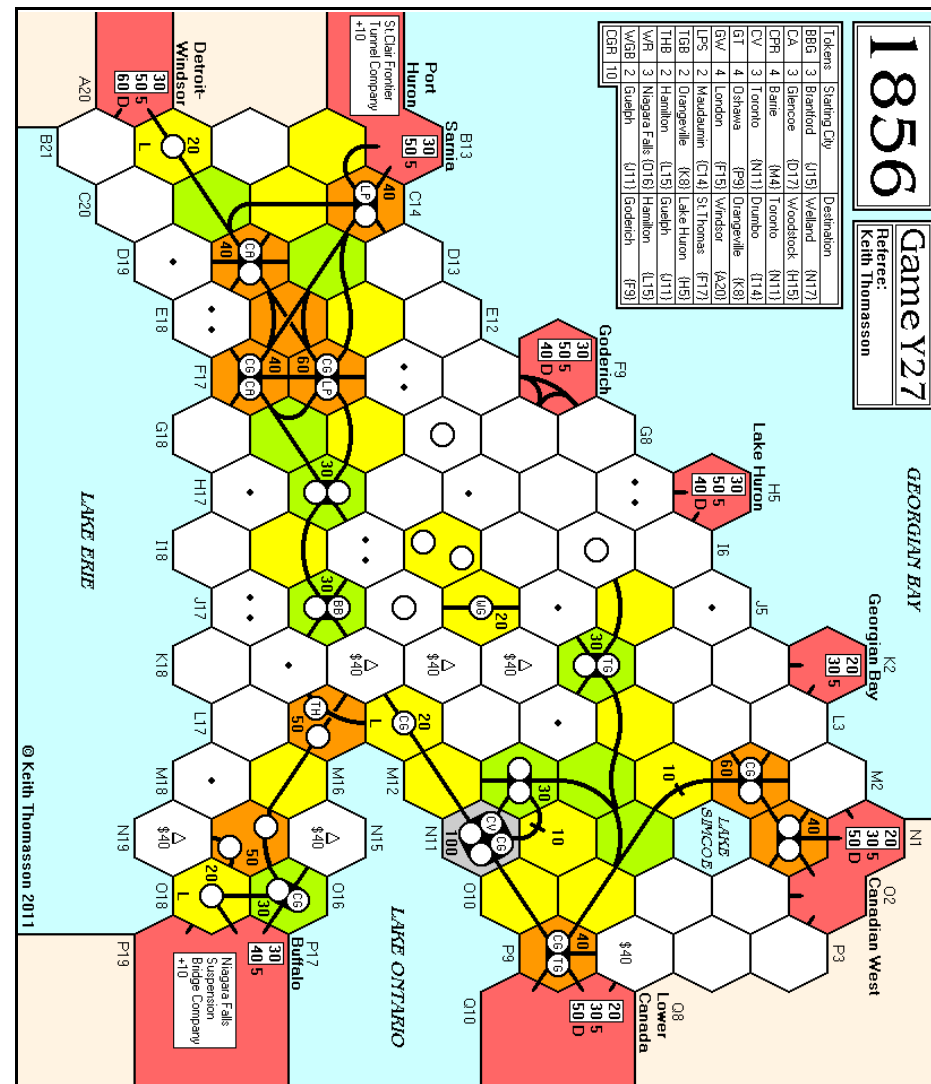| OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	57:L13:2	340	Yes	①	125A▲	277	D
CV	LG	25:M8:2	200	Yes	-	125A▲	678	5
TGB	WM	14:K8:3	300	Yes	-	110B▲	1,116	-
WGB	WM	57:J11:1	-	-	②	90A▼	41	6
LPS	DS	57:B19:2	220	Yes	-	100E▲	261	5
THB	JS	67:L15:5	-	-	③	80B▼	1	5
CA	JS	63:D17:1	-	-	④	75D▼	0	D
BBG	DS	14:J15:3	120	Yes	-	90B▲	23	6

Notes:
① 100 to the bank for a token in L13
② 959 to the TGB for a '6' train
③ 999 to the CA for a '5' train
④ 1,100 to the bank for a Diesel, partly funded by 21 from John

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Willem Moene	344	214	558	2,008	24.1▼	11
Rob Thomasson	54	280	334	2,194	26.3▲	10
Lyndon Gurr	59	219	278	1,778	21.3▲	7½
Don Smith	69	199	268	1,433	17.2▲	9½
John Shelley	25	9	34	919	11.0▼	9

Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	-	-	-	6P	-	6P	2
Rob Thomasson	-	-	4	-	1	-	-	10P
✪ Lyndon Gurr	-	-	5P	-	-	-	-	7
Don Smith	6P	-	-	5P	-	-	-	1
John Shelley	-	5P	-	-	1	5P	-	1
Bank (new)	3	3	1	-	2	4	4	-
Price (par)	100	90	100	70	100	100	100	110
Bank (pool)	1	2	-	5	-	1	-	-
Price (pool)	90B	75D	125A	100E	110B	90B	90A	125A
Company credit	23	0	678	261	1,116	1	41	277
Tokens	2	1	2	-	-	1	1	3
Trains	6	D	5	5	-	5	6	D

Bank cash: 8,131   Certificate limit: 13   Trains: Diesels
Current operating order: CGR, CV, TGB, LPS, BBG, WGB, THB, CA

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

1856 — Game Y27
Referee: Keith Thomasson

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Orders required for the following rounds	By the early deadline
OR13, OR14	Adjudication can pause between rounds if requested

1861-C27   The final two rounds.   OR12 – OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	SW	17:K8:3	-	-	-	① ②	245B▾	6	5	5+5E
MK	PC	23:A12:3	-	350	Yes	③	245C▴	270	-	5 2+2
NW	MH	25:J9:2	-	730	Yes	-	200D▴	48	-	7 5
MKV	WM	-	-	260	Yes	-	200C▴	603	-	5
MKN	LG	14:L7:2	-	-	-	④ ③	165C▾	27	1	2+2
MVR	PC	23:A10:1	-	430	Yes	-	180B▴	255	-	7
SE	MH	40:J9:2	-	340	Yes	⑤	150D▴	587	-	6

Notes:
①   Five loans acquired
②   1,500 to the bank for a '5+5E' train
③   600 to the bank for a '2+2' train
④   One loan acquired
⑤   40 to the bank for a token in F15

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MK	PC	24:F17:6	-	670	Yes	-	270C▴	538	-	5 2+2
GRR	SW	40:F9:2	-	740	Yes	①	270B▴	27	-	5+5E
NW	MH	-	-	730	Yes	-	220C▴	48	-	7 5
MKV	WM	-	-	260	Yes	-	220C▴	681	-	5
MVR	PC	43:G16:4	-	380	Yes	-	200B▴	445	-	7
MKN	LG	9:D3:2	-	340	Yes	②	180C▴	108	-	2+2
SE	MH	-	-	340	Yes	-	165D▴	587	-	6

Notes:
①   Five loans redeemed
②   One loan redeemed

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Mike Hutton	256	501	501	1,253	3,013	19.8▴	7
Pete Campbell	335	390	525	1,250	3,600	23.6▴	8
Willem Moene	287	224	298	809	2,729	17.9▾	8
Stephen Webb	325	318	614	1,253	3,433	22.5▾	8
Lyndon Gurr	356	103	339	798	2,478	16.3▾	8

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW
Mike Hutton	-	-	-	-	-	5P	4P	-
Pete Campbell	-	5P	-	-	5P	-	-	-
Willem Moene	1	-	-	6P	-	-	2	-
Stephen Webb	4P	-	-	1	-	4	-	-
Lyndon Gurr	-	1	6P	-	-	-	2	-
Bank (new)	4	4	4	3	5	-	-	10
Bank (pool)	1	-	-	-	-	1	2	
Price	270B	270C	180C	220C	200B	220C	165D	
Loans	-	-	-	-	-	-	-	
Company credit	27	538	108	681	445	48	587	
Tokens	-	-	1	1	1	-	1	
Trains	5+5E	5 2+2	2+2	5	7	7 5	6	

Bank cash: 7,203   Certificate limit: 13   Trains: '8's
                                                                      Also 1 x '5+5E'
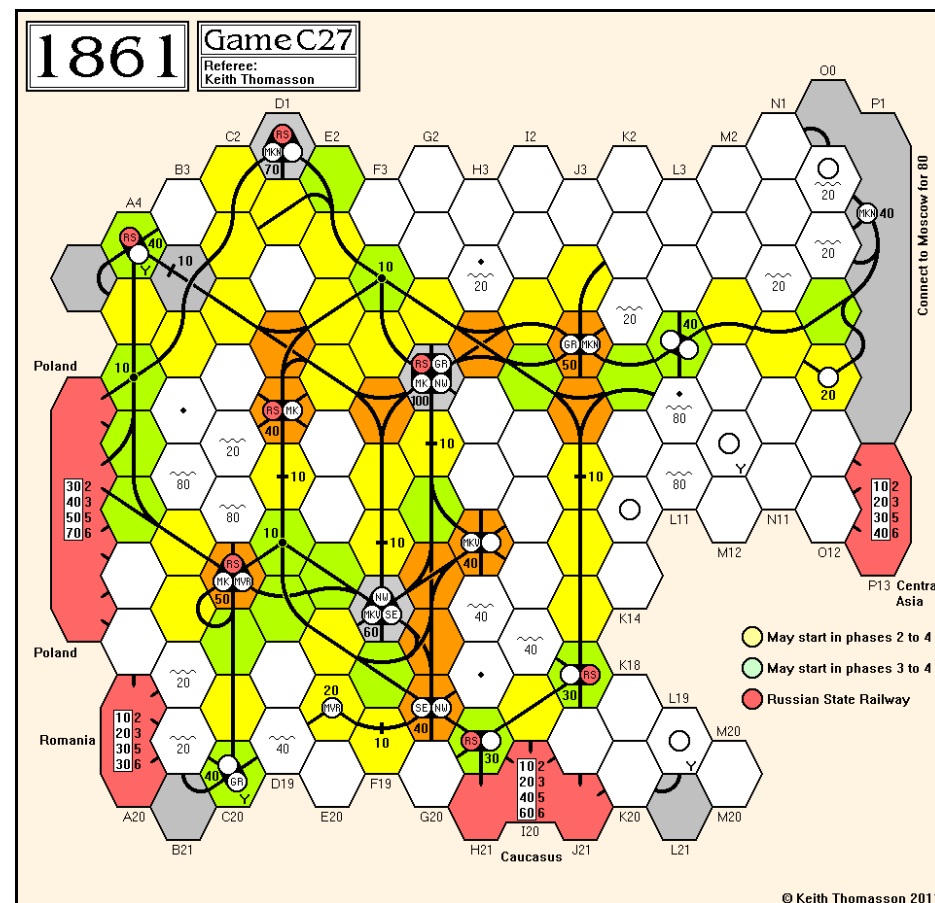
There was very little in the way of obstacle building in these last rounds, although Stephen managed to make it virtually impossible to run from the eastern edge of the map to Moscow unless you had a token in J7. Mike expressed some concern that people would build negatively, and ended up the only person to place a token that blocked others from travelling through a city. Pete takes the game, slightly ahead of Stephen.

1st	Pete Campbell	3,600	23.6%
2nd	Stephen Webb	3,433	22.5%
3rd	Mike Hutton	3,013	19.8%
4th	Willem Moene	2,729	17.9%
5th	Lyndon Gurr	2,478	16.3%

Congratulations, Pete, and thanks to everyone for taking part. We will round it up next month and put it all to bed.

▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼

1861-R29	The first merger round turns out to be a non-event.	OR4 - SR3

OR4	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	-	100F▲	180	-	2
MK	JB	-	-	70	Half	-	100F▲	80	-	2
MNN	LG	8:K6:2	-	70	Half	① ② ③	80G▲	20	-	2
SPW	LG	-	-	70	Half	④	70G▲	0	-	3 2
KK	DS	635:C14:1	-	70	Half	-	70F▲	75	-	2
KB	JS	7:B15:1	19:B13:2	80	Half	⑤	65H▲	90	-	2
RO	JS	619:D9:6	58:D11:5	60	Half	⑤ ③	60H▲	0	-	2
KR	JB	208:F15:1	-	160	Half	⑥	60H▲	115	-	2 2
MV	LG	8:G12:1	204:G10:3	60	Half	① ⑤ ③	55H▲	5	-	2

Notes:
①   Loan acquired
②   20 to the bank for terrain costs
③   Loan redeemed
④   225 to the bank for a '3' train
⑤   20 to the bank for a second tile lay
⑥   30 to John B for the TSR private

Merger Round 1

No actions

Stock Round 3

Don	John Shelley	John Boocock	Lyndon
✘	Gets MB for 240	Gets D for 180	Gets E for 200
✘	✘	Gets V for 180	✘
✘	✘	✘	*Priority for SR4*

Cash Flow	b/f	OR4	MR1	SR3	c/f	Value	%	Certs
Don Smith	80	115	0	0	195	655	24.5▲	4
John Shelley	210	100	0	-240	70	650	24.3▼	4
John Boocock	215	155	0	-360	10	690	25.8▲	4
Lyndon Gurr	90	120	0	-200	10	680	25.4▲	5

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	RO	SPW	D	E	MB	V
Don Smith	BSSC	2P	-	2P	-	-	-	-	-	-	-	-	-	-
	MRR													
John Shelley	WVR	-	2P	-	-	-	-	2P	-	-	-	-	2P	-
John Boocock	-	-	-	-	2P	2P	-	-	-	-	2P	-	-	2P
✿ Lyndon Gurr	MYR	-	-	-	-	-	2P	2P	-	2P	-	2P	-	-
Bank (new)		-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-	-	-
Price		100F	65H	70F	60H	100F	80G	55H	60H	70G	90E	100E	120D	90E
Loans		-	-	-	-	-	-	-	-	-	-	-	-	-
Company credit		180	90	75	115	80	20	5	0	0	180	200	240	180
Tokens		-	-	-	-	-	-	-	-	-	-	-	-	-
Trains		2	2	2	2 2	2	2	2	2	3 2	-	-	-	-

Bank cash: 13,350   Certificate limit: 16   Trains: 6 x '3', 4 x '4'...
Current operating order: MB, N, MK, E, D, V, MNN, SPW, KK, KB, RO, KR, MV

Tiles	Tile number/Availability							Two Operating Rounds between Stock Rounds					
3/2	4/3	5/1	6/2	7/✿	8/✿	9/✿	57/2	58/1	201/3	202/2	621/2	14/2
15/2	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/5	24/5	25/4	26/2	27/2
28/2	292	30/2	31/2	87/2	88/2	204/1	207/5	208/1	619/1	622/2	624/1	625/1
626/1	635/-	637/1										

✿ Yellow track tiles are unlimited
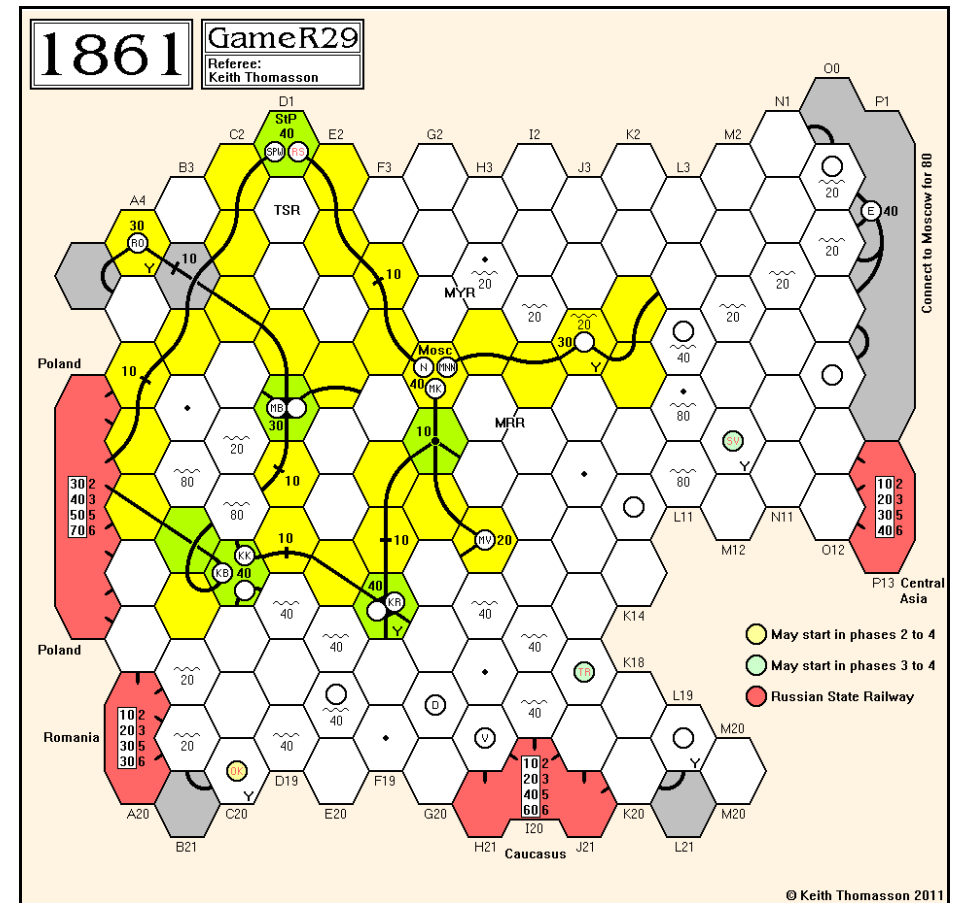
John Shelley asked for clarification on the optional trains. There will be two '2+2' trains and two '5+5E' trains in the game. That's what the adjudicator is offering, so I guess I must have checked the optional trains box at the start of the game!

Orders required for the following rounds	*By the early deadline*
OR5, MR2	

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

1870-Y26

Our last stock round is a short one as all the shares are sold.

OR16 - SR10

OR16	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	25:M18:5	-	550	Yes	-	375A▲	216	6 5
FW	WM	-	-	290	Yes	-	275B▲	64	6
SP	AR	45:L7:1	-	490	Yes	-	250B▲	2	6 5
MP	DS	8:A18:4	-	250	Yes	-	180B▲	606	5
SLSF	DS	8:A12:3	-	340	Yes	-	120D▲	0	8
GMO	MH	42:H15:3	-	280	Half	-	100E◄	141	5
SSW	MH	26:K18:1	-	410	No	-	60E▼	410	10
TP	AR	141:M8:6	-	340	Half	-	60E◄	500	8
ATSF	WM	-	-	400	Yes	-	55G▲	119	8
IC	LG	9:L17:1	-	480	Yes	-	50F▲	230	10

Stock Round 10

Willem	Mike	Adam	Don	Lyndon
+ GMO pool	+ SP pool	+ SLSF pool	+ SLSF pool	+ GMO pool
✗	✗	✗	✗	✗
Priority for SR11				

Cash Flow	b/f	OR16	SR10	c/f	Value	%	Certs
Don Smith	565	320	-120	765	2,805	12.2▲	10
Lyndon Gurr	1,426	1,000	-100	2,326	6,633	28.7▲	11-23
Willem Moene	1,206	541	-100	1,647	4,852	21.0▼	9-18
Mike Hutton	891	269	-250	910	3,199	13.9▼	10-16
Adam Romoth	1,243	685	-120	1,808	5,587	24.2▲	12-20

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	-	-	-	-	-	6P	6P	-	-	-
Lyndon Gurr	1	1	2	9P	7P	-	1	1	2	1
✪ Willem Moene	5P	6P	1	-	-	2	-	1	1	4
Mike Hutton	-	1	6P	1	-	1	1	2	6P	-
Adam Romoth	3	2	1	-	1	1	2	6P	1	5P
Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (par)	68	100	68	68	68	100	100	72	68	68
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	60F	300A	110D	55E	375B	200A	140C	275A	64D	64D
Company credit	119	64	141	230	216	606	0	2	410	500
Redeemed shares	1	-	-	-	2	-	-	-	-	-
Tokens	1	-	-	-	1	2	D	-	-	-
Trains	8	6	5	10	6 5	5	8	6 5	10	8

Bank cash: 2,256   Certificate limit: 13   Trains: '12's
Current operating order: MKT, FW, SP, MP, SLSF, GMO, TP, SSW, ATSF, IC

Please note that I rarely adjust runs if the original orders did not give me an indication of the routes to use. If I miss the maximum, I'm sorry, but constant revision of run values complicates the running of the game and can require the entire previous round to be rerun. In the case of the SP, the claim involved using the same stretch of track twice (north east from M6), but I found a better route this time in any case.

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds				
1/1	2/1	3/3	4/5	5/2	6/2	7/7	8/7	9/6	55/1	56/1	57/4	58/4
69/1	14/1	15/-	16/2	17/2	18/2	19/2	20/2	23/-	24/3	25/1	26/1	27/-
28/1	29/2	141/2	142/1	143/1	144/-	39/1	40/1	41/3	42/2	43/1	44/1	45/-
46/2	47/2	63/-	70/2	145/2	146/2	147/2	170/1	171/-	172/-			
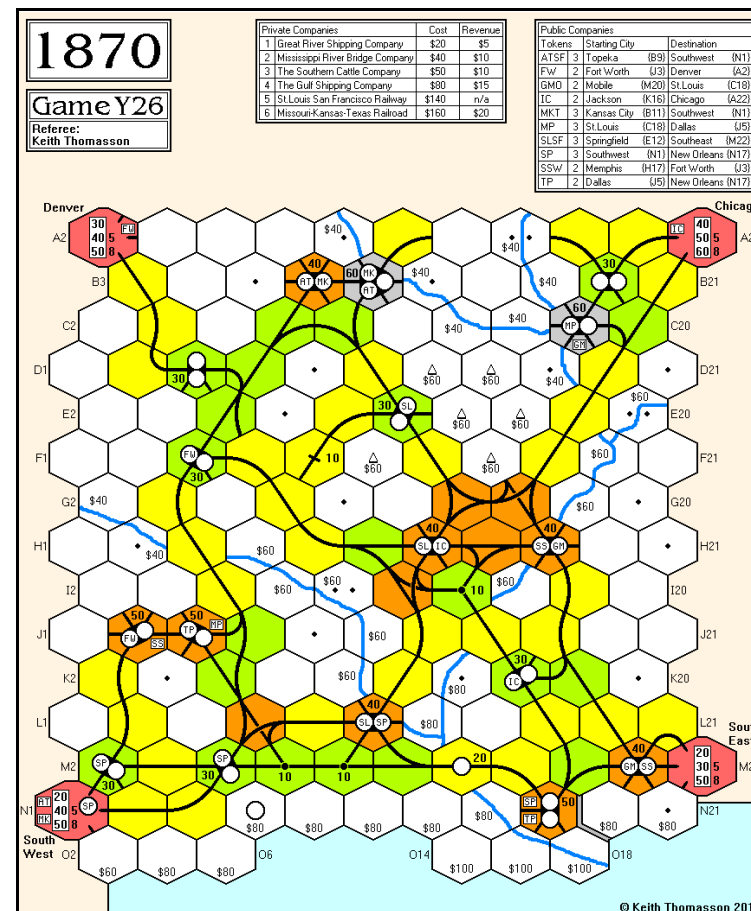
Note that destination markers only double the city values if they are at the end of a run, because they are destinations, not stops along the way.

With just over 2,000 in the bank, the game will not survive to another stock round, so I'll take the last three operating rounds together to bring us to the end, please.

Orders required for the following rounds	*By the early deadline*
OR17, OR18, OR19	

▲▲

1870-N29	The ATSF brings the '3' trains into play.	OR3 - SR4

OR3	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	8:I12:2	8:J13:5	80	Yes	-	82D▲	752	2 2
FW	LG	8:G4:5	9:F3:1	70	Yes	-	76E▲	369	2 2
MKT	PC	-		80	Yes	-	72F▲	544	2 2
ATSF	MF	9:C8:2	9:D7:2	-	-	① ②	64F▼	0	3 3 2

Notes: ①   440 to the bank for a '2' train and two '3' trains
         ②   240 to Mark for the MKT private

Stock Round 4

Pete	Lyndon	Willem	Don	Mark
+ SLSF pool	Redeem FW	✗	✗	+ SLSF pool
✗	+ MKT new	✗	✗	+ MKT new
✗	+ SLSF pool	✗	✗	✗
✗	✗	*Priority for SR5*		

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Pete Campbell	50	50	-82	18	510	18.7▼	6
Lyndon Gurr	50	42	-78	14	578	21.1▲	6
Willem Moene	2	58	0	60	550	20.1▲	7
Don Smith	23	42	0	65	433	15.8▲	4
Mark Frueh	20	260	-154	126	664	24.3▼	7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	SCC	-	-	-	-	5P	-	1	-	-	-
Lyndon Gurr	-	-	5P	-	-	1	-	1	-	-	-
✪ Willem Moene	GRSC, GSC	-	2	-	-	2	-	1	-	-	-
Don Smith	MRBC	-	-	-	-	-	-	4P	-	-	-
Mark Frueh	-	6P	-	-	-	1	-	1	-	-	-
Bank (new)		4	-	10	10	-	10	2	10	10	10
Price (par)		68	68			72		100			
Bank (pool)		-	-	-	-	1	-	-	-	-	-
Price (pool)		64F	82D			72F		82D			
Company credit		0	293			544		752			
Redeemed shares		-	3			-		-			
Tokens		2+D	1+D	2+D	2+D	2+D	3+D	2+D	3+D	2+D	2+D
Trains		3 3 2	2 2			2 2		2 2			

Bank cash: 10,128   Certificate limit: 13   Trains: 4 x '3', 5 x '4'...
Current operating order: SLSF, FW, MKT, ATSF

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

1/1	2/1	3/3	4/5	5/-	6/-	7/9	8/16	9/18	55/1	56/1	57/3	58/4
69/1	14/4	15/4	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1							

1870   GameN29   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*
OR4, OR5	*Adjudication can pause between rounds if requested*

▲▲▲

1889-O29		OR3 - OR4

This is the last sight of your '2' trains.

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
KO	MH	3:J5:2	110	Yes	-	70F▲	240	3 2 2
UR	AH	6:C10:5	160	Yes	-	70F▲	235	3 2 2
TR	LG	58:G10:4	-	-	①	60F▼	290	3 3
IR	PC	205:F3:6	160	Yes	②	60H▲	146	3 2 2

Notes: ① 360 to the bank for two '3' trains
② 40 to the bank for a token on F3

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
KO	MH	8:K6:1	160	No	① ②	65F▼	290	4 3
UR	AH	58:B11:6	80	Yes	-	75F▲	250	3
IR	PC	15:E2:2	90	Yes	-	65G▲	175	3
TR	LG	57:G12:1	100	Yes	③ ④	65F▲	0	3 2 2

Notes: ① 80 to the bank for terrain costs
② 300 to the bank for a '4' train
③ 40 to the bank for a token in G12
④ 250 to Lyndon for the UTF private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Alan Harvey	55	107	49	211	716	25.4▲	6
Lyndon Gurr	39	40	340	419	784	27.8▲	5
Mike Head	0	81	19	100	540	19.1▼	7
Pete Campbell	65	123	62	250	780	27.7▲	7

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	1	1	-	-	-	5P
Lyndon Gurr	ER	-	-	-	-	-	5P	-
✪ Mike Head	TE-R MF	-	1	5P	-	-	-	-
Pete Campbell	-	-	6P	1	-	-	-	1

Bank (new)		10	1	3	10	10	5	4
Price (par)			65	70			65	70
Bank (pool)		-	1	-	-	-	-	-
Price (pool)			65G	65F			65F	75F
Company credit			175	20			0	250
Tokens		2	-	-	1	2	1	1
Trains			3	4 3			3 3	3

Bank cash: 5,575   Certificate limit: 13   Trains: 3 x '4', 3 x '5'...
Current operating order: UR, IR, KO, TR

Tiles   Tile number/Availability   Two Operating Rounds between Stock Rounds

3/2	5/1	6/1	7/1	8/2	9/4	57/1	58/1	437/1	438/1	12/1	13/1	14/1
15/2	16/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	205/-	206/1
439/1	440/1										

Port tile 437 is reserved for use by owner of the Mitsubishi Ferry. It is not available as a standard tile lay.

1889 GameO29
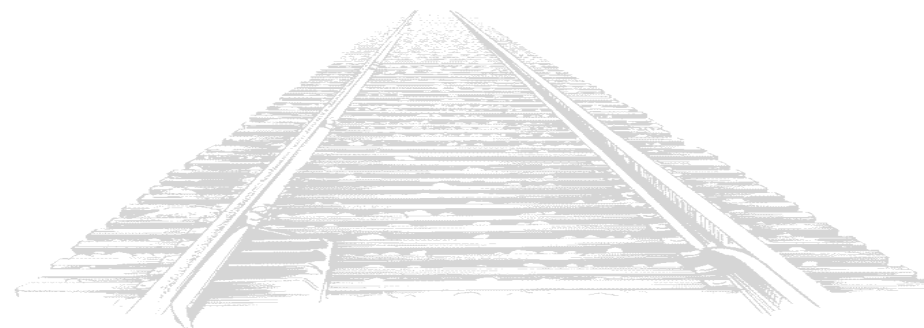Referee: Keith Thomasson
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Orders required for the following round	By the early deadline
SR4	

18GA-Z27   All your portfolios are full.   SR7

Stock Round 7

Don	Mark	Mike
+ SAL new	✘	+ CoG pool
+ SAL new	✘	✘
+ SAL new	✘	✘
✘	*Priority for SR8*	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Mark Stretch	724	0	724	2,969	37.1◄	15
Mike head	1,100	-110	990	2,970	37.2▲	15
Don Smith	697	-330	367	2,052	25.7▼	15

Portfolio	ACL	CoG	G&F	GA	SAL	W&A
✪ Mark Stretch	6P	2	-	6P	-	3
Mike Head	1	2	1	1	6P	6P
Don Smith	-	5P	6P	1	4	1
Bank (new)	2	-	3	2	-	-
Par price	70	90	70	110	110	70
Bank (pool)	1	1	-	-	-	-
Pool price	150C	110D	80C	120A	100A	135B
Company credit	25	57	19	0	1	126
Tokens	3	2	-	3	-	-
Trains	5	5	8	8	6	6

Bank cash: 5,691   Certificate limit: 15   Trains: '8's
Current operating order: ACL, W&A, GA, CoG, SAL, G&F

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
3/3	4/3	5/2	6/2	7/4	8/4	9/-	57/4	58/1	451/-	14/4	15/4	16/1
17/1	19/1	20/1	23/2	24/4	25/1	26/1	27/1	28/2	29/2	141/2	142/2	143/2
452/1	453/1	454/1	39/2	40/1	41/3	42/3	44/1	45/2	46/2	47/2	63/1	70/1
455/-	456/-	457/-	458/-	459/-							
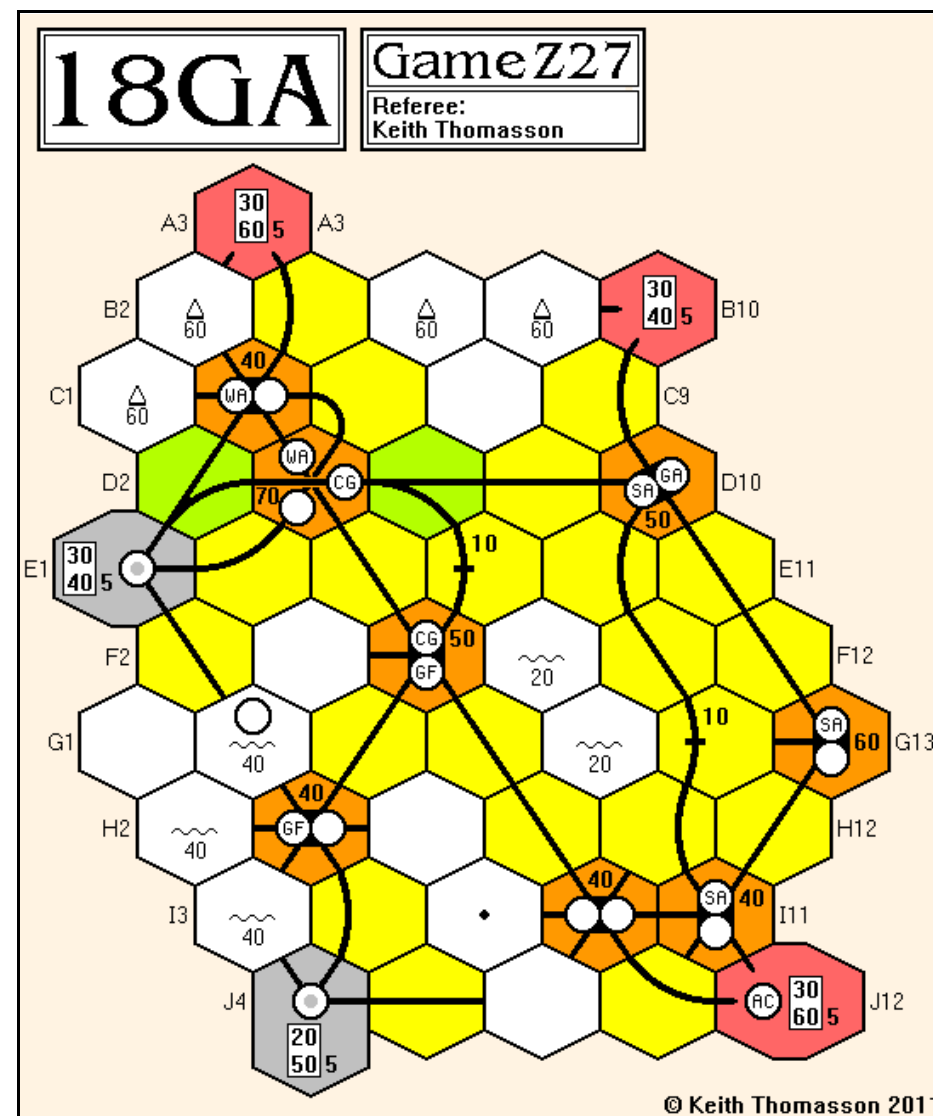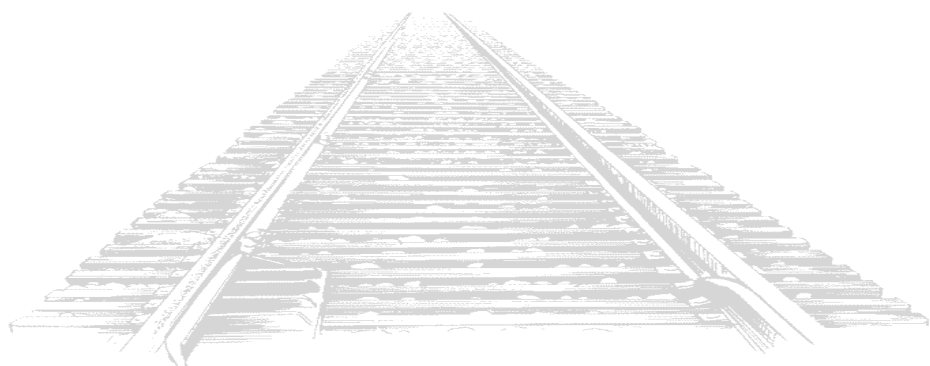
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Orders required for the following rounds	*By the early deadline*
OR13, OR14	*Adjudication can pause between rounds if requested*

▲▼▲

| 6 NIMMT! 15 | Fortune plays games with Don, who started this session second. | ROUNDS 9-10 |

Round 9

Hand 1 (1-104)

	104		
	99		
	94		
98	86		71
88	51	97	67
1/6	2/9	3/1	4/2

John (36) takes row 4 for 2 pts, Colin (44), Jim (50), Bob (56), Michael (60), Mark (67) takes row 4 for 13 pts, Kevin (71), Don (97) takes row 3 for 5 pts.

Hand 2 (1-104)

			66
58			65
44	93	65	80
1/6	2/1	3/7	4/3

Mark (44) takes row 1 for 1 pt, Kevin (58), John (62), Bob (63), Michael (64), Jim (65) takes row 3 for 5 pts, Colin (66), Don (93) takes row 2 for 7 pts.

Hand 3 (1-84)

39			
38			
37			
32	28		79
24	27	54	72
1/5	2/2	3/1	4/2

John (27) takes row 2 for 1 pt, Jim (28), Michael (39), Mark (60), Colin (61), Kevin (62), Don (72) takes row 4 for 13 pts, Bob (79).

Hand 4 (1-84)

81			
80	54	77	
79	53	76	
73	52	74	72
1/6	2/3	3/7	4/1

Mark (52) takes row 2 for 5 pts, Don (53), John (54), Michael (69), Bob (70), Kevin (74) takes row 3 for 7 pts, Jim (76), Colin (77).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	7	5	0	20
Bob Coull	12	1	9	8	30
Kevin Lee	5	8	11	7	32
Colin Sharpe	15	14	16	0	45
Don Shailer	6	7	16	17	46
Mark Stretch	21	19	19	22	81
Jim Reader	21	15	18	30	84
John Colledge	17	41	16	23	97

Round 10

Hand 1 (1-104)

	104		
	99	70	
	94	63	
98	86	32	
88	51	4	83
1/6	2/9	3/6	4/1

Don (4) takes row 3 for 1 pt, Jim (32), Kevin (63), Colin (70), Mark (72), Bob (75), Michael (80), John (83) takes row 4 for 8 pts.

Hand 2 (1-104)

	57		
	55		
60	36	79	
58	32	66	96
44	21	65	80
1/9	2/11	3/8	4/4

Kevin (21) takes row 2 for 1 pt, Michael (32), Bob (36), Don (55), Mark (57), Colin (60), Jim (79), John (96).

Hand 3 (1-84)

			82
	28		79
75	27	25	72
1/2	2/2	3/2	4/3

Michael (25) takes row 3 for 1 pt, Colin (63) takes row 1 for 5 pts, Bob (64), John (65), Mark (66), Jim (69), Don (75) takes row 1 for 6 pts, Kevin (82).

Hand 4 (1-84)

	75	78	50
81	71	77	42
80	54	76	27
79	53	74	24
73	52		8
1/6	2/6	3/8	4/7

Don (8) takes row 4 for 1 pt, Jim (24), Colin (27), Mark (42), Bob (50), Michael (71), Kevin (75), John (78).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	7	7	0	22
Bob Coull	12	1	9	8	30
Kevin Lee	5	9	11	7	33
Colin Sharpe	15	14	21	0	50
Don Shailer	7	7	22	18	54
Mark Stretch	21	19	19	22	81
Jim Reader	21	15	18	30	84
John Colledge	25	41	16	23	105

1st	Michael Graystone	22
2nd	Bob Coull	30
3rd	Kevin Lee	33
4th	Colin Sharpe	50
5th	Don Shailer	54
6th	Mark Stretch	81
7th	Jim Reader	84
8th	John Colledge	105

John's score must be getting on for a record, but the winner is Michael. Congratulations to him, and thanks to everyone for taking part. We'll round it up next month if anyone has anything to say other than 'it was pure luck', or 'skill shows'.

▲▲

ACQUIRE 55 — ROUND 10

Only three turns of the round before John bring us to a close.

Tony	6-H	Buys 3 American @ 500.
Willem	12-I	Forms Tower, one free share. Buys 2 Tower @ 200, 1 Festival @ 400.
John	6-A	Imperial takes over Worldwide, bonuses for Lyndon {7,000} and John {3,500}, John sells 7 for 4,900, Lyndon sells 12 for 8,400, Willem sells 3 for 2,100. Buys 3 Continental @ 600. Declares the game over as Imperial has over 40 tiles.
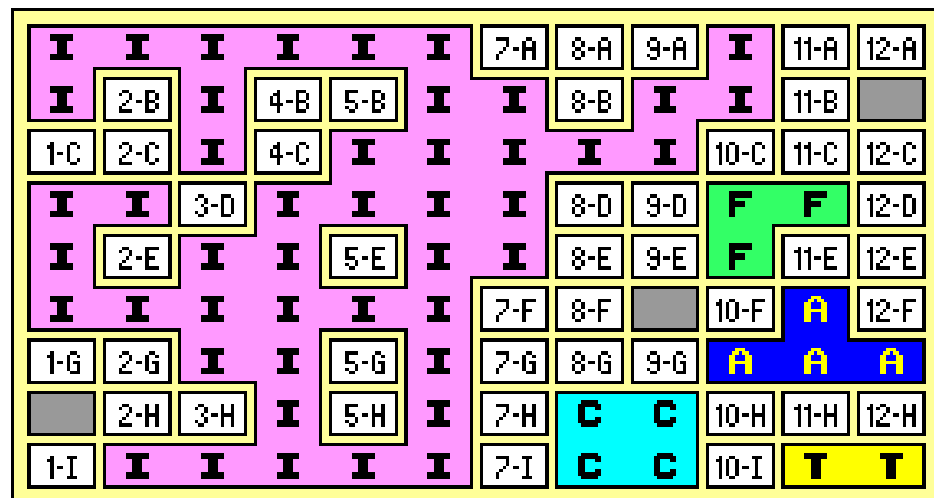
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	-	3	-	9	-	1	8	4,800	31,200
John Marsden	-	-	-	-	-	9	4	11,400	26,100
Bob Coull	-	-	4	9	-	-	10	7,500	45,100
Lyndon Gurr	-	-	2	-	-	9	-	19,500	30,400
Tony Wilcock	-	-	3	7	-	-	3	5,400	15,800
Bank Stock	25	22	16	-	25	6	-		
Chain Size	-	2	4	3	-	4	46		
Chain Value	-	200	500	400	-	600	1200		

1st	Bob Coull	45,100
2nd	Willem Moene	31,200
3rd	Lyndon Gurr	30,400
4th	John Marsden	26,100
5th	Tony Wilcock	15,800

Well done to Bob. Round-up time next month for comments and anguish.

▲▲

ACQUIRE 56 — ROUND 3

The last two chains are formed.

John	11-C	Forms Festival, one free share. Buys 3 Festival @ 300.
Michael	4-E	Buys 3 Luxor @ 300.
Tony	7-G	Forms Worldwide, one free share. Buys 3 Luxor @ 300.
Colin	10-I	Buys 2 Tower @ 200, 1 Imperial @ 500.
Willem	1-H	Buys 3 Worldwide @ 300.
John	3-G	Buys 3 Festival @ 300.
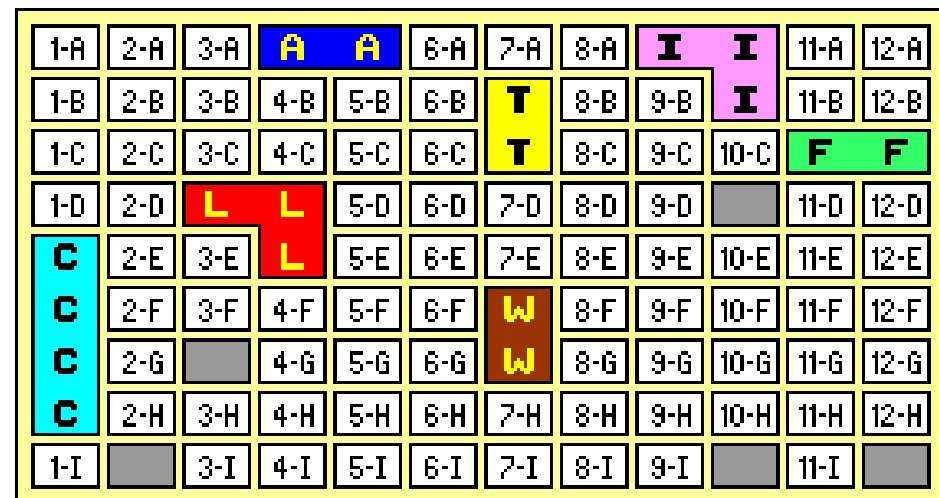
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	10	2	-	-	-	1	3,100	13,500
Willem Moene	3	6	-	-	3	1	-	3,300	19,900
John Colledge	4	-	-	7	-	-	1	3,600	15,700
Michael Graystone	9	-	-	-	-	-	-	3,900	9,600
Tony Wilcock	6	-	4	-	1	-	-	3,600	12,900
Bank Stock	3	9	19	18	21	24	23		
Chain Size	3	2	2	2	2	4	3		
Chain Value	300	200	300	300	300	600	500		

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

ACQUIRE 57 — Three more powers used. — ROUND 2

Kevin		{Uses 'Place 4 Tiles' Power}
	6-A	Forms Tower, one free share.
	7-C	Forms Continental, one free share.
	6-F	
	4-B	Buys 3 Tower @ 200.
Michael		{Uses 'Take 5 Tiles' Power}
	1-B	Buys 3 American @ 300.
Colin		{Uses 'Take 5 Tiles' Power}
	2-H	Forms Festival, one free share. Buys 2 Luxor @ 200, 1 Festival @ 300.
Richard	4-C	Forms Worldwide, one free share. Buys 3 Worldwide @ 300.
John	10-F	Buys 3 Worldwide @ 300.
Kevin	8-B	Buys 3 Tower @ 200.

Board grid (12 columns A–I rows):

Row A: 1-A 2-A 3-A 4-A **T** **T** 7-A 8-A 9-A 10-A 11-A 12-A
Row B: ▢ 2-B 3-B **W** 5-B 6-B **C** **C** 9-B 10-B ▢ 12-B
Row C: 1-C 2-C 3-C **W** 5-C 6-C **C** 8-C 9-C **L** 11-C 12-C
Row D: 1-D **A** **A** 4-D 5-D ▢ 7-D 8-D 9-D **L** 11-D 12-D
Row E: 1-E 2-E 3-E 4-E 5-E 6-E 7-E 8-E 9-E 10-E 11-E 12-E
Row F: 1-F 2-F 3-F 4-F 5-F ▢ 7-F 8-F 9-F ▢ 11-F 12-F
Row G: 1-G 2-G 3-G 4-G 5-G 6-G 7-G 8-G 9-G 10-G 11-G 12-G
Row H: **F** **F** 3-H 4-H 5-H 6-H 7-H 8-H 9-H **I** **I** **I**
Row I: 1-I 2-I 3-I 4-I 5-I ▢ 7-I 8-I 9-I 10-I 11-I **I**

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	4	-	3	-	1	4,200	18,900
Kevin Lee	-	7	-	-	-	1	-	4,800	17,200
Michael Graystone	-	-	6	-	-	-	-	4,200	9,000
Colin Sharpe	6	-	-	2	-	-	-	4,700	13,000
Richard Lunn	3	-	-	-	4	-	-	4,500	10,300
Bank Stock		16	18	15	23	18	24		24
Chain Size		2	2	2	2	2	3		4
Chain Value		200	200	300	300	300	500		600

Powers used: John: P4   Kevin: P4   Michael: T5   Colin: T5   Richard: T5

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

BREAKING AWAY 20 — The second sprint line is a glimmer in the distance. — ROUND 7

Pos	Riders	New
71	Sigmund	3
70	Greg Payne	4
69	Jessica	5
68	-	
67	-	
66	-	
65	-	
64	-	
63	Ijyb	3
62	-	
61	-	
60	Rylla	3
59	Ptosphes	4
58	Terence Painted Lady	5
57	Big Tom	7
56	Motomachi Chukagai Dennis Frank Brimstone Jim Reader	8
55	Fast Tom Kalvan Red Admiral Nihon Odori Hestophes	12
54	Top Tom Swallowtail Richard Lunn Bashamichi	15
53	Tyred Tom	15
52	Shin Takashima	15

Dennis Frank				_Otherwhen_
A	Kalvan	3	3	12	15
B	Rylla		3	3	5
C	Ptosphes		4	4	15
D	Hestophes		4	12	12

Steve Ham (6)				_Same Again Boys_
A	Dennis Frank (6)	3	3	7	8
B	Richard Lunn		9	14	15
C	Greg Payne		4	4	15
D	Jim Reader		3	8	15

Kevin Lee (4)				_Butterfly Beauties_
A	Red Admiral (4)	4	6	12	12
B	Swallowtail		3	15	15
C	Brimstone		3	4	8
D	Painted Lady		3	4	5

Richard Lunn (3)				_Team Tom_
A	Fast Tom (3)	3	12	15
B	Top Tom	4	15	15
C	Big Tom	3	3	7
D	Tyred Tom	9	11	15

Greg Payne (3)				_Early Dungeon Threats_
A	Sigmund	3	3	6	14
B	Jessica		4	5	10
C	Ijyb (2)		3	6	6
D	Terence (1)		4	5	14

Jim Reader (20)				_Minatomirai Sen_
A	Motomachi Chukagai (8)	4	8	10
B	Nihon Odori (7)	6	7	12
C	Bashamichi (5)	3	15	15
D	Shin Takashima	7	9	15

There is now a leading group of three, two of whom could score the second sprint line next time.

After a lone _Ijyb_, the rest are strung out in a continuous line, preserving their stamina by tailgating.

Orders required
Cards for round eight

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

| AGRICOLA 3 | Pete gets the tractor out. | ROUND 14 |

The initial report for last round missed Pete's stone house from his farmyard, which led me to miss the extra room he got from the Mason. I also managed to avoid updating the resources that were available on the various actions. The web version was updated and the players notified, although from the orders some of you were working from the original report.

Kevin gains 1 food from the Well. Jim gains 1 food from his Maid. Allan gains 1 clay from the Clay Deliveryman.

Actions
Allan   Major Improvement - Fireplace {costs 2 clay}
Kevin   Plough 1 field and/or Sow - sows grain, and vegetable on Beanfield
Pete   Plough 1 field - ploughs 3 fields {Swing Plough}
Jim   Family Growth even without space
Allan   +3 wood {gains 6 wood}
Kevin   Start Player - Strawberry Patch
Pete   +1 cattle {gains 1 cattle}
Jim   Building and/or Stables - builds one room and 2 stables {costs 3 wood, 4 clay, 2 reeds}
Allan   +1 sheep {gains 1 sheep}
Kevin   +1 wild boar {gains 1 wild boar}
Pete   Sow and/or Bake Bread - sows 2 grain and 2 vegetables, plus extra for Liquid Manure
Jim   Take 1 vegetable {gains 1 vegetable}
Kevin   Family Growth even without space {Head of the Family}
Pete   Master Forester {gains 6 wood}

Harvest
Allan   Feeds the family {1 food, 1 wood, 1 cattle} {breeds 1 cattle}
Kevin   Feeds the family {8 food,1 grain} {breeds 1 sheep, 1 wild boar, 1 cattle}
Pete   Feeds the family {1 food, 2 vegetables, 1 sheep} {breeds 1 sheep}
Jim   Feeds the family {1 food, 2 wild boar} {breeds 1 sheep, 1 wild boar}

| Jim | Allan | Kevin | Pete |
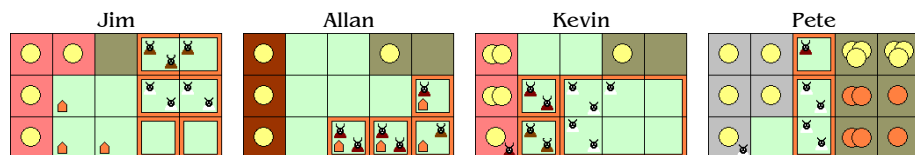
Congratulations to Pete. His Liquid Manure really came in useful in this round, netting him a few extra points - and it was a win by just a few points.

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	4	-/-	1/-	4	3	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	2	-	-	1	Clay/3		4	23
	Occupations		Clay Mixer, Maid, Wood Carver					
	Improvements		Clay Roof {1}, Cooking Hearth {1}, Fireplace {1}					

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	4	2/1	2/-	1	1	4
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	4	5	Wood/3		3	24
One Begging Card	Occupations		Clay Deliveryman, Farmer, Fence Overseer, Seasonal Worker, Sycophant					
	Improvements		Cabinet Maker {2}, Duck Pond {1}. Fireplace {1}, Greenhouse {1}, Quarry {2}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	3	-/2	2/1	5	3	4
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	1	-	1	Clay/3		5	42
	Occupations		Head of the Family, Magician, Patron, Pig Whisperer, Stone Breaker					
	Improvements		Beanfield (veg) {1}. Granary, Shepherd's Crook, Stone Oven {3}, Well {4}, Wildlife Reserve {1 wild boar, 1 cattle} {1}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	6	2	2/6	2/6	5	-	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	8	Stone/5		5	45
	Occupations		Grocer, Mason, Master Forester					
	Improvements		Clay Oven {2}, Cooking Hearth {1}, Corn Scoop, Liquid Manure, Loom {2}, Millstone					

Next month we'll round it up, and I'll think meanwhile on what I can do to improve the spreadsheet I use to make it easier to manage and less likely to let me wander from the intended path. ◪

AGRICOLA 4

Take a chance to relax with no harvest for a while.

ROUND 5

Marcus gains 1 bundle of reeds from the Reed Collector.

Actions

Jim	+3 wood {gains 6 wood}
Marcus	+2 clay {gains 4 clay}
John	Catch Fish {gains 3 food}
Kevin	Building and/or Stables - builds one room {costs 2 reeds, 5 wood}
Jim	Plough 1 field
Marcus	Start Player - Wood Cart {costs 3 wood}

Whenever Marcus uses a person to take wood from an action space, he receives 2 additional wood

John	Take 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}
Kevin	Family Growth then Minor Improvement - Baking Tray {costs 1 wood}

Clay and Stone Ovens are minor improvements for Kevin - they also cost one fewer building resource of his choice

+1 wood {3 wood}	+2 wood {3 wood}	+3 wood {3 wood}	+1 clay {2 clay}	+2 clay {2 clay}	Private clay pit {6 clay} {3 food⇨Jim}
+1 reeds {3 reeds}	+1 food Catch fish {1 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	Sow and/or bake bread
Fences	1 Major or Minor Imp	+1 sheep {2 sheep}	Family Growth then Minor Imp	+1 Stone {1 stone}	

The remaining 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 or Fireplace}
- ✧ Cooking Hearth {5 clay or Fireplace}
- ✧ Fireplace {3 clay}
- ✧ Pottery {2 clay, 2 stone}
- ✧ Stone Oven {1 clay, 3 stone}
- ✧ Well {1 wood, 3 stone}

Marcus   John   Kevin   Jim
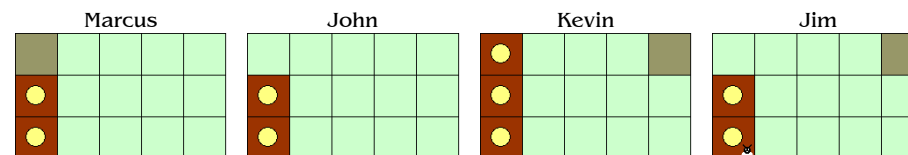
Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	3	-	1	Wood/2		2	-10
	Occupations		Academic, Reed Collector					
	Improvements		Fireplace {1}, Wood Cart					

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	1	1	9	Wood/2		2	-13
	Occupations		Farmer, Village Elder					
	Improvements		Greenhouse {1}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	-	Wood/3		3	-7
	Occupations		Mushroom Collector					
	Improvements		Baking Tray					

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	1	-	-/-	-/-	1	-	-
One Begging Card	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	7	Wood/2		2	-14
	Occupations		Clay Digger, Pig Catcher					
	Improvements		Lasso, Stone Cart					

Orders required	
Actions for the family starting with Marcus	Next Harvest - after round 7

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

BATTLE! 4	Your Attribute research order is: MACPSDERBHX	ROUND 9

Research: Chaos researches Build, Dynamo Power and Free Friends Elite.

New units: 7C {B}, 7D {B} 1E {A}, 2E {B}.

Moves: Free Friends moves unit 6F next to 5A to spark another fight. Elp has a higher movement level with unit 4E than Dynamo's 4D, and gets to move onto the power hex, and also adjacent to two of Dynamo's units. Free Friends finishes by moving 3F to join 6F in attacking 5A.

Combat: 5A attacks 3F {2 hits}. 3F and 6F attack 5A {7 hits out of 10 - destroyed}. 4D and 6D attack 4E {8 hits}. 4E attacks 6D {6 hits - destroyed}. 1B attacks 2C {ranged - 5 hits out of 6}. 3B attacks 1C {ranged - 8 hits - destroyed}.

Conversion: 4D converts 4E into 8D.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 7	12	✦✧3A	2	0	0	2						
			6A	1	1	1	0	2/2	4	1			
Blob Steve Ham	No research Level 8	21	✦✦✦✦✧1B	3	3	1	2	1/0	1	1	1		
			✦✧2B	2	1	0	2						
			3B	3	4	1	0	0/0	5	0	1		
			✦✦4B	2	0	0	0	1/0					
			✦✧5B	3	0	0	2						
Chaos Marcus Pratt	+ Build Level 9	15	✦✦2C	3	2	0	1						
			3C	1	1	0	0	0/0	1	1	1		
			4C	2	2	0	2	1/0	1	1			
			✦✧5C	2	0	0	2						
			6C	1	2	1	0	1/0	1	1	2		
			7C										
Dynamo Mark Stretch	+ Power Level 4	17	✦✦1D	1									
			✦✦2D	1	2	1							
			✦3D	1	1								
			4D	1	1	3							
			✦5D	2	1	1							
			7D										
			✦8D										
Elp Michael Graystone	No research Level 6	11	1E										
			2E	1									
			✦3E	2									
Free Friends John Marsden	+ Elite Level 7	16	✦✦1F	2	1								
			2F	1	2	0	0	2/4	1				
			✦3F	1	3								
			✦4F	1									
			✦✦5F	1	2	0	1	0/0	1				
			6F	2	2	1	0	2/0	1				

Note that stored power is stored with a specific unit. To use it, the unit you want to improve must be adjacent to the unit with the stored power. Power can be passed through other stored units (subject to their storage ability) but cannot be passed through the base.

The next attribute is Hover, which literally lets your units take off. Once a unit has Hover attributes, it can move vertically up and down in addition to moving around the board. To order this, use {UP} or {DOWN} in your movement orders. A unit can rise a number of levels equal to its Hover attribute. If you move over another unit or base when at height 1 you will be considered adjacent to that unit or base, and will have to stop unless you can use Elite to move away. Units hovering above Power hexes do *not* control them, you have to occupy these at ground level to gain their benefits.

If you researched Build, you can start assigning Build attributes to units that are next to your bases or next to units with stored power next time. Those units can then start building new walls or removing existing internal walls.
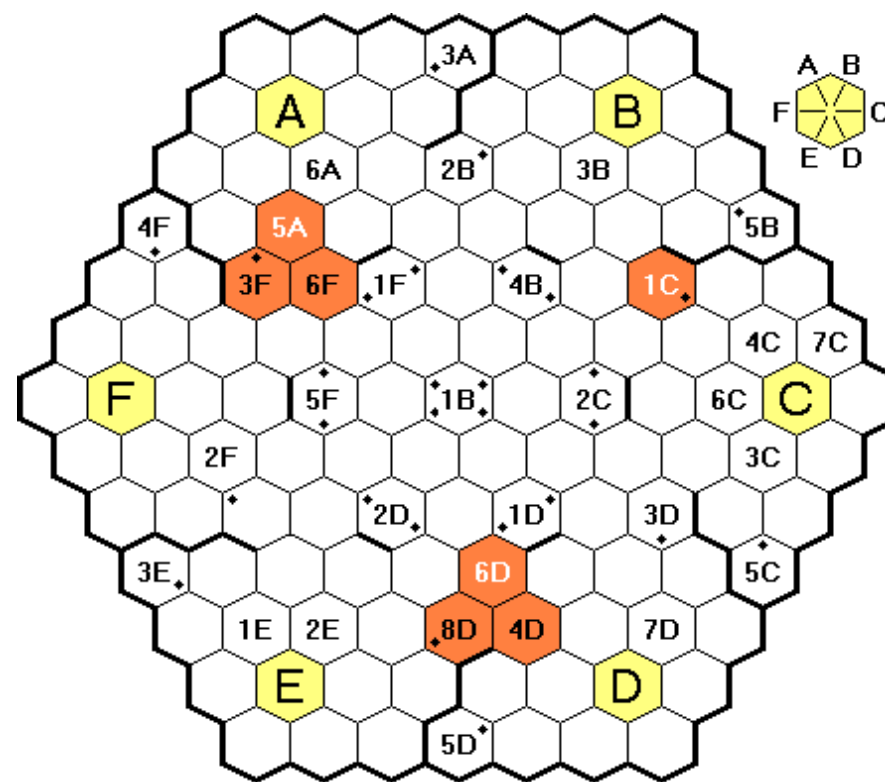
Orders required	Attribute order: MACPSDERBHX
Production, Moves, Combat and Conversion for round ten	

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| BUS BOSS 324-ENG | BLIGHTY is favourite, but it's close behind him. | ROUND 11 |

England

Round 11 Runs

Run	Cards / Cities	Entrant		BARE	TOOL	GRUB	MARS	BLY	Score
25	A♣ Exeter / 5♠ Kendal	① BARE	30						30
34	9♣ Portsmouth / K♠ Skegness	No entrants							
36	3♥ London / 3♣ Gloucester	① BLIGHTY	13	+4					17
		② TOOL	8			+5			13
		③ GRUBBY	5		-5				0
		③ BARE	4					-4	0
37	J♥ Ipswich / Q♦ Birmingham	① GRUBBY	20					-6	14
		② BLIGHTY	10				+6		16
38	5♦ Manchester / Q♠ Lincoln	① MARS	15					+7	22
		① BLIGHTY	15				-7		8
39	8♥ Brighton / 6♠ Blackpool	① TOOL	16	+6/-4			+6/-2		22
		② MARS	9	+2/-6	+2				7
		③ BARE	5		+4/-6		-2		1
40	10♣ Luton / 4♠ Middlesborough	① GRUBBY	20						20
		② TOOL	10						10
41	K♣ Cambridge / J♠ Hull	① MARS	20					-2	18
		② TOOL	10					-4	6
		✘ BLIGHTY			+4		+2		6
42	9♥ Dover / 7♦ Sheffield	① BARE	20			+4/-4			20
		② GRUBBY	10	+4/-4					10
43	8♠ Leeds / 8♦ Stoke	① BLIGHTY	20						20
		② GRUBBY	10	-4					6
		✘ BARE					+4		4
44	10♠ Scarborough / 2♦ Shrewsbury	① TOOL	15			-5		+7	17
		① MARS	15	-7					8
		✘ GRUBBY			+5				5

In truth there were some entrants for run 34. MARS and BLIGHTY were planning a joint run, but their specified routes were not identical, so it did not happen.

Round 11 routes

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Leicester - Peterborough (7)

Transport Out Of London (TOOL) (Bob Coull, Black)
Northampton - Peterborough (7)

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
None.

Buses Across Rural England (BARE) (Pete Campbell, Blue)
None.

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
None.

Scores

	Runs:	25	34	36	37	38	39	40	41	42	43	44	Routes	Score
BLIGHTY	231	-	-	17	16	8	-	-	6	-	20	-	-	298
BARE	191	30	-	0	-	-	1	-	-	20	4	-	-	246
MARS	184	-	-	-	-	22	7	-	18	-	-	8	-	239
TOOL	172	-	-	13	-	-	22	10	6	-	-	17	-7	233
GRUBBY	154	-	-	0	14	-	-	20	-	10	6	5	-7	202

Round 12 Runs

34.	9♣ - K♠	Portsmouth to Skegness
45.	3♠ - Q♥	Newcastle to Yarmouth
46.	5♠ - 5♥	Kendal to Heathrow
47.	Q♣ - 2♥	Peterborough to London
48.	4♣ - 6♦	Bristol to Manchester
49.	7♠ - J♣	Preston to Northampton
50.	3♦ - A♥	Liverpool to London
51.	7♥ - A♣	Chatham to Exeter
52.	4♦ - 2♠	Liverpool to Carlisle

Runs
Enter up to 5

▲▲

| BUS BOSS 327-CD | All routes to Launceston have now been taken. | ROUND 6 |

Cornwall and Devon

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Launceston - Tintagel, Bideford - Clovelly .... 40 - 12 ... 28

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
Holsworthy - Bude - Launceston .... 40 - 11 ... 29

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
Dawlish - Teignmouth - Torquay, Helston - The Lizard .... 41 - 12 ... 29

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
Barnstaple - Lynton, Launceston - Liskeard .... 41 - 12 ... 29

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
Newton Abbot - Torquay, Newton abbot - Teignmouth, Paignton - Brixham 47 - 10 ... 37

Round 7 Runs

1.	7♣ - 2♦	Teignmouth to Coombe Martin
2.	10♠ - J♦	Lands End to Bude .... (not yet available)
3.	3♠ - 5♣	Newquay to Exeter
4.	J♣ - 6♦	Brixham to Bideford
5.	3♦ - A♥	Ilfracombe to Dartmouth .... (not yet available)
6.	7♠ - 7♥	Camborne to Plymouth
7.	4♠ - A♣	Truro to England
8.	9♣ - Q♥	Torquay to Lostwithiel
9.	K♠ - 3♥	Padstow to Princetown .... (not yet available)

Runs	Routes
Enter up to 5	Buy in the order Jim, Kevin, Mike, Roger, Pete

🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺

| CANAL MANIA 2 | The end-game has been triggered. | ROUND 11 |

Actions

Kevin Lee	1	Exchanged engineers to gain the Tunnel ability
	2	Built from Lancaster to Preston {contract complete - 7 VPs}
	3	Shipped goods from Manchester to Goole {3 VPs}
John Marsden	1	Takes his Junction contract
	2	Built from Newark to Goole {contract complete - 8 VPs} and from Burton to Nottingham {Function contract complete - 2 VPs}
	3	Shipped goods from Oxford to Nottingham {4 VPs}
Geoff Hardingham	1	Drew a card from the top of the deck
	2	Built from Liverpool to Skipton
	3	Drew a card from the top of the deck
Jim Reader	1	Took a contract - Stratford and Gloucester (5)
	2	Took Aqueduct, Stretch, Stretch
	3	Shipped goods from Arundel to Weybridge {3 VPs}

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 5 goods cubes
Geoff Hardingham *Mauve*	(T)	7	2	3	2	56	Leeds and Liverpool via Skipton (8)	
Kevin Lee *Blue*	(S)	9	5	2	2	49	Northampton and London via L Buzzard (7)	
John Marsden *Green*	(B)	5	4	-	3	69	None	
Jim Reader *Yellow*	(L-S)	11	4	3	1	61	None	

The Aqueduct engineer is currently not assigned to any player, but can be exchanged as with any other player-held engineer.

The Current Contracts	The Future Contracts
-	Sheffield and Goole (4)
Bridgwater and Taunton (3)	Nottingham and Chester via Stoke (6)
Ripon and York (3)	Lincoln and Boston (4)
Huddersfield and Manchester (3)	Nottingham/Northampton via Leicester (6)
Bishop Stortford and London (3)	

The following Build Cards are on the table

Stretch/White	Stretch/Blue	Stretch/Red	Lock	Stretch

The game end has been triggered now that John and Jim have passed 60 points.

We shall now have two complete rounds. After these we the final scoring will take place, when incomplete canals will be scored and goods decline happens, during which the remaining goods on the board will be shipped. I will carry out the goods decline, moving goods to the best benefit of each player in turn.

Legend	
Clear terrain	
Difficult terrain	
Towns	
Cities	
Goods cube	
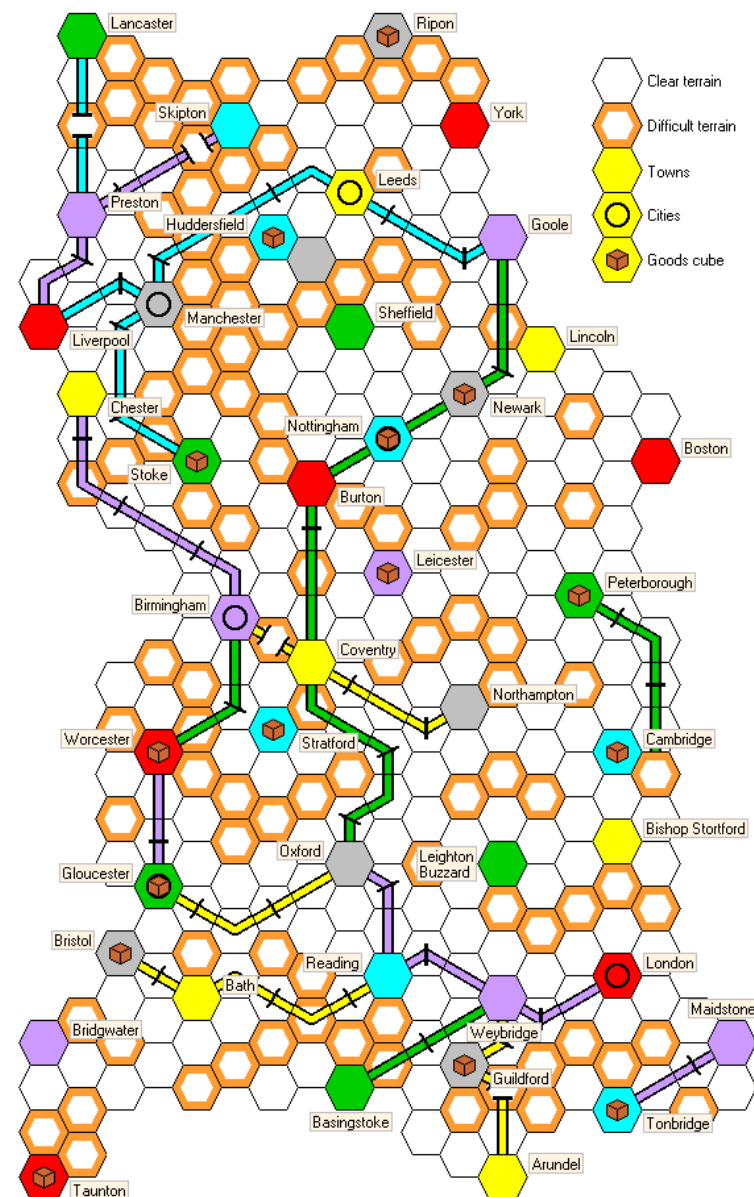
Playing sequence
Kevin, Geoff, Jim, John

| INDUSTRIAL WASTE 2 | Raw Materials payment *is* going to the player who offers them. | ROUND 3 |

Actions for round 3

Marcus	Growth	Growth up to 16
Alan	Order	Produces 4 goods for 16 million with 5 waste
Mike	Waste Disposal	Waste down to 4
Pete	Raw Materials {5}	Marcus bids 5, Alan bids 7 and gets them
Marcus	Innovation	Waste Reduction down to 2
Alan	Raw Materials {4}	Pete bids 3, Marcus bids 5, Alan bids 6 and gets them
Mike	Waste Disposal	Waste down to 1
Pete	Growth	Growth up to 17
Alan	Waste Disposal	Waste down to 4
Mike	Waste Removal	Waste down to zero, everyone else's waste up 1
Pete	Waste Disposal	Waste down to zero

Marcus discards Bribery.

Card Combinations for round 4

Alan chose group 4	Growth - Order - Innovation - Waste Removal
Mike chose group 5	Advisor - Innovation - Order - Raw Materials
Pete chose group 1	Growth - Raw Materials - Raw Materials - Waste Disposal
Marcus chose group 2	Advisor - Hiring/Firing - Order - Waste Disposal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	15	4	4	5	5
Pete Campbell	17	5	5	5	5
Marcus Pratt	16	5	5	5	2
Alan Harvey	16	5	5	4	5

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	18	0	5	0	29
Pete Campbell	18	0	5	0	29
Marcus Pratt	0	0	0	5	28
Alan Harvey	8	0	10	5	25

The following card combinations were drawn for round 5.

Group 1	Group 2	Group 3	Group 4	Group 5
Growth	Bribery	Innovation	Growth	Bribery
Raw Materials	Innovation	Waste Disposal	Order	Order
Waste Disposal	Waste Disposal	Waste Removal	Waste Disposal	Raw Materials

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

| OUTPOST 28 | Lyndon finished the last round by buying a Laboratory. | ROUND 10 |

Commander Actions

Mark	Auctioned a Laboratory for 80 and got it reduced to 30 after Data Library discounts (o:2 w:5,8 r:15) plus a free Research Factory
Lyndon	Bought one New Chemicals Factory (o:4,5 w:7,30 r:14)
Marcus	Auctioned an Orbital Lab for 50. Pete joined at 62, David at 72. Pete and David dropped out at 73. Marcus got it for 73 (o:4 w:10,30 t:10 m:19)
Pete	Bought two Titanium Factories (o:4,5 w:30 t:10,12)
Willem	Auctioned an Ecoplants for 30 and got it for 30 (t:44)
David	Bought one Population Unit (w:10)
Jim	Bought one Titanium Factory (o:2 w:4,6 t:8,10)
▸	Bought two Population Units (w:6,7,7)

PO	Name	Factories	Population		Robots		Production	
1	Mark	2o,3w,2r	5	(5)	0	(0)	5w,2r	(61,10)
2	Willem	2o,3w,4t	8	(8)	0	(0)	6w,1T	(86,10)
3	Marcus	2o,6w,1t	8	(8)	0	(0)	2o,3w,1W,1t,2m	(101,10)
4	Lyndon	3o,5w,1r,1n	7	(8)	0	(0)	1w,1W,1r,1n	(70,15)
5	Pete	2o,4w,4t	5	(5)	3	(5)	1o,1W,4t	(73,15)
6	David	2o,7w	8	(8)	0	(0)	1o,5w,2W,2m	(132,15)
7	Jim	2o,4w,3t	8	(8)	0	(0)	1o,4w,3t	(61,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points	
1	Mark	DL, DL, DL, DL, DL, Lab, Lab	....	22	(235)
2	Willem	HE, Nod, Eco	....	20	(85)
3	Marcus	HE, Nod, OL, OL	....	18	(155)
4	Lyndon	WH, Nod, Lab	....	18	(130)
5	Pete	WH, HE, Rob	....	17	(105)
6	David	WH, Nod, OL	....	14	(100)
7	Jim	HE, Nod	....	14	(55)

Data Library	0	Sold out	Orbital Lab	0	(2 more)
Warehouse	2	(none left)	Robots	0	(4 more)
Heavy Equipment .	1	(none left)	Laboratory	1	(1 more)
Nodule	0	Sold out	Ecoplants	1	(3 more)
Scientists	0	(5 more)	Outpost	2	(3 more)

Orders required
Round eleven auctions, bids and purchases

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OUTPOST 29	Another Data Library for Willem.	ROUND 2

Commander Actions

Willem Auctioned a Data Library for 15 and got it (o:1,2 w:4,8)

Mark   Bought one Water Factory (o:5 w:7,8)

Lyndon   Bought one Population Unit (o:5 w:5)

Marcus   Bought one Population Unit (o:3 w:7)

Pete   Bought one Water Factory (o:3,4 w:4,9)

John   Bought one Water Factory (o:2 w:6,6,7)

Jim   Bought two Population Units (o:2,4,4 w:10)

PO	Name	Factories	Operators	Colony Cards	Production		VPs	
1	Willem	2o,1w	3p (5,0)	DL, DL	4o,1w	(19,10)	5	(30)
2	Lyndon	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
3	Marcus	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
4	Jim	2o,2w	5p (5,0)	-	2o,3w	(27,10)	4	(0)
5	Mark	2o,3w	3p (5,0)	-	2o,3w	(27,10)	3	(0)
6	John	2o,3w	3p (5,0)	-	3w	(21,10)	3	(0)
7	Pete	2o,3w	3p (5,0)	-	1o,3w	(24,10)	3	(0)

Data Library 1	(2 more)	Heavy Equipment . . 1	(4 more)
Warehouse 2	(3 more)	Nodule 3	(2 more)

I had no orders from John, so worked off the original set that were intended to cover rounds 1 and 2. I don't normally assume that previously submitted orders are valid unless I get a note telling me this, so I trust that this was the right thing to do.

Orders required
Round three auctions, bids and purchases

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PUERTO RICO 12	The quayside is full of goods. Expect the Captain to call.	ROUND 12

Jim is the Mayor {+1}.
Kevin is the Settlers {+2} and plants Tobacco (Hacienda) and Tobacco.
Stephen plants Coffee, Willem plants Indigo, Jim plants Indigo (manned).
Stephen is the Builder and builds a Wharf.
Willem builds an Office, Jim builds a Construction Hut, Kevin builds a Large Sugar Mill.
Willem is the Craftsman {+1} and produces an extra Coffee.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
2	Crn	Ind	Ind	Sug	Sug	Cof	Ind	Crn	-	10	19

Buildings

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

Cargo Ships

5: Empty	6: Sugar	7: Tobacco
- - - - -	✔ ✔ ✔ - - -	✔ ✔ ✔ ✔ - - -

Kevin Lee
Dblns: 7
Chips: 5

Small indigo plant	Sugar mill	Tobacco storage	Coffee roaster
Hacienda	Factory	Guild hall	

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

Stephen Webb
Dblns: 0
Chips: 10

Small indigo plant	Small sugar mill	Indigo plant	Hacienda
Small warehouse	Wharf		

Fields: Qry✔✔ Crn Ind✔✔✔ Sug✔✗ Cof✗   Goods: Ind✔✔✔✔✔✔ Sug✔

Willem Moene
Dblns: 2
Chips: 16

Sugar mill	Coffee roaster	Small market	Office
Harbour			

Fields: Qry✔ Crn✔✔✔ Ind✗ Sug✔✗ Cof✔   Goods: Crn✔✔ Sug✔ Cof✔✔

Jim Reader
Dblns: 4
Chips: 11

Small indigo plant	Small sugar mill	Tobacco storage	Small market
Construction hut	Small warehouse	Hospice	Factory

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

Orders required
Round thirteen orders in the sequence Kevin, Stephen, Willem, Jim

▲▲▲

RAILWAY RIVALS 2134-IN   A close one for the top three.   ROUND 12

India

Round 12 Runs

Run			Pos	Name	Val	GRT	SLUM	ODE	CUR	RICE	TAM	Tot
36	44	Calcutta	①	ODE	16					+5	+7	28
	21	Ahmadabad	②	RICE	9			-5				4
			③	TAMIL	5				-1	-7		-3
			✗	CURRY							+1	1
37	45	Jamshedpur	①	GREAT	13		+3	+5				21
	53	Hyderabad	②	SLUMDOG	8	-3				-1		4
			③	ODE	5	-5						0
			④	CURRY	4							4
			✗	RICE			+1					1
38	22	Bombay	①	RICE	13			+3/-1			+6/-2	19
	11	Delhi	①	ODE	12					+1/-3		10
			③	TAMIL	5					+2/-6		1
39	31	Nagpur	①	GREAT	13				+1			14
	☙5	Bangladesh	②	RICE	7				+2		+6	15
			②	CURRY	6	-1		-2		-2		1
			④	TAMIL	4					-6		-2
			✗	ODE					+2			2
40	51	Raipur	①	GREAT	20					+2		22
	63	Mangalore	②	RICE	10	-2						8
41	14	Saharanpur	①	CURRY	20			-1		-2		17
	35	Lucknow	②	ODE	10				+1			11
			✗	RICE					+2			2
42	66	Trivandrum	①	CURRY	20							20
	☙2	Kashmir	②	{SLUMDOG}	5							5
				{GREAT}	5							5

Scores

	Runs:	36	37	38	39	40	41	42	Score
ODE	232	28	0	10	2	-	11	-	283
CURRY	216	1	4	-	1	-	17	20	259
SLUMDOG	244	-	4	-	-	-	-	5	253
RICE	181	4	1	19	15	8	2	-	230
GREAT	141	-	21	-	14	22	-	5	203
TAMIL	161	-3	-	1	-2	-	-	-	157

Congratulations to John on pulling the stops out at the end for the win.

1st	John Marsden	ODE	283
2nd	Jim Reader	CURRY	259
3rd	Steve Ham	SLUMDOG	253
4th	Colin Sharpe	RICE	230
5th	Michael Graystone	GREAT	203
6th	Brian Tappenden	TAMIL	157

We'll round it up next month. Thanks to everyone for playing.

▲▲▲

RAILWAY RIVALS 2148-LE   BUM extends his lead.   ROUND 8

London and South East

Round 8 Runs

Run			Pos	Name	Val	LOSER	ODE	BUM	GITCO	FWTDR	Tot
8	26	Deal	①	LOSER	16			+1			17
	63	London (NE)	②	ODE	9	-1			-3		5
			③	FWTDR	5				-1		4
			✗	GITCO				+3		+1	4
9	21	Whitstable	①	LOSER	20						20
	52	Three Bridges	②	ODE	10			-2			8
			✗	BUM				+2			2
10	34	Chatham	①	GITCO	20	-2	-3			-1	14
	53	Tonbridge	②	LOSER	10				+2	-3	9
			✗	FWTDR		+3			+1		4
			✗	ODE					+3		3
11	15	Hastings	①	BUM	16				+3		19
	☙6	Cross Channel	②	ODE	9				-2		7
			③	GITCO	5			+2		-3	4
12	35	Maidstone	①	ODE	9	+4/-1			+2/-4	+7	17
	66	London (NW)	①	FWTDR	9		-7				2
			①	LOSER	8			+1/-4			5
			④	GITCO	4			+4/-2			6
13	13	Dover	①	BUM	30		-5				25
	45	Newhaven	✗	ODE				+5			5
14	43	Brighton	①	BUM	15				+4/-4		15
	☙4	Cross Channel	①	GITCO	15			+4/-4			15

FWTDR was excluded from run 14 because his route was too long. Tricky to compete with the other boys nipping round the corner to Newhaven.

Round 8 builds

London & South East Railways (LOSER) (Bob Coull, Black)
K7 - G9 - G13.   -10 (builds) +5 (ODE) -1 (BUM) -2 (GITCO) = -8

Opening Due East (ODE) (John Marsden, Green)
B48 - A48 - N8 - M8; G69 - J70 - J71.
          -7 (builds) -5 (LOSER) +1 (BUM) +1 (GITCO) +1 (FWTDR) = -9

Bloody Useless Management (BUM) (Jim Reader, Yellow)
N28 - N30 - A71.   -9 (builds) +1 (LOSER) -1 (ODE) +3 (GITCO) = -6

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
L24 - K25 - K26 - M27 - M29.   -10 (builds) +2 (LOSER) -1 (ODE) -3 (BUM) +1 (FWTDR) = -11

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
B51 - B50 - A50, A57 - N16 - L17, J44 - K44.   -8 (builds) -1 (ODE) -1 (GITCO) = -10

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
BUM	104	-	2	-	19	-	25	15	-6	159
GITCO	100	4	-	14	4	6	-	15	-11	132
ODE	71	5	8	3	7	17	5	-	-9	107
LOSER	54	17	20	9	-	5	-	-	-8	97
FWTDR	81	4	-	4	-	2	-	-	-10	81

Round 9 Runs

15.	12 - 33	Dover to Rochester
16.	23 - 36	Margate to Sheerness
17.	25 - 41	Ashford to Shoreham
18.	64 - ♻1	London (north east) to the Seaside
19.	46 - 65	Haywards Heath to London (north west)
20.	55 - 11	Tunbridge Wells to Folkestone
21.	51 - ♻2	Dorking to the Seaside

Tony Sait (GITCO) has dropped out of the zine. I will complete this game for him, entering what I consider to be his best set of runs each time, but making no further builds.

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

▲▲

RAILWAY RIVALS 2157-KA   Some corrections before we continue.   **ROUND 4**

Pete is due 6 points for being first to build to Topeka. I also got my priorities wrong on the builds from Great Bend to Hays. Instead of CAR paying KRAP 5, he paid 1, while KRAP paid CAR 4 later on, which requires an adjustment of 8 points between the two.

Kansas   {17 points for these builds}
Mid-Western Express (MWE) (Tony Bromley, Purple)
T13 - Oakley - Colby, Garnett - K38 - Chanute, Atchison - Y40 - Troy, K38 - K35.
     45 +9 (towns) +1 (KRAP) +3 (HICK) = 58

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
Salina - S26 - U27 - Concordia - X25 - Belleville, McPherson - Hutchinson, S42 - Kansas City, Newton - J28 - Wichita, Q33 - P33.
     39 +6 (Topeka) -8 (adjustments) +6 (towns) -1 (MWE) +1 (WEAR) +1 (HICK) = 44

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
D15 - D8, O28 - Q29 - Abilene, F35 - Freedonia, G27 - Wichita, F29 - El Dorado.
     46 -1 (KRAP) -1 (HICK) = 44

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
I36 - Ottawa - Q39 - Leavenworth, O39 - R37.
     44 +3 (towns) -3 (MWE) -1 (KRAP) +1 (WEAR) = 44

Central American Railways (CAR) (Don Shailer, Orange)
M17 - M15 - Jetmore - K14 - Garden City - Syracuse, Z12 - Oberlin.
     46 +8 (adjustments) +12 (towns) = 66

Jim, your build as ordered would have required 19 points, so you stopped a couple of hexes short.

Builds
Up to 14 points excluding payments to rivals

▲▲

RAILWAY RIVALS 2160-KT   CUES has yet to meet any of his rivals.   **ROUND 2**

COLIN's last build was from B80 to D81, not to B81 as reported. No wonder I thought he was short on the building allowance.

Kansas   {17 points for these builds}
Connections Uniting Eastern States (CUES) (Bob Coull, Green)
L24 - L21, Rockwood - Chattanooga, Knoxville - L34 - Morristown - M38 - M39.
     26 +12 (towns) = 38

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
P17 - O17 - Clarksville, R16 - Hopkinsville, Nashville - L8, K20 - J19.
     27 +9 (towns) = 36

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
X17 - Henderson, X16 - Y16, Frankfort - A80 - Lexington, C79 - E80 - Maysville.
     8 +12 (towns) +1/-1 (COLIN) = 20

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
D81 - E82 - H80 - Cincinnati, A83 - A85 - B85 - B89 - Ashland, Y22 - Y21 - X20.
     44 +12 (towns) +1/-1 (BARGAIN BUCKET) = 56

REB's 'r' US (REBUS) (Rob Thomasson, Red)
P17 - P16 - Clarksville, W28 - W29 - R31, O21 - Nashville - J18.
     19 +3 (towns) = 22

Builds
Up to 15 points excluding payments to rivals

SAINT PETERSBURG 3   Not much to do in this session.   PHASE 3-T

Round 3 - Trading Phase

Bob	Tony	Rob	Kevin
Weaving Mill ⇨ hand	Upgrade Administrator to Builder	✘	✘
✘	+ Ship Builder from hand		

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	3	12	9r + 0vp	1r + 6vp	5r + 0vp	Trading	19
Rob	16	0	15r + 0vp	0r + 1vp	6r + 0vp	Worker	10
Kevin	8	11	9r + 0vp	5r + 6vp	6r + 1vp	Aristocrat	16
Bob	9	12	12r + 2vp	0r + 0vp	7r + 6vp	Building	12

Players	Cards in hand	Cards in play
Tony	Library, Administrator	Gold Miner x 2, Shepherd, Ship Builder, Catherine the Great's Palace, Market, Builder
Rob	Fur Shop, Judge	Fur Trapper, Lumberjack, Shepherd, Ship Builder x 2, Observatory, Author x 3, Warehouse Manager
Kevin	Firehouse, Senator	Fur Trapper, Lumberjack, Shepherd, Customs House x 2, Harbour, Administrator, Controller
Bob	Weaving Mill, Pope	Fur Shop, Gold Miner, Lumberjack, Shepherd, Pub, Warehouse, Judge, Minister of Foreign Affairs

Orders required
Round four Worker phase led by Rob
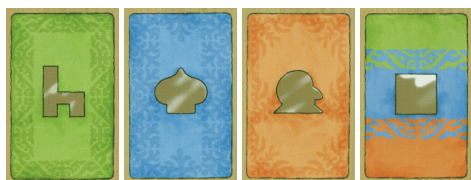
SOPWITH T353FW   No shots fired in this round.   ROUND 7

	Pilot	Starts	Moves		Ends	A:D:P
1 ♠	*The Brown Baron* Michael Graystone	A1-E	Park and repair {1 kill}	{Airfield: A1}	A1-E	16:10:17
3	*Wizard Prang* Jim Reader	O10-W	LS, A, A	{Airfield: J19}	N8-W	13:08:00
6 ♠	*Glider* Hugo Griffin	J10-W	LS, LS, A {1½ kills}	{Airfield: J1}	J8-W	02:09:26
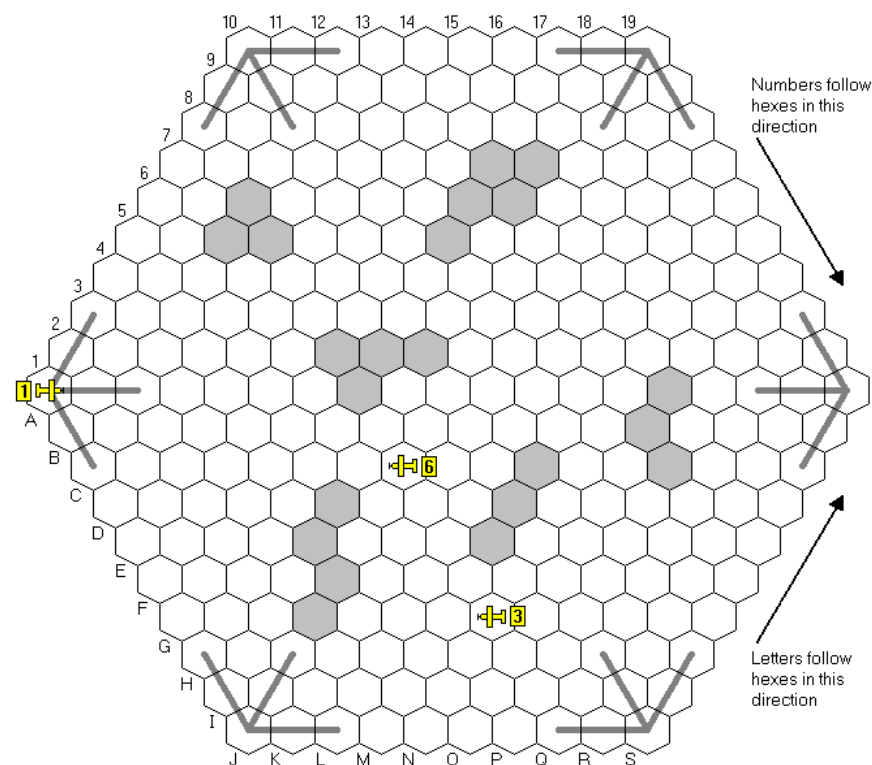
The clouds moved north west. The Brown Baron stays down and repairs some damage, while the others fly further west.

PREVIEW

Things went much more smoothly with this issue, and perhaps the reason for this is that the total number of games currently running dropped while no new games were being started. I suspect that April will be the best time to get some new games going, as March is likely to be very busy with the shop sale.

When the time is right, these are games with full waiting lists:

1825, 1856, 1861, Agricola, Bus Boss {France}, Bus Boss {Scotland}, Railway Rivals   ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 4	The Tangerine Terror 52
Feb 7	Minstrel 344
Feb 13	Devolution 84
Feb 19	...mais n'est-ce pas la gare? 115

RATINGS

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

-	David Smith	3.591	The rating system is:
▲	Pete Campbell	3.421	
-	Tony Bromley	3.400	5 points for a win
▼	Lyndon Gurr	3.357	3 points for second
-	Mark Frueh	2.923	1 point for third
▼	Lionel Robbins	2.857	
-	Marcus Pratt	2.750	
-	Geoff Hardingham	2.615	
-	Steve Thomas	2.611	
-	Tony Robbins	2.318	
▼	Michael Graystone	2.258	
▲	Stephen Webb	2.255	
▲	Rob Thomasson	2.197	
-	Alan Harvey	2.188	
-	Richard Lunn	2.071	
▼	Colin Sharpe	2.013	
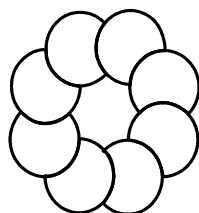
WHO PLAYS WHAT

John Boocock 1829-A30, 1861-R29, Agr4, OP29
Tony Bromley RR-2157-KA
Pete Campbell . . . 1825-H27, 1826-J28, 1829-A30, 1861-C27, 1870-N29, 1889-O29, Agr3, BB-324-ENG, BB-327-CD, IW2,OP28, OP29, RR-2157-KA
John Colledge . . . 6n15, Acq56, Acq57
Bob Coull 6n15, Acq55, BB-324-ENG, RR-2148-LE, RR-2160-KT, StP3
Dennis Frank BA20
Mark Frueh 1830-T29, 1870-N29
Michael Graystone 6n15, Acq56, Acq57, Bat4, BB-324-ENG, RR-2134-IN, RR-2160-KT, Sop353
Hugo Griffin Sop353
Lyndon Gurr 1826-J28, 1856-Y27, 1861-C27, 1861-R29, 1870-Y26, 1870-N29, 1889-O29, Acq55, OP28, OP29
Steve Ham Bat4, BA20, RR-2134-IN, RR-2160-KT
Geoff Hardingham CM2
Alan Harvey 1825-H27, 1830-V2-U28, 1889-O29, IW2
Mike Head 1889-O29, 18GA-Z27, IW2
Mike Hutton 1825-H27, 186-1C27, 1870-Y26, BB-327-CD
Kevin Lee 6n15, Acq57, Agr3, Agr4, BA20, BB-327-CD, CM2, PR12, RR-2157-KA, StP3
Richard Lunn Acq57, BA20
John Marsden . . . Acq55, Bat4, BB-324-ENG, CM2, RR-2134-IN, RR-2148-LE

Willem Moene . . . 1825-H27, 1830-T29, 1856-Y27, 1861-C27, 1870-Y26, 1870-N29, Acq55, Acq56, OP28, OP29, PR12
Greg Payne BA20
Marcus Pratt Agr4, Bat4, IW2, OP28, OP29
Jim Reader 6n15, Agr3, Agr4, BA20, BB-324-ENG, BB-327-CD, CM2, OP28, OP29, PR12, RR-2134-IN, RR-2148-LE, RR-2157-KA, Sop353
Lionel Robbins . . . 1825-H27, 1829-A30
Adam Romoth . . . 1870-Y26
Don Shailer 6n15, RR-2157-KA
Colin Sharpe 6n15, Acq56, Acq57, RR-2134-IN, RR-2160-KT
John Shelley 1826-J28, 1829-A30, 1830-T29, 1856-Y27, 1861-R29
David Smith OP28
Don Smith 1826-J28, 1830-T29, 1830-V2-U28, 1856-Y27, 1861-R29, 1870-Y26, 1870-N29, 18GA-Z27
Allan Stagg Agr3, Bat4
Mark Stretch 1830-V2-U28, 18GA-Z27, 6n15, Bat4, OP28
Brian Tappenden . RR-2134-IN
Rob Thomasson . . 1829-A30, 1830-T29, 1856-Y27, RR-2160-KT, StP3
Roger Trethewey . BB-327-CD, RR-2148-LE
Stephen Webb . . . 1826-J28, 1861-C27, PR12
Tony Wilcock Acq55, Acq56, StP3

OUTSIDE EDGE

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CONTENTS

DEADLINES

Wednesday March 16th 2011
18xx games - Friday March 11th

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.