

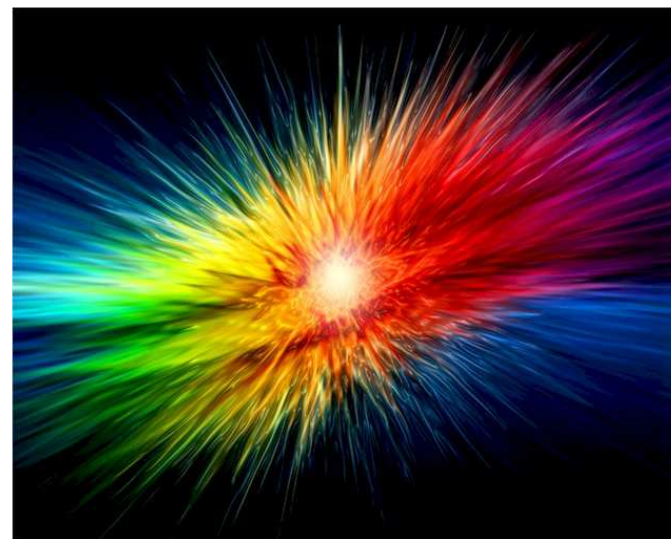
FOR WHOM THE DIE ROLLS

March 2011

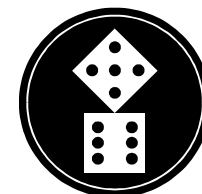
Published by Keith Thomasson

Issue 181

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 #181, 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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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
- ⇨① 1830 Adam Romoth, Richard Lunn, Don Smith, Willem Moene
- ⇨② 1830 (Variant map 2) . . Richard Lunn, Pete Campbell, Don Smith
- ⇨③ 1837 Pete Campbell, John Hopkins
- ♣ 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 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
- ⇨④ Acquire Bob Coull
- ♣ Agricola Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
- ③ Homesteaders Michael Longdin
- ⇨⑨ Outpost Willem Moene
- ⇨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...

- ⇨③ 6 nimm! John Colledge, Colin Sharpe, Jim Reader, Michael Graystone, Bob Coull
- 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

START

Welcome to issue #181. This is the March madness issue, not because producing this has been crazy, but because March is a month of craziness while I have my annual sale. The trouble with an annual sale is that the period leading up to the sale gets quiet because those who know about the sale tend to hold off, so it may be time to consider doing something else next year, or perhaps move it to some other time.

That aside, the production of this issue has been almost as smooth as last month. One positive thing regarding the last issue is that there was only one adjudication error serious enough to need me to notify the players about. There have been, unfortunately, too many of these in recent times, so to get down to one is a Good Thing. Let's hope this issue maintains this standard.

TringCon approaches, and is less than two weeks away as I write. Plans are well in hand, although Valerie is currently seeking assistance for the catering as Linda is not free this time. This shouldn't be a problem, as we have a number of avenues to pursue.

There are a few places left, but I plan to close the bookings a couple of days before the event happens on April 2nd. The last couple of times people have booked the night before, and as I am busy preparing the hall I have not been aware of the bookings. As we are running close to capacity for the hall these last-minute bookings are a potential problem. So far we have been fortunate in that we have never had to turn anyone away, and I would like to keep it that way.

I recently had cause to email Asmodee about one of their games. I was very disappointed with the packaging for the new edition of their game Jungle Speed, and decided that for a change I would let my feelings be known. The box was very flimsy, with a plastic insert that had an air gap half the size of the box beneath it. The insert had a well to hold the cards, but as it was exactly the same depth as the shrink-wrapped deck of cards, once the deck was unwrapped it was impossible to keep the cards in their designated place. I could have thrown the insert away, but it was the only thing keeping the box from collapsing. I called it 'a triumph of poor design over common sense'.

When I got my reply I was... mildly amused. Their answer was that the whole point of this series of games was that you took the components out and stored them in the cloth bag they had provided, throwing the box away. Actually, they said you could use the packaging to start a barbecue, which isn't a very good idea considering the plastic insert.

So, you put the cards and the wooden totem in the bag, then add the rules. As the rules are the largest item, they will undoubtedly get crumpled very quickly, so you start to damage part of the game, not to mention having a problem stacking it on your shelves. I did reply to this, commenting that if this was indeed the whole point behind this range, perhaps they could have mentioned this somewhere so that you would know what they had in mind and what the bag was actually for. They did not reply. What they ended up providing was something that fell between two very widely spaced stools.



PREVIEW

It really is about time I started some new games, having held off for a few months. The positive result of the delay is that the zine has become smaller, and therefore more manageable.

So, three games are scheduled to start next time, with two more after that.

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

#182: 1856, Breaking Away, Bus Boss (France)
#183: 1861, Railway Rivals



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 23	Ode 320
Mar 2	Save Your XXs For Me 82
Mar 9	Minstrel 345
Mar 16	The Tangerine Terror 53
Mar 19	...mais n'est-ce pas la gare? 116

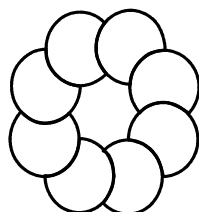
RATINGS

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
-	Tony Bromley	3.400
▼	Pete Campbell	3.400
▲	Lyndon Gurr	3.380
-	Mark Frueh	2.923
-	Lionel Robbins	2.857
-	Marcus Pratt	2.750
-	Geoff Hardingham	2.615
-	Steve Thomas	2.611
-	Tony Robbins	2.318
▲	Stephen Webb	2.255
▼	Michael Graystone	2.233
-	Rob Thomasson	2.197
-	Alan Harvey	2.188
-	Richard Lunn	2.071
-	Colin Sharpe	2.013

The rating system is:

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



1861-C27

All done and dusted.

GAME OVER

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%

Pete Campbell (1st): This game started well for me, getting two privates at a good price and a Moscow minor. By the mid-game the lead was between myself and Stephen. I thought that I'd made a mistake floating MVR so late in the game, and that Stephen would overtake me, but I just managed to hang on in there.

Running 1861 games is going to be much easier from now on, thanks to Rob having added this game to his 18xx adjudicator. This was one of the games that helped to refine the adjudicator's actions for 1861. I should stress that any errors were mine.

6 NIMMT! 15

And all was quiet...

GAME OVER

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

Nobody felt the need to comment on this one, so we'll just let it keep on sleeping.

ACQUIRE 55

Reserved and resigned.

ROUND 11

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

Bob Coull (1st): I don't normally do too well in Acquire but things worked out well this time. I was able to form three chains early on, and I opted to swap into Imperial when others decided to sell.

Tony Wilcock (5th): Not my best result. A good win for Bob Coull.

A good clear win for Bob, who had make the right decisions whatever lady luck offered. ☒



AGRICOLA 3

A game of two halves.

GAME OVER

1st	Pete Campbell	45
2nd	Kevin Lee	42
3rd	Allan Stagg	24
4th	Jim Reader	23

Allan Stagg (3rd): I think the scores say it all. It was a close two-horse race for both first and last place! Too many empty spaces in my farmyard, too much difficulty feeding my people, and too little decent building in the first half of the game. Thanks to Keith for running it and congratulations to Pete and Kevin for a very close contest.

Thanks for that, Allan. As you say, close run at both ends of the field. ☒



RAILWAY RIVALS 2134-IN

John gives away his secret for this map.

GAME OVER

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

John Marsden (ODE, 1st): I've always preferred to be able to build the Calcutta-Delhi main line and I was able to do that here. I was worried about being completely shut out of the south, but in the end there were enough points from direct routes in the north to stay ahead. Thanks to everyone for playing and to our esteemed GM.

Steve Ham(SLUMDOG, 3rd): That was a shame - the runs didn't fall my way in round 12. I was very surprised to be near the lead as Calicut had been my sixth choice and I really didn't have much hope after round 1. A couple of things helped me stay in contention, firstly Michael headed north from Vishakhapatnam, which allowed me to get a decent route through to Bengal - and then everyone's attention was fixed on the other end of the country, which allowed me some very profitable runs in rounds 7 and 8. In the end it wasn't anywhere near enough to win, but it was an enjoyable game. Congratulations to John for the win and thanks to Keith for GMing.

India is one of the older maps and one of the better ones, in my opinion. For some reason it seems able to produce a competitive game each time, ☒



1825-H27

The bank looks as if it can cope with one more operating round.

OR15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	50:O11:3	-	490	No	230▼	90	4T U3
GWR	PC	168:X16:6	-	660	Yes	360▲	51	5 3T 3T
Mid	LR	167:P16:5	-	590	Yes	255▲	20	5 3T U3
NER	AH	167:N14:6	-	250	Yes	160▲	0	4 3T
LSWR	MH	51:V10:2	-	980	Yes	320▲	350	4 3T 2+2
GER	WM	60:R18:1	-	470	Yes	255▲	50	4 3T 3
NBR	AH	7:G11:6	-	270	Yes	160▲	30	5
Cal	MH	166:G7:3	-	180	No	42▼	20	-
L&YR	LR	166:N12:1	-	420	Yes	255▲	0	4 3
SECR	PC	9:X12:3	-	380	Yes	180▲	39	U3 3
GNR	MH	8:T22:6	-	920	Yes	126▲	100	6 4 U3
GCR	WM	4:S5:2	-	570	Yes	230▲	0	6 5 2+2
LBSC	MH	60:W15:1	-	200	Yes	180▲	0	3T 2+2
Cam	WM	15:S5:2	-	110	Yes	420▲	40	U3
NS	LR	-	-	260	Yes	160▲	2	3 3T
TV	WM	35:V8:6	-	70	Yes	126▲	40	4T 4T
LT&S	AH	-	-	240	Yes	112▲	10	2+2
SDR	MH	23:X12:6	-	220	No	34▼	240	6 3 5
MGN	MH	9:S23:2	58:R26:5	170	Yes	61▲	0	5 3 4T

- Notes:
- ① 10 to the bank for renting a '6' train
 - ② 410 to the bank for a 'U3' train
 - ③ 350 to the M&GN for a '3' train
 - ④ 10 to the GNR for a '2+2' train
 - ⑤ 10 to the Caledonian for a '3' train
 - ⑥ 650 to the bank for a '6' train
 - ⑦ 340 to the LSWR for a '5' train

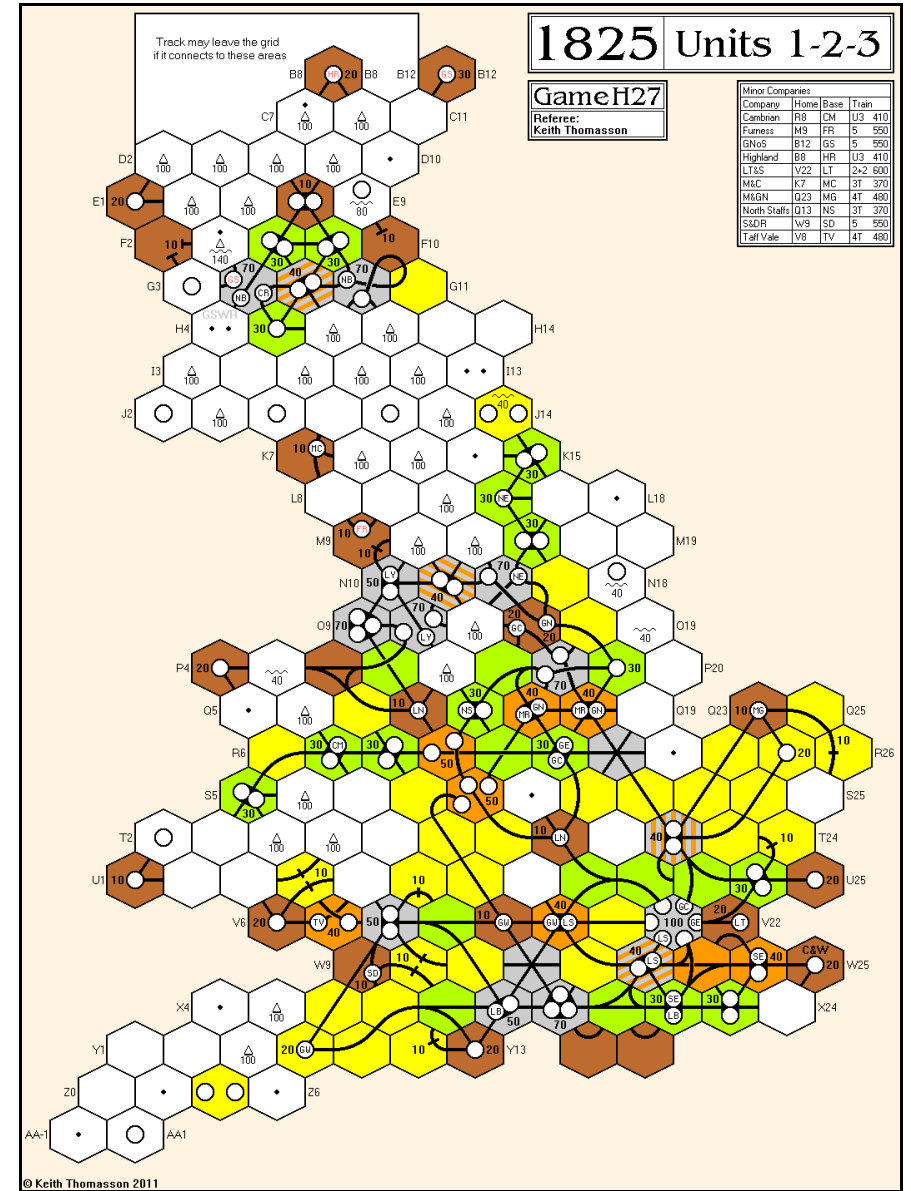
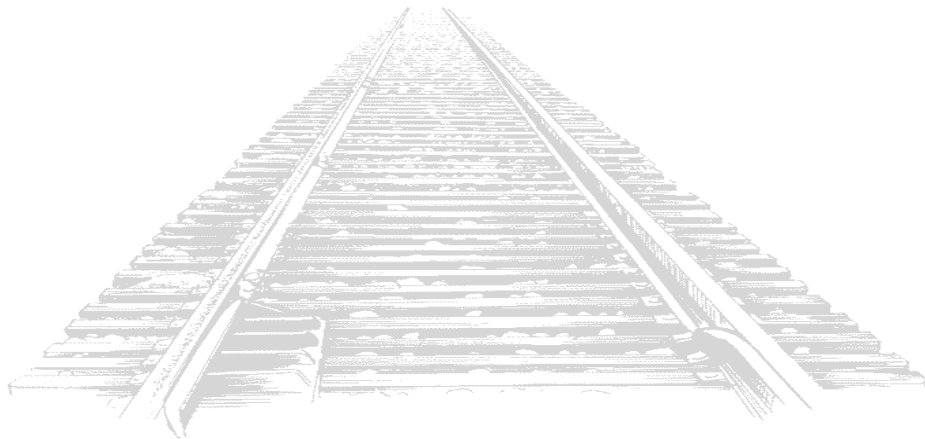
Cash Flow	b/f	OR15	c/f	Value	%	Certs
Willem Moene	892	725	1,617	7,198	16.1▼	15
Lionel Robbins	1,228	1,507	2,735	8,864	19.8▲	23
Mike Hutton	1,057	1,492	2,549	8,008	17.9▲	20-25
Pete Campbell	1,895	1,247	3,142	9,850	22.1▼	27
Alan Harvey	2,117	1,424	3,541	10,788	24.1▼	31

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

Mike was suggesting that future full-set games should have more money, but given that all but one of the grey tiles are in play, it does seem about the right time for the game to end. Four minor companies have yet to come out, true, but there's nothing that says all the companies have to be in play before the game ends.

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)	-	230	360	255	160	320	255	160	42	255	180	126	230
Company credit	-	90	51	20	0	350	50	30	20	0	39	100	0
Tokens	-	5	5	2	2	1	2	3	2	1	2	-	1
Trains	-	4T	5	5	4	4	4	5	-	4	U3	6	3T
	-	U3	3T	3T	3T	3T	3T			3	3	4	2+2
	-		3T	U3		2+2	3					U3	

	LBSC	GWR	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)	180		420	160	126	112	34	61				
Company credit	0		40	2	40	10	240	0				
Tokens	1	3	-	-	-	-	-	-	1	1	1	1
Trains	3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
	2+2			3	4T		6.3	5.3				
Bank cash: 1,416	Certificate limit: 31				Trains: 2 x '7', also 1 x 'U3'							



Orders required for the following round

By the early deadline

SR9



1826-J28

The first TGVs are bought.

OR9 - OR10

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	PC	141:F16:6	290	Yes	-	122D	116	-	10H
GC	JS	24:I11:4	-	-	① ②	82D	12	1	E
M	JS	8:I9:1	-	-	③ ②	82A	312	1	E
SNCF	DS	8:K7:4	250	Yes	-	110A	507	-	10H
N	SW	8:B14:4	310	Half	④ ②	100D	60	1	E 10H
B	LG	143:C9:1	340	Half	⑤	90D	0	2	E 10H
P	SW	24:F8:4	-	-	⑥ ⑦	60E	126	2	TGV
E	LG	513:C11:1	-	-	⑧ ⑨ ⑦	40G	273	2	TGV

- Notes: ① 1 loan acquired (▼82D)
 ② 800 to the bank for an 'E' train
 ③ 1 loan acquired (▼82A)
 ④ 40 to the bank for terrain costs
 ⑤ 233 to the E for an 'E' train
 ⑥ 2 loans acquired (▼60E)
 ⑦ 1,000 to the bank for a 'TGV'
 ⑧ 100 to the bank for a token in C11
 ⑨ 2 loans acquired

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	PC	513:L14:1	370	Yes	①	122D	804	-	10H
SNCF	DS	4:L8:1	250	Yes	-	122A	507	-	10H
N	SW	513:C13:1	590	Yes	-	110D	10	1	E 10H
B	LG	516:G9:1	810	Half	② ③	100D	922	2	E
GC	JS	63:H6:1	370	Yes	④	90D	140	1	E
M	JS	47:M15:1	380	Yes	-	90A	300	1	E
P	SW	24:B14:4	600	Yes	⑤	65E	306	2	TGV
E	LG	24:E11:2	600	No	⑥	40G	173	2	E 10H

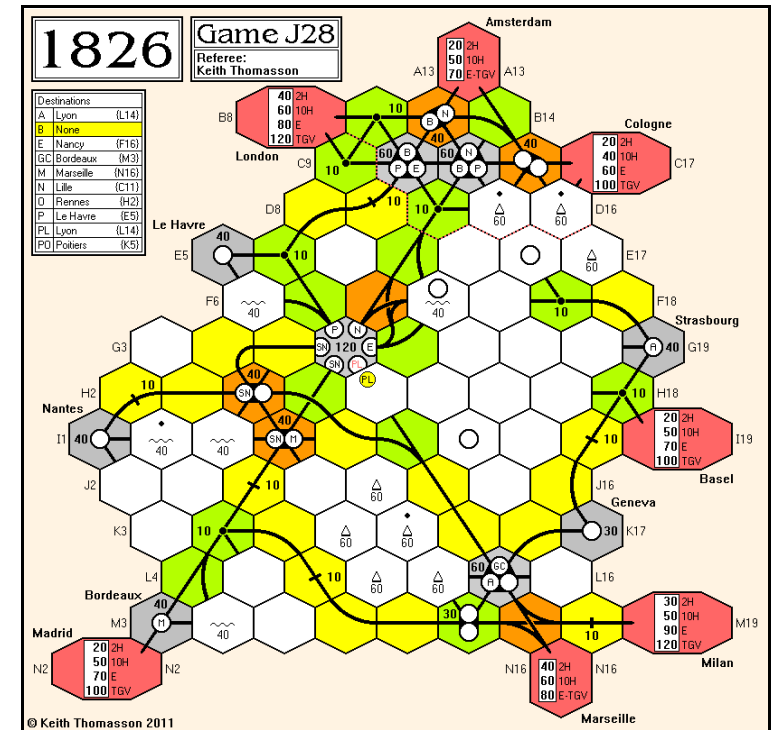
- Notes: ① 540 from the bank for the sale of 4 shares (▼122D)
 ② Run reduced to 710 to pay loan interest
 ③ 100 to the bank for 1 pool share
 ④ Run reduced to 320 to pay loan interest
 ⑤ 20 to the bank for a token in C13
 ⑥ 600 to the B for a '10H' train

Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
John Shelley	18	0	416	434	1,399	16.9	9
Don Smith	43	134	286	463	1,421	17.2	9
Pete Campbell	166	145	185	496	1,436	17.3	6
Stephen Webb	178	130	525	833	1,822	22.0	8
Lyndon Gurr	144	165	535	844	2,199	26.6	10-15

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds									
3/2	4/2	5/2	6/2	7/3	8/10	9/15	57/5	58/4	14/3	15/2	16/1	19/-			
20/1	23/5	24/-	25/3	26/1	27/1	28/1	29/-	87/-	88/2	141/-	142/1	143/-			
203/-	204/-	514/1	619/4	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/2			
63/3	70/1	515/1	611/-	513/-	516/-										

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	-	-

Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	7	-
Bank (pool)	5	-	4	2	-	-	-	-	4
Treasury shares	-	3	-	4	1	-	5	-	-
Price	122D	100D	40G	90D	90A	110D	65E	110A	122A
Loans	-	2	2	1	1	1	2		-
Company credit	804	922	173	140	300	10	306		507
Tokens	1	1	2	2	2	1	-		4
Trains	10H	E	T 10H	E	E	E 10H	T		10H
Bank cash: 5.768			Certificate limit: 13					Trains: TGVs	
Current operating order			A, SNCF, N, B, GC, M, P, E						



Orders required for the following round	By the early deadline
SR6	



1829-A30

The Midland shows its nose.

OR2 - SR3

OR2	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	9:P10:1	Q9	50	Yes	-	100▲	780	2
GWR	RT	8:W13:2	X14	-	-	①	76▼	540	2.2

Notes: ① 360 to the bank for two '2' trains

Stock Round 3

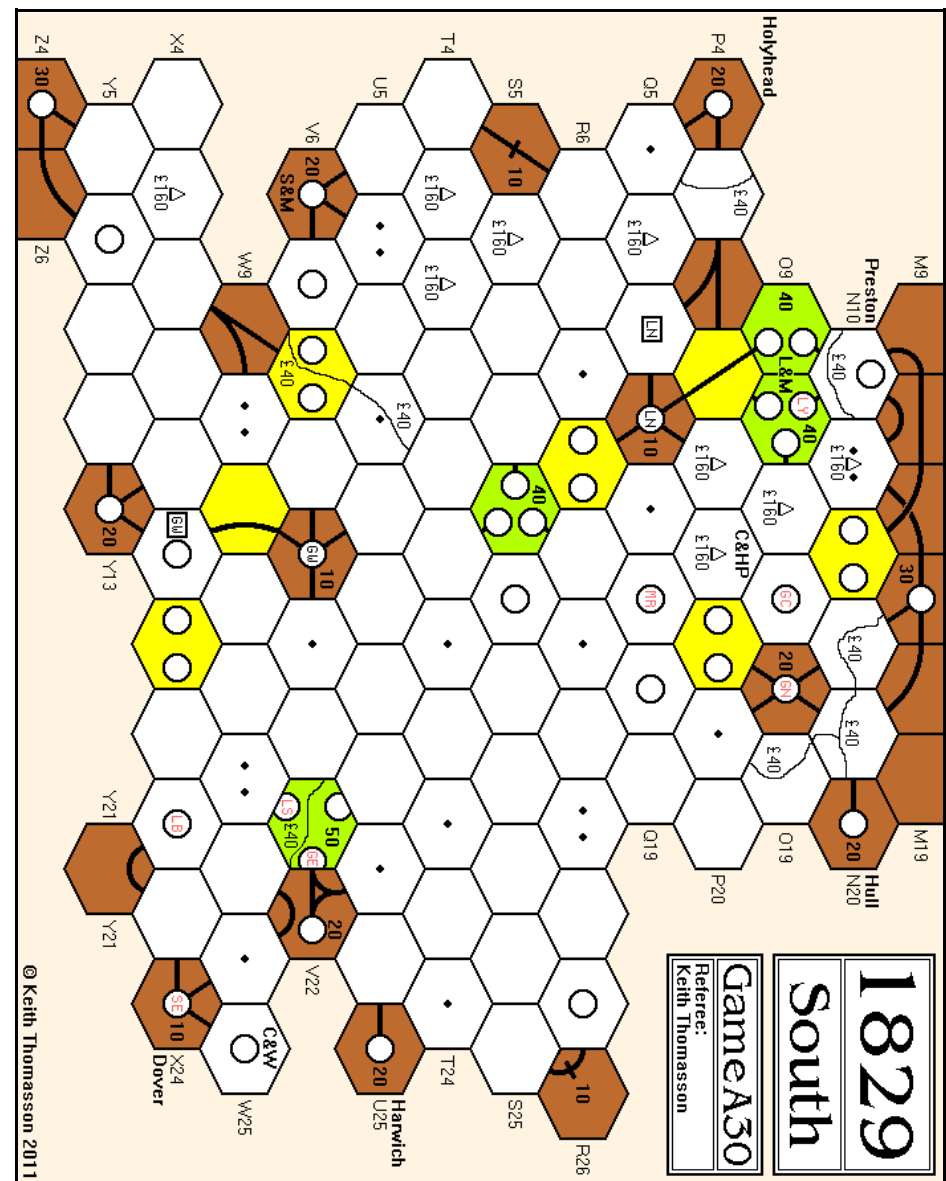
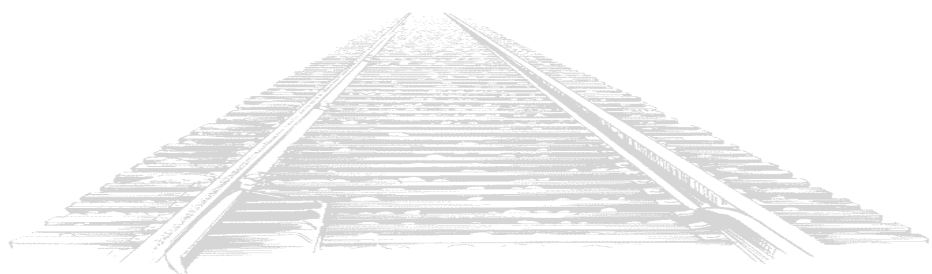
Lionel	John Boocock	Pete	Rob	John Shelley
x	x	x	x	+ Midland Dir
x	x	x	x	x
Priority for SR4				

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Pete Campbell	24	15	0	39	491	19.4▲	4
Rob Thomasson	9	10	0	19	453	17.9▼	5
John Shelley	149	25	-164	10	549	21.7▲	5
Lionel Robbins	19	20	0	39	497	19.6▼	5
John Boocock	24	30	0	54	540	21.3▲	4

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

Bank (new)	Hull...	-	-	8	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		100	76	82							
Company credit		780	540								
Tokens		5	5	5	5	5	4	4	4	3	3
Trains		2	2.2								
Bank cash:	19,839	Certificate limit: 18					Trains: 4 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	8/7	9/9		



Orders required for the following rounds

By the early deadline

OR3, SR4



1830-T29

The B&O is blocked for the moment while the NYNH is very busy.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MF	57:H16:1	50	Yes	①	100A	760	2 2
PRR	RT	57:H10:3	30	Yes	-	76D	680	2
NYNH	JS	57:F22:3	80	Yes	② ③ ④ ⑤	76D	90	3.2.2.2

- Notes: ① 80 to the bank for a '2' train
 ② 80 to the bank for terrain costs
 ③ 40 to the bank for a token in F22
 ④ 260 to the bank for a '2' train and a '3' train
 ⑤ 80 to John for the C&StL private

Stock Round 3

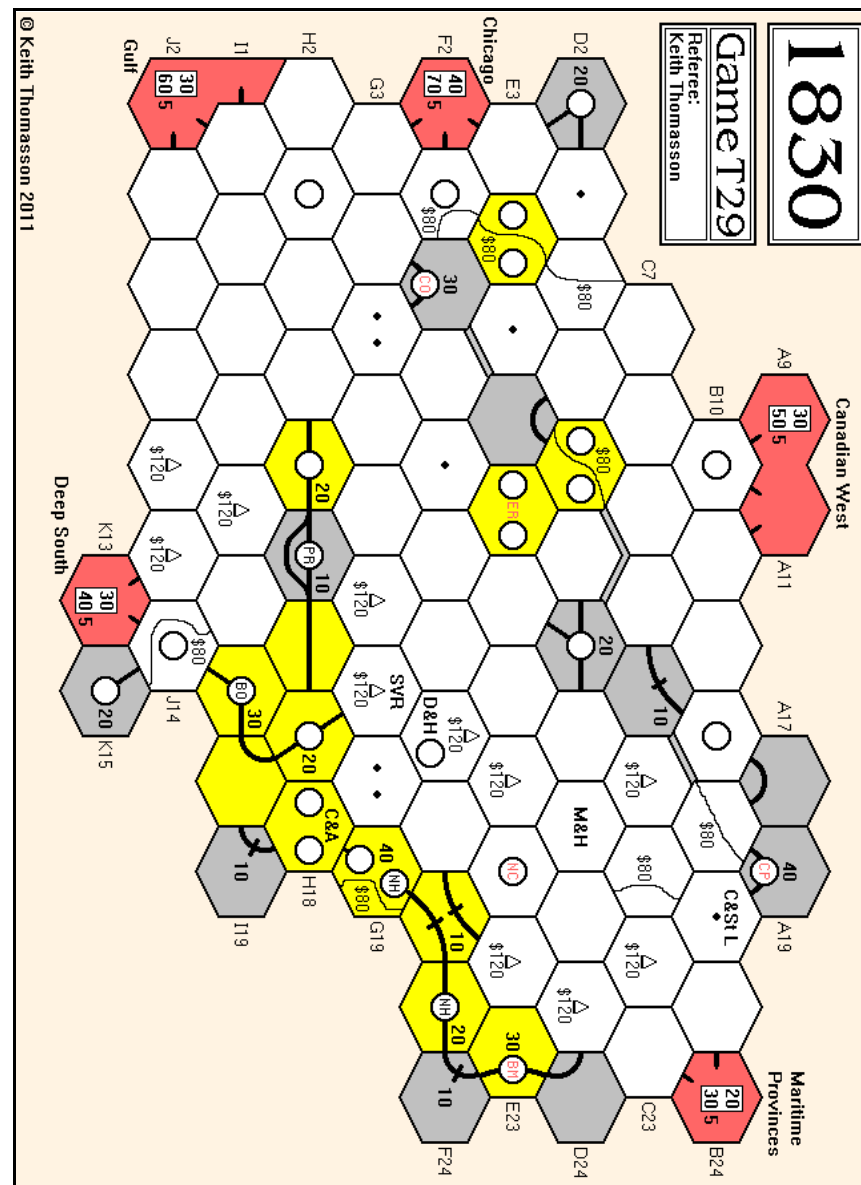
Rob	John	Don	Mark	Willem
✗	+ B&O new	+ B&O new	- 1 NYNH (▼71E) + B&O new	✗
✗	✗	✗	✗	Priority for SR4

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Don Smith	75	40	-100	15	545	19.7	6
Mark Frueh	19	28	-24	23	523	18.9	4
Willem Moene	16	55	0	71	596	21.5	6
Rob Thomasson	40	30	0	70	520	18.8	5
John Shelley	24	138	-100	62	588	21.2	6

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

Bank (new)	10	-	10	10	10	10	-	3
Price (par)		100					71	76
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)		100A					71E	76D
Company credit		760					90	680
Trains		2 2					3 2 2 2	2
Bank cash: 10,229	Certificate limit: 13				Trains: 4 x '3', 4 x '4'			
Current operating order:	B&O, PRR, NYNH							

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds								
1/-	2/1	3/2	4/2	7/3	8/8	9/6	55/1	56/1	57/1	58/2	69/1	14/3	
15/2	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	53/2	
54/1	59/2												



Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1830-V2-U28

Pete Campbell has
taken over from Tony Sait.

OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	-	70	Yes	① ②	142B*	547	3
B&O	DS	8:I21:3	190	Yes	-	142A*	540	3
Erie	PC	14:F20:2	60	Yes	-	100B*	640	3
NYNH	AH	59:C7:3	-	-	③	82B*	527	3
PRR	AH	8:D10:5	110	Yes	④	80F*	1	4.3

Notes: ① Tile lay blocked by private company
 ② 180 to the bank for a '3' train
 ③ 480 to the bank for a '3' train and a '4' train
 ④ 107 to the PRR for a '4' train

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MS	-	70	Yes	-	160B*	554	3
B&O	DS	15:H18:1	210	Yes	①	160A*	240	4.3
Erie	PC	8:E19:4	60	Yes	-	112B*	640	3
NYNH	AH	8:C9:4	90	Yes	-	90B*	527	3
PRR	AH	29:E7:3	200	Yes	-	90F*	96	4.3

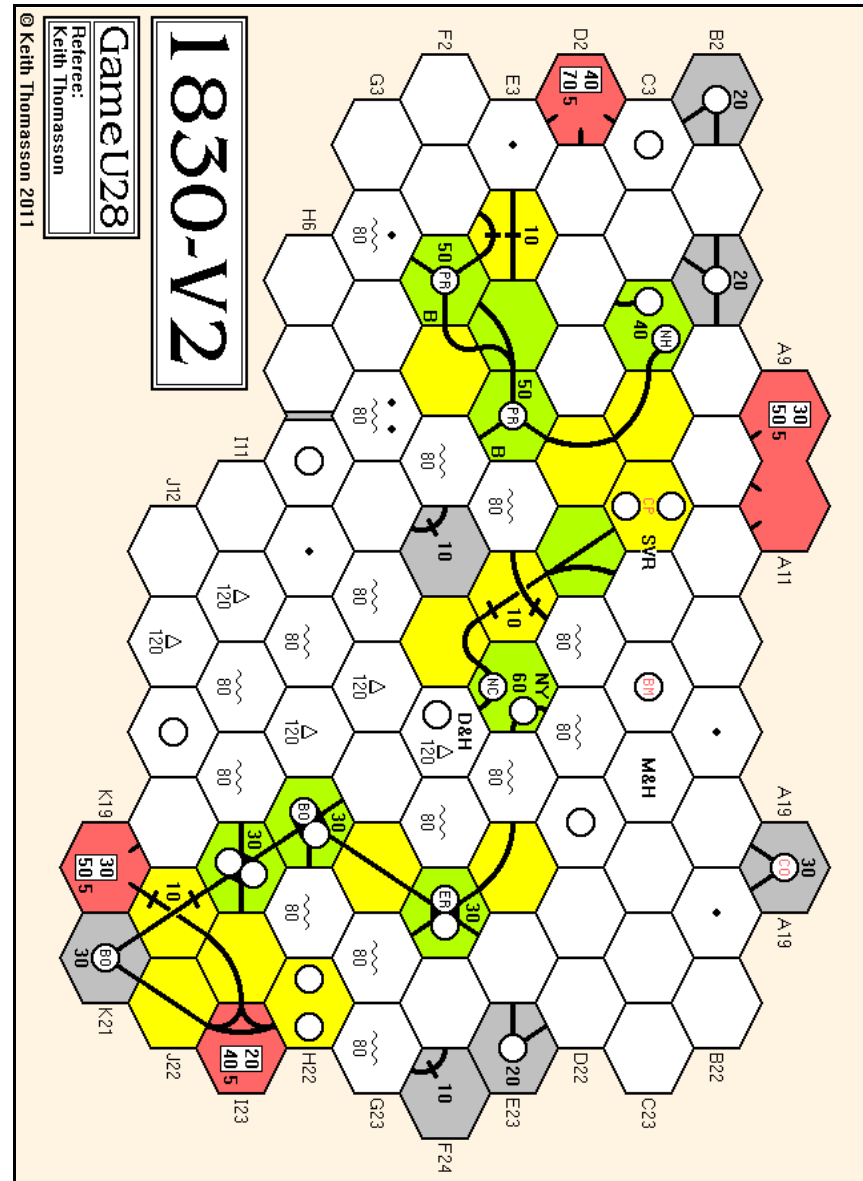
Notes: ① 300 to the bank for a '4' train

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Don Smith	17	178	199	394	1,916	30.3*	11
Pete Campbell	85	88	92	265	1,577	24.9*	9
Alan Harvey	31	85	195	311	1,551	24.5*	11
Mark Stretch	44	61	65	168	1,288	20.3*	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
Pete Campbell	-	-	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)			160A		112B	160B	90B	90E
Company credit			240		640	554	527	96
Tokens	3	1	3	4	2	3	1	2
Trains			4.3		3	3	3	4.3
Bank cash: 8,805			Certificate limit: 16				Trains: 2 x '4', 3 x '5'...	
Current operating order:			NYC, B&O, Erie, PRR, NYNH					

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



Orders required for the following round

By the early deadline

SR6



1856-Y27

Just the one round.

OR13

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	9:K14:2	600	Yes	-	150A	237	D
CV	LQ	14:L13:2	250	No	①	110A	888	5
TGB	WM	58:J9:2	-	-	②	100B	16	D
LPS	DS	63:J15:1	230	Yes	-	110E	376	5
BBG	DS	-	160	Yes	-	100B	39	6
WGB	WM	6:J9:2	110	Yes	-	100A	41	6
THB	JS	123:L15:1	210	Yes	-	90B	22	5
CA	JS	69:J14:3	290	Yes	-	80D	58	D

Notes: ① 40 to the bank for a token in L13
② 1,100 to the bank for a Diesel

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Willem Moene	558	126	684	2,184	21.9	11
Rob Thomasson	334	300	634	2,674	26.8	10
Lyndon Gurr	278	210	488	2,088	20.9	7½
Don Smith	268	241	509	1,809	18.1	9½
John Shelley	34	250	284	1,234	12.4	9

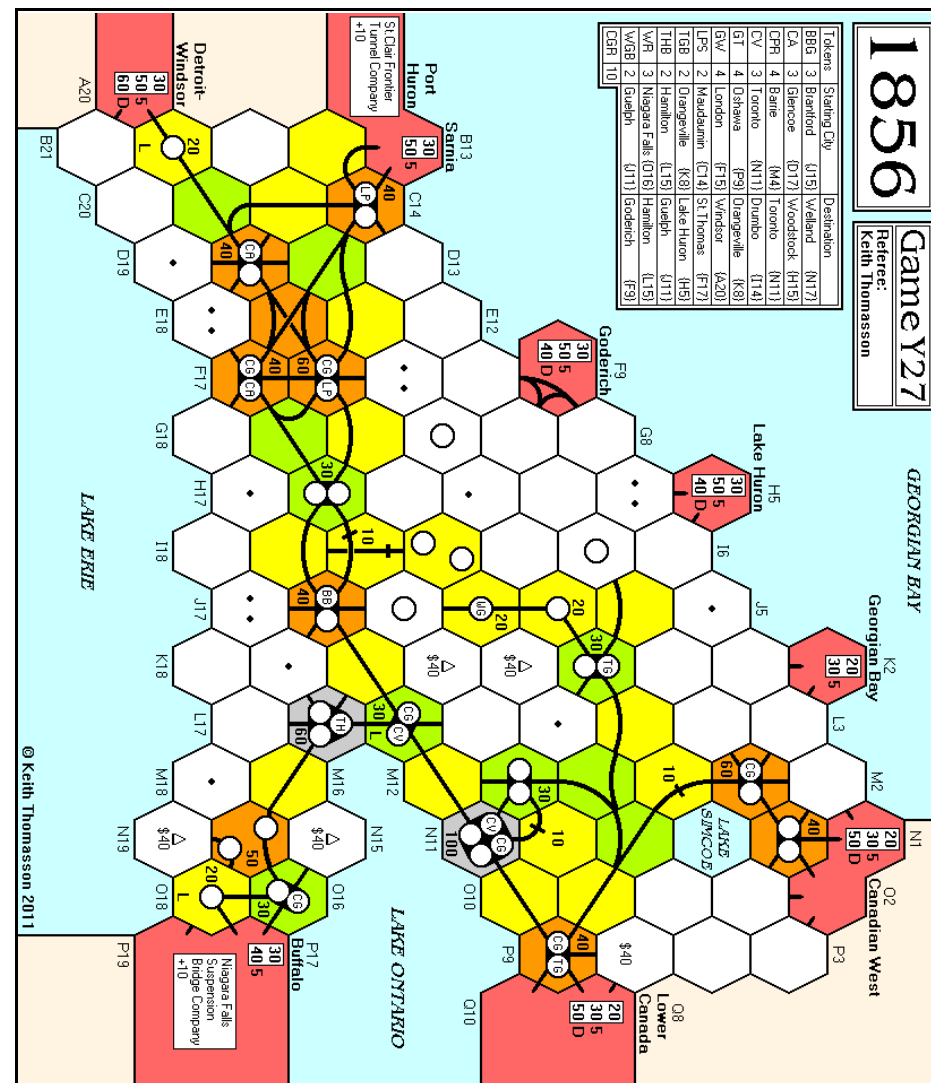
Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	-	-	-	6P	-	6P	2
Rob Thomasson	-	-	4	-	1	-	-	10P
Lyndon Gurr	-	-	5P	-	-	-	-	7
Don Smith	6P	-	-	5P	-	-	-	1
John Shelley	-	5P	-	-	1	5P	-	-

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)	100B	80D	110A	110E	100B	90B	100A	150A
Company credit	41	58	888	376	16	22	41	237
Tokens	2	1	1	-	-	1	1	3
Trains	6	D	5	5	D	5	6	D

Bank cash: 7,724 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	6/1	7/6	8/8	9/7	55/1	56/1	57/2	58/2				
69/-	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	63/2	64/-	65/1	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/-	123/-				
124/-																

Ordering a straight piece of track for a hex that needs a double small station tile tends not to work. Also, asking for "a green tile to connect to [a hex]" is more than a little short of detail, so would not normally be investigated. I believe there are only four possible upgrades that would satisfy what I think was wanted, so it should not be too hard to list those. If any of them had been possible, I would not have been inclined to choose which to use.



Orders required for the following rounds

By the early deadline

OR14, SR8

Adjudication can pause between rounds if requested



1861-R29

We have one conversion
and one merger.

OR5 - MR2

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	JS	207:A4:2	9:B3:2	-	-	110D	40	1	3
N	DS	637:G8:2	-	90	Half	110E	0	-	3 2
MK	JB	-	-	90	Half	110E	125	-	2
E	LQ	9:O6:2	8:N7:6	-	-	90E	0	1	3
D	JB	57:G18:3	-	-	-	80E	0	1	3
V	JB	57:H19:3	-	-	-	80E	0	1	3
MNN	LQ	8:L5:3	9:M6:3	80	Half	90F	14	-	3 2
SPW	LQ	88:A8:2	-	80	Half	80G	41	-	2
KK	DS	-	-	80	Half	80F	70	-	2
KB	JS	9:C12:2	-	90	Half	70G	5	1	2
RO	JS	24:C2:2	8:F9:6	80	Half	65H	15	-	2
KR	JB	-	-	170	Half	65H	210	-	2 2
MV	LQ	15:H13:4	-	80	Half	60H	45	-	2

- Notes:
- ① 20 to the bank for a second tile lay
 - ② 1 loan acquired
 - ③ 225 to the bank for a '3' train
 - ④ 20 to the bank for terrain costs
 - ⑤ 1 loan redeemed
 - ⑥ 1 to the SPW for a '3' train
 - ⑦ 45 to Don for the BSSC private
 - ⑧ 90 to John for the WVR private
 - ⑨ 2 loans acquired
 - ⑩ 80 to the bank for terrain costs

Merger Round 2

N converts to NW - Lyndon buys 1 share
KB and RO merge to form the SW - John buys 2 shares

To merge two companies together, they must be physically connected by track. The rule that says 'you can run from one city space to another space in the same city' for the purpose of merging does not allow you to make a virtual connection within the city. External track must exist to connect the two city spaces. Trains cannot normally run to connect two spaces in the same city, so this rule exists to allow such a route to be used when merging companies.

If you give me an order to do something that cannot be done without taking out loans, the loans will be taken. However, tile laying orders like 'lay the appropriate tiles' will be ignored.

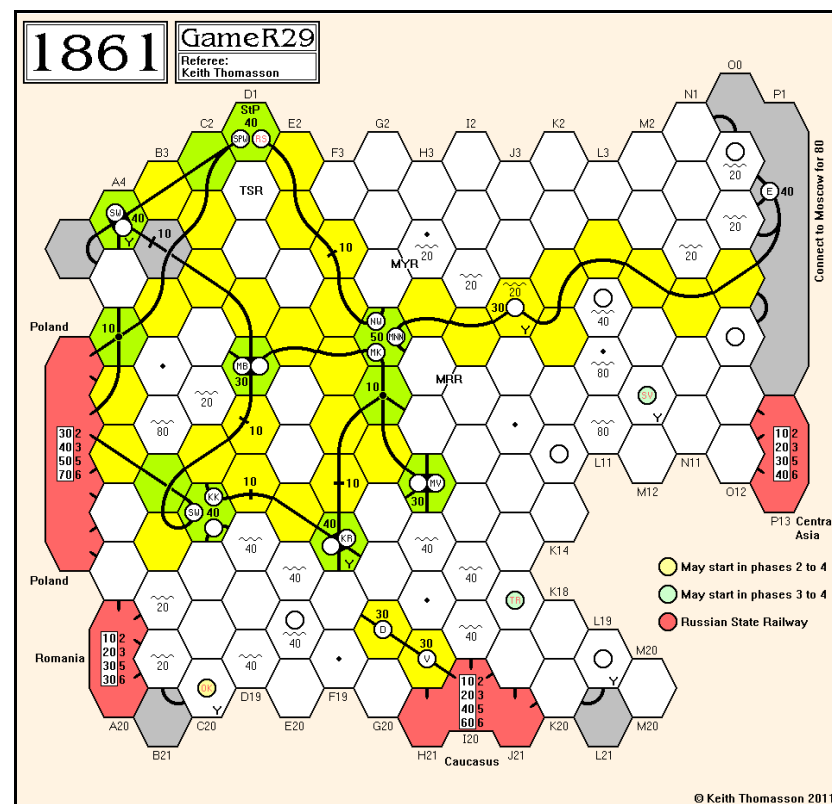
Cash Flow	b/f	OR5	MR2	c/f	Value	%	Certs
Don Smith	195	170	0	365	820	25.3	3
John Shelley	70	205	-270	5	765	23.6	4
John Boocock	10	130	0	140	810	25.0	4
Lyndon Gurr	10	140	-110	40	850	26.2	6

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds								
3/2	4/3	5/2	6/2	7/☛	8/☛	9/☛	57/-	58/2	201/3	202/3	621/2	14/2	
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/5	24/4	25/4	26/2	27/2	
28/2	29/2	30/2	31/2	87/2	88/1	204/1	207/4	208/1	619/1	622/2	624/1	625/1	
626/1	635/-	637/-											

★ Yellow track tiles are unlimited

Portfolio	Privates	KK	KR	MK	MNN	MV	SPW	D	E	MB	V	NW	SW
Don Smith	MRR	2P	-	-	-	-	-	-	-	-	-	2P	-
John Shelley	-	-	-	-	-	-	-	-	-	2P	-	-	4P
John Boocock	-	-	2P	2P	-	-	-	2P	-	-	2P	-	-
★ Lyndon Gurr	MYR	-	-	-	2P	2P	2P	-	2P	-	-	1	-

Bank (new)	-	-	-	-	-	-	-	-	-	-	7	6
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price	80F	65H	110E	90F	50H	80G	80E	90E	110D	80E	110D	135C
Loans	-	-	-	-	-	-	1	1	1	1	-	1
Company credit	70	210	125	14	45	41	50	0	40	0	110	290
Tokens	-	-	-	-	-	-	-	-	-	-	2	1
Trains	2	2 2	2	3 2	2	2	3	3	3	3	3 2	2 2
Bank cash: 13,505	Certificate limit: 16						Trains: 1 x 3, 4 x 4					
Current operating order:	MK, MB, MNN, E, SPW, KK, D, V, KR, MV, SW, NW											



Orders required for the following rounds

By the early deadline

OR6, MR3



1870-Y26

It's profit all the way to the end.

OR17 - OR19

OR17	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
MMKT	LQ	-	-	550	Yes	-	400A	326	6 5
FW	WM	-	-	290	Yes	-	325A	64	6
SP	AR	-	-	510	Yes	-	300A	2	6 5
MP	DS	9:A14:3	2:A16:3	200	Yes	①	225A	566	5
SLSF	DS	-	-	340	Yes	-	160C	0	8
GMO	MH	-	-	280	Yes	-	120D	141	5
TP	AR	-	-	350	Yes	②	68D	500	8
SSW	MH	-	-	440	Yes	-	68D	410	10
ATSF	WM	-	-	400	Yes	-	64F	159	8
IC	LQ	-	-	490	Yes	-	60E	230	10

Notes: ① 40 to the bank for terrain costs
② The bank has run out of cash

OR18	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains	
MKT	LQ	-	-	550	Yes	-	400A	436	6 5
FW	WM	-	-	290	Yes	-	350A	64	6
SP	AR	-	-	510	Yes	-	325A	2	6 5
MP	DS	-	-	200	Yes	-	250A	566	5
SLSF	DS	-	-	340	Yes	-	180C	0	8
GMO	MH	-	-	280	Yes	-	140D	141	5
TP	AR	-	-	350	Yes	-	72D	500	8
SSW	MH	-	-	440	Yes	-	72D	410	10
ATSF	WM	-	-	400	Yes	-	68F	199	8
IC	LQ	-	-	490	Yes	-	64E	230	10

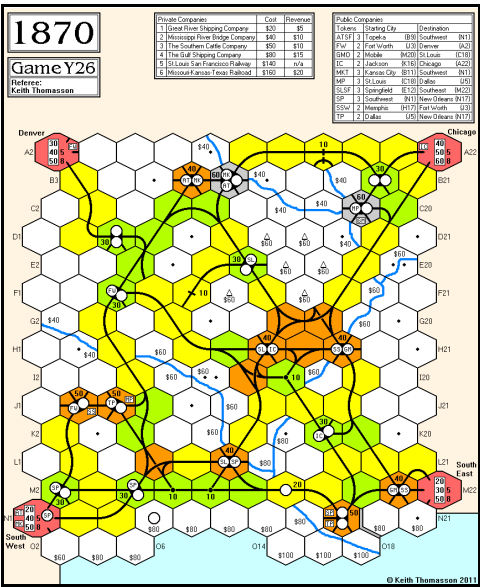
OR19	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains	
MKT	LQ	-	-	550	Yes	-	400A	546	6 5
FW	WM	-	-	290	Yes	-	375A	64	6
SP	AR	-	-	510	Yes	-	350A	2	6 5
MP	DS	-	-	200	Yes	-	275A	566	5
SLSF	DS	-	-	340	Yes	-	200C	0	8
GMO	MH	-	-	280	Yes	-	160C	141	5
TP	AR	-	-	350	Yes	-	76D	500	8
SSW	MH	-	-	440	Yes	-	76D	410	10
ATSF	WM	-	-	400	Yes	-	72F	239	8
IC	LQ	-	-	490	Yes	-	68E	230	10

Cash Flow	b/f	OR17	OR18	OR19	c/f	Value	%	Certs
Don Smith	765	324	324	324	1,737	4,587	12.0	10
Lyndon Gurr	2,326	1,159	1,159	1,159	5,803	10,760	28.2	23
Willem Moene	1,647	677	677	677	3,678	7,728	20.2	18
Mike Hutton	910	666	666	666	2,908	5,942	15.6	16
Adam Romoth	1,808	874	874	874	4,430	9,187	24.1	20

It was virtually run and pay all the way, which would have been easier if everyone had given me their routes with their orders. Mike did, but I had to change them, as he was trying to claim his destination doubling bonus without having his destination station at the end of his route. It's a destination bonus, it has to be at the end!

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)	72F	375A	160C	68E	400A	275A	200C	350A	76D	76D
Company credit	239	64	141	230	546	566	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: -9,254	Certificate limit: 13					Trains: 12's				



Congratulations to Lyndon on a good game, and to Adam, whose final value would have been enough to win many a game.

1st	Lyndon Gurr	10,760	28.2%
2nd	Adam Romoth	9,187	24.1%
3rd	Willem Moene	7,728	20.2%
4th	Mike Hutton	5,942	15.6%
5th	Don Smith	4,587	12.0%

We'll round it up next time, so let me have your thoughts on the game, as long as they're fit for publication.



1870-N29

The FW is the first to make its connection run.

OR4 - OR5

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	14:B11:3	-	100	Yes ① ② ③	90D▲	552	3 2 2
FW	LQ	9:E2:1	8:D1:2	70	Yes ③	90D▲	134	3 2 2
MKT	PC	14:E12:1	-	130	Yes ④ ⑤	76F▲	44	3 3 2 2
ATSF	MF	9:E6:2	57:F5:2	90	Yes -	68F▲	56	3 3 2

- Notes: ① 40 to the bank for a token in B11
② 40 to the bank for a token in B11
③ 180 to the bank for a '3' train
④ 100 to Pete for the SCC private - cattle token placed in B11
⑤ 360 to the bank for two '3' trains

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	9:K12:2	57:L11:2	180	Yes ①	100D▲	528	3 2 2
FW	LQ	9:C2:2	8:B3:5	100	Yes -	100D▲	164	3 2 2
FW	LQ	Connection run		130	Yes ②	110D▲	203	3 2 2
MKT	PC	14:B9:3	-	230	Yes -	82F▲	54	3 3 2 2
ATSF	MF	24:G4:5	-	160	Yes -	72F▲	100	3 3 2

- Notes: ① 60 to the bank for terrain costs
② Destination marker placed in A2

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Pete Campbell	18	185	133	336	846	20.0▲	5
Lyndon Gurr	14	58	156	228	960	22.6▲	6
Willem Moene	60	70	130	260	844	19.9▼	7
Don Smith	65	50	82	197	637	15.0▼	4
Mark Frueh	126	77	137	340	954	22.5▼	7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	-	-	-	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)	72F	110D			82F		100D			
Company credit	100	203			54		528			
Redeemed shares	-	3			-		-			
Tokens	1+D	1	2+D	2+D	1+D	3+D	1+D	3+D	2+D	2+D
Trains	332	322			3322		322			
Bank cash: 9.754	Certificate limit: 13				Trains: 5 x '4', 4 x '5'...					
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	5/1	6/1	7/9	8/15	9/14	55/1	56/1	57/2	58/4	
69/1	14/1	15/4	16/2	17/2	18/2	19/2	20/2	23/4	24/3	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 round	By the early deadline
SR5	



1889-O29

The last three companies are floated.

SR4

Stock Round 4

Mike	Pete	Alan	Lyndon
+ KO new	- 1 KO {▼60G}	- 1 IR {↔}	+ KO pool
	- 1 UR {▼70G}	- 1 KO {▼55H}	
	- 1 IR {▼60H}	- 3 UR {↔}	
	+ KU/Pres {90}	+ SR/Pres {100}	
✗	+ KU new	+ SR new	+ TR new
✗	+ KU new	+ SR new	+ UR new
✗	+ KU new {floated}	+ SR new {floated}	+ IR pool
✗	✗	✗	+ AR/Pres {80}
✗	✗	✗	✗
Priority for SR5			

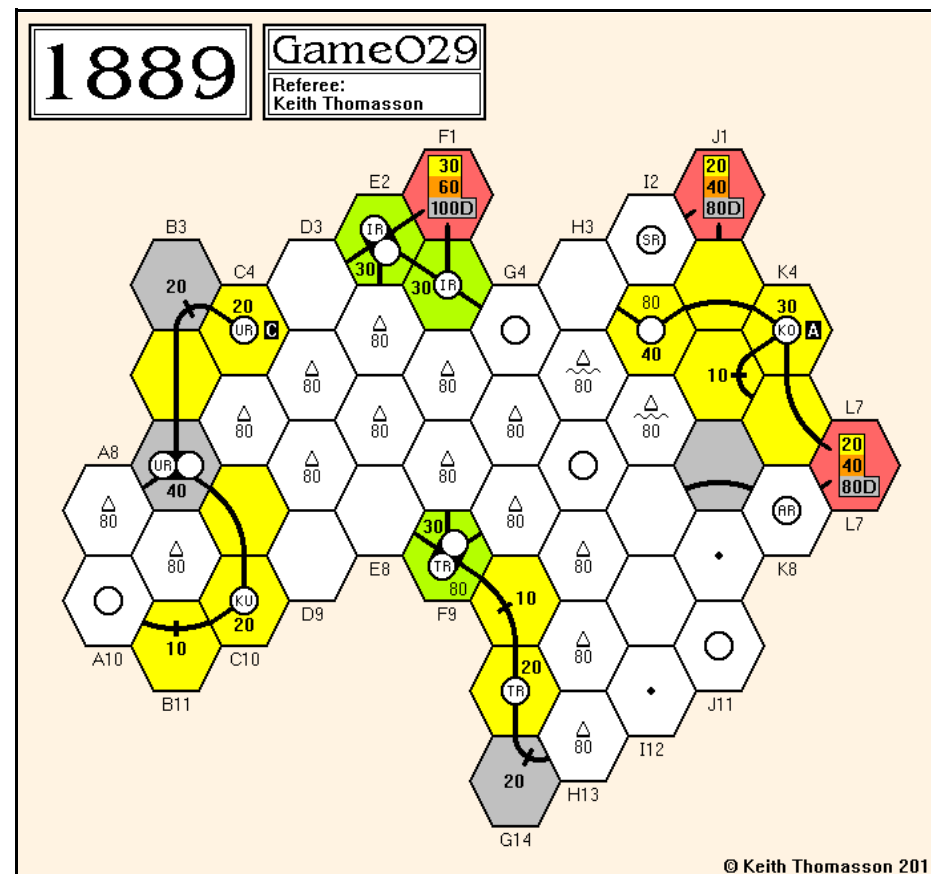
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Alan Harvey	211	-170	41	681	25.2▼	5
Lyndon Gurr	421	-410	11	786	29.1▲	10
Mike Head	110	-70	40	480	17.8▼	8
Pete Campbell	250	-245	5	755	27.9▲	8

Portfolio	PCs	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	-	-	-	5P	-	2P
Lyndon Gurr	ER	2P	1	1	-	-	6P	1
Mike Head	TE-R MF	-	1	6P	-	-	-	-
Pete Campbell	-	-	5P	-	5P	-	-	-

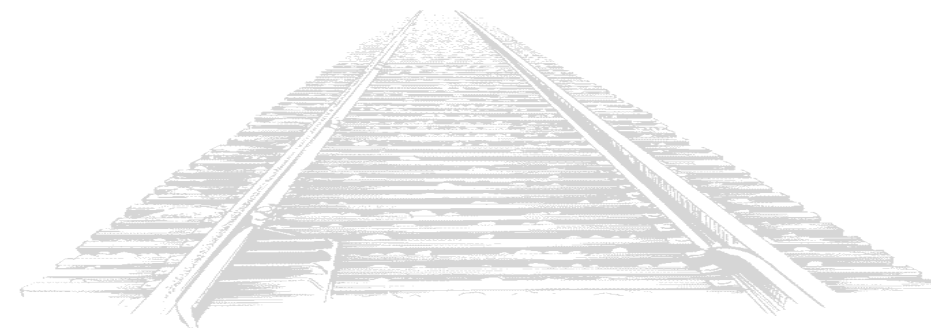
Bank (new)	8	1	2	5	5	4	3
Price (par)	80	65	70	90	100	65	70
Bank (pool)	-	2	1	-	-	-	4
Price (pool)	80C	60H	55H	90B	100A	65F	70G
Company credit		175	20	900	1,000	0	250
Tokens	2	-	-	1	2	1	1
Trains		3	4.3	-	-	3.3	3
Bank cash: 4,558	Certificate limit: 13			Trains: 3 x '4', 3 x '5'			
Current operating order:	SR, KU, UR, TR, IR, KO						

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
3/1	5/1	6/1	7/2	8/2	9/4	57/1	58/1	437/1	438/-	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											

Alan, I chose to change your order for tile 438 to the regular 58 because it preserved the track structure you wanted, and was the legal option for laying a tile in B11. While your second option would have increased the revenue by 10, I had to make a choice and thought the track development was likely to be the more important one.



Orders required for the following rounds	By the early deadline
OR5, OR6	Adjudication can pause between rounds if requested





18GA-Z27

All dividends are paid.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	-	250	Yes	-	170C▲	50	5
W&A	MH	-	340	Yes	-	150B▲	126	6
GA	MS	8:J8:6	400	Yes	-	135A▲	0	8
CoG	DS	57:G3:1	280	Yes	①	120D▲	45	5
SAL	MH	142:G11:5	320	Yes	-	110A▲	1	6
G&F	DS	14:G3:2	420	Yes	-	90C▲	19	8

Notes: ① 40 to the bank for terrain costs

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	-	250	Yes	-	190C▲	75	5
W&A	MH	-	340	Yes	-	170B▲	126	6
GA	MS	-	400	Yes	-	150A▲	0	8
CoG	DS	-	280	Yes	-	135D▲	73	5
SAL	MH	27:F12:4	330	Yes	-	120A▲	1	6
G&F	DS	24:H8:4	420	Yes	-	100C▲	19	8

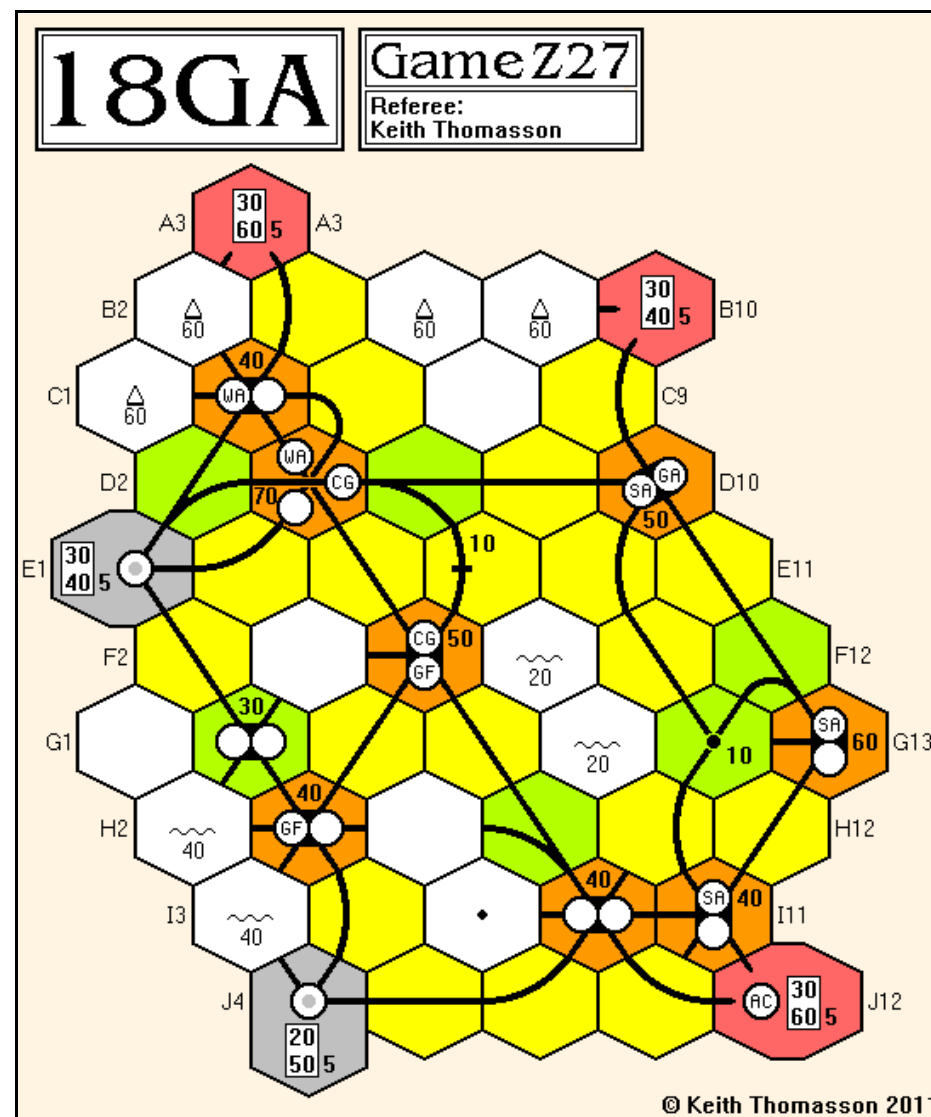
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Mark Stretch	724	548	548	1,820	4,520	35.6▼	15
Mike Head	990	559	565	2,114	4,544	35.8▼	15
Don Smith	367	594	598	1,559	3,634	28.6▲	15

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	170C	135D	100C	150A	120A	170B
Company credit	75	73	19	0	1	126
Tokens	3	2	-	3	-	-
Trains	5	5	8	8	6	6
Bank cash: 2,213	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	8/3	9/1	57/4	58/2	451/1	14/3	15/4	16/1			
17/1	19/1	20/1	23/2	24/3	25/1	26/1	27/-	28/2	29/2	141/2	142/1	143/2			
452/1	453/1	454/1	39/2	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/1			
70/1	455/-	456/-	457/-	458/-	459/-										

It's going to be a close one, but I suspect that Mike will prevail over Mark, with Don too far to catch up in time.



Orders required for the following rounds

By the early deadline

OR15, SR8

Adjudication can pause between rounds if requested



ACQUIRE 56

An uneventful round.

ROUND 4

Michael 1-B Buys 1 Luxor @ 300, 2 Festival @ 300.
 Tony 6-I Buys 3 Festival @ 300.
 Colin 6-F Buys 2 Continental @ 600, 1 Imperial @ 500.
 Willem 7-H Buys 3 Festival @ 300.
 John 9-F Buys 3 American @ 300.
 Michael 11-F Buys 3 American @ 300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	10	2	-	-	2	2	1,400	19,200
Willem Moene	3	6	-	3	3	1	-	2,400	17,300
John Colledge	4	-	3	7	-	-	1	2,700	13,700
Michael Graystone	10	-	3	2	-	-	-	2,100	10,400
Tony Wilcock	6	-	4	3	1	-	-	2,700	14,900
Bank Stock	2	9	13	10	21	22	22		
Chain Size	3	2	2	2	4	4	3		
Chain Value	300	200	300	300	500	600	500		

Playing sequence

Tony, Colin, Willem, John, Michael, Tony again



ACQUIRE 57

Three powers used
but no mergers.

ROUND 3

Michael 12-C Buys 3 Tower @ 200.
 Colin 3-B {Uses 'Buy 5' Power} Buys 5 Tower @ 200.
 Richard 11-C Buys 3 Worldwide @ 400.
 John {Uses 'Take 5 Tiles' Power}
 10-B Buys 3 American @ 300.
 Kevin {Uses 'Take 5 Tiles' Power}
 1-E Buys 3 Worldwide @ 400.
 Michael 10-A Buys 3 Tower @ 200.

1-A	2-A	3-A	4-A	T	T	7-A	8-A	9-A	L	11-A	12-A
	2-B	W	W	5-B	6-B	C	C	9-B	L	L	12-B
1-C	2-C	3-C	W	5-C	6-C	C	8-C	9-C	L	L	L
1-D	A	A	4-D	5-D		7-D	8-D	9-D	L	11-D	12-D
	2-E	3-E	4-E	5-E	6-E	7-E	8-E	9-E	10-E	11-E	12-E
1-F	2-F	3-F	4-F	5-F		7-F	8-F	9-F		11-F	12-F
1-G	2-G	3-G	4-G	5-G	6-G	7-G	8-G	9-G	10-G	11-G	12-G
F	F	3-H	4-H	5-H	6-H	7-H	8-H	9-H	I	I	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	-	-	7	-	3	-	1	3,300	20,200
Kevin Lee	-	7	-	-	3	1	-	3,600	17,200
Michael Graystone	-	6	6	-	-	-	-	3,000	8,500
Colin Sharpe	6	5	-	2	-	-	-	3,700	19,400
Richard Lunn	3	-	-	-	7	-	-	3,300	14,900
Bank Stock	16	7	12	23	12	24	24		
Chain Size	7	2	2	2	3	3	4		
Chain Value	600	200	300	300	400	500	600		

Powers used: John: T5/P4 Kevin: T5/P4 Michael: T5 Colin: B5/T5 Richard: T5

Playing sequence

Colin, Richard, John, Kevin, Michael, Colin again





AGRICOLA 4

Marcus gets sheep while John fences a pasture.

ROUND 6

Jim gains 2 stone from the Stone Cart. Marcus, your Reed Collector gave you extra reeds on rounds 2 to 5 - this has now expired.

Actions

Marcus +1 sheep (gains 2 sheep - cooks 1 for 2 food)
 John Take 1 reed, 1 stone, 1 food (gains 1 reed, 1 stone, 1 food)
 Kevin +1 reed (gains 3 reeds)
 Jim Start Player - Raft (costs 2 wood)
Whenever Jim uses the Fishing action he receives 1 additional food or reed
 Marcus +3 wood (gains 5 wood (Wood Cart))
 John Fences (costs 6 wood) - gains a pig (Farmer)
 Kevin Occupation (costs 1 food) - Animal Handler
Kevin can buy 1 sheep in round 7, 1 wild boar in round 10 and 1 cattle in round 14 for 1 food each
 Jim Take 1 grain (gains 1 grain)
 Kevin Major Improvement - Clay Oven (costs 3 clay (Baking Tray)) and Bakes Bread (1 grain to 5 food)

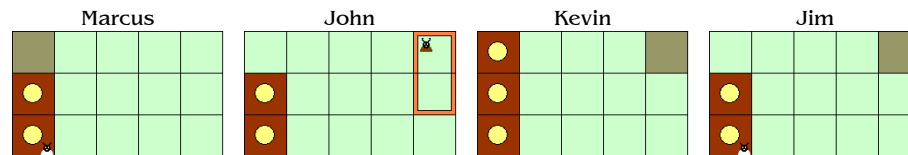
+1 wood {4 wood}	+2 wood {5 wood}	+3 wood {3 wood}	+1 clay {3 clay}	+2 clay {4 clay}	Private clay pit {7 clay} {3 food⇒Jim}
+1 reed {1 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {4 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reed, 1 stone, 1 food
Building and/or Stables	Play 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 {1 sheep}	Family Growth then Minor Imp	+1 stone {2 stone}	Renovate then 1 Imp

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 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}

Bonuses due at the start of round 7 are the option for John to buy 1 vegetable for 1 food, and the option for Kevin to buy 1 sheep for 1 food.

By the way, I've decided to refer to wild boars as pigs and cattle as cows from now on. Not only is that more consistent with cards like the Pig Whisperer, it takes less space.



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	2	1	-	1/-	-/-	1	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	3	-	6	Wood/2	2	-8	
Occupations	Academic, Reed Collector							
Improvements	Fireplace {1}, Wood Cart							

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	5	-	1	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	2	2	3	Wood/2	2	-9	
Occupations	Farmer, Village Elder							
Improvements	Greenhouse {1}							

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	9	1	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	1	3	-	-	Wood/3	3	-7	
Occupations	Mushroom Collector							
Improvements	Baking Tray							

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	-	1/-	-/-	1	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	1	3	5	Wood/2	2	-11	
Occupations	Clay Digger, Pig Catcher							
Improvements	Lasso, Raft {1}, Stone Cart							

Orders required

Actions for the family starting with Jim

Next Harvest - after round 7





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 10

Research: Anon researches Range, Chaos researches Hover, Dynamo researches Storage.

New units: 6D {F}, 7F {D}.

Moves: Chaos moves 2C to engage 4B before it can move away, while 4C moves next to 3B. 3F and 6F move next to 6A to put it under pressure.

Combat: 6A attacks 3F, targeting Attack (2 hits). 3F and 6F attack 6A (0 hits out of 10). 1B attacks 2C (ranged - 6 hits). 3B attacks 4C (10 hits). 2C attacks 4B (4 hits - destroyed). 4C attacks 3B (0 hits out of 4). 2E attacks 8D (8 hits - destroyed).

Builds: 6C builds a wall {A}.

Conversion: 3B converts 4C into 4B.

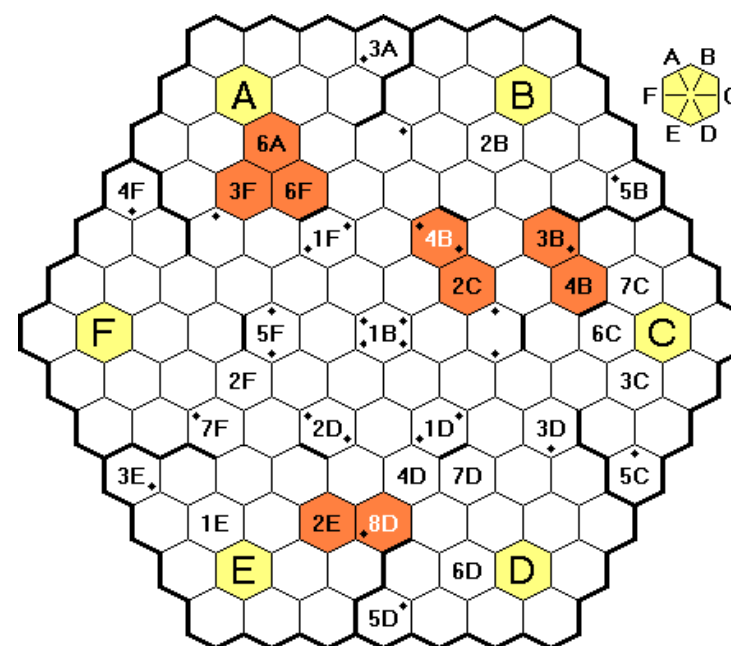
Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	+ Range Level 8	12	◆◆3A 6A	2 1	0 1	0 1	2 0	2/1	5	1			
Blob Steve Ham	No research Level 8	18	◆◆◆◆1B 2B ◆3B 4B ◆◆5B	3 2 3 2 2	3 1 5 0 0	1 0 1 0 0	2 2 1 1 2	1/0 1/0	1 6	1 3	1 2		
Chaos Marcus Pratt	+ Hover Level 10	13	2C 3C ◆◆5C 6C 7C	1 1 2 1 1	1 0 0 2 1	0 0 0 1 0	0 2 0	0/0 1/0	1 2	1 1 2	1 1		
Dynamo Mark Stretch	+ Storage Level 5	16	◆◆1D ◆◆2D ◆3D 4D ◆5D 6D 7D	1 1 1 1 2 2 2			1 1 3 1 1						
Elp Michael Graystone	No research Level 6	11	1E 2E ◆3E	1 1 2		4							
Free Friends John Marsden	+ Elite Level 7	17	◆◆1F 2F 3F ◆4F ◆◆5F 6F ◆◆7F	2 2 1 1 1 2 2	1 2 1 0 2 2 1		0 1 0 1 0 2	2/4 2/0 0/0	1 1 1 2				

High defence values are doing a good job protecting the units that have them.

Marcus, you made a comment about me making 'the same error', but I had no idea what error you were talking about, so ignored it as I didn't understand it. If you were referring to some previous error I made, you cannot assume I will remember the detail and know what same error that might be. Mark, increasing an attribute from 0 to 3 costs 6, a combination of 1+2+3, hence your 7D levels being a little lower than ordered. Marcus, you cannot give conditional orders to attack a unit dependent on what that unit is attacking - combat is simultaneous, so you cannot know that information in advance. Steve, your Elite orders do not make sense - you are saying 'Elite level 2' for movement priority, but that is Elite(a), and 'Elite level 1' in relation to combat, which could have been Elite(b), (c) or (d). I don't know where you're getting your Elite levels from, but be aware that you have to be more specific, and use the references from the rules I provided rather than some other source.

Anyone who has researched everything so far can now spend points to research Explosives. You will need to spend 20pp to research the first level of Explosives. This will double all effects of all future combat. After researching the first level, you may research additional levels for an extra 5pp per level, each additional level adding a multiplier to combat effects. For example, to triple combat effects, spend 25pp. Yes, I know, for most of you it is only in your dreams...

If you researched Hover, you can start assigning Hover attributes to units that are next to your bases or next to units with stored power next time.



Orders required	Attribute order: MACPSDERBHX
Production, Moves, Combat and Conversion for round eleven	



BREAKING AWAY 20

The two predicted riders score their second sprint points,

ROUND 8

Pos	Riders	New
85	Sigmund {10} Greg Payne {8}	3
83	-	
75	-	
74	Jessica	3
73	-	
72	Terence	3
71	-	
70	Fast Tom	3
69	Top Tom Swallowtail Richard Lunn Bashamichi llyb	4
68	-	
67	Kalvan Red Admiral Nihon Odori Hestophes Shin Takashima	3
66	Motomachi Chukagai	8
65	Rylla	9
64	Brimstone Big Tom Jim Reader	10
63	Dennis Frank Ptosphes Painted Lady	13
62	Tyred Tom	15

Dennis Frank		Otherwhen:			
A	Kalvan	3	3	3	15
B	Rylla		3	3	9
C	Ptosphes		4	13	15
D	Hestophes		3	4	12
Steve Ham (14)		Same Again Boys:			
A	Dennis Frank (6)	3	3	8	13
B	Richard Lunn		4	9	14
C	Greg Payne (8)		3	4	4
D	Jim Reader		3	10	15
Kevin Lee (4)		Butterfly Beauties:			
A	Red Admiral (4)	3	4	6	12
B	Swallowtail		3	4	15
C	Brimstone		3	4	10
D	Painted Lady		3	4	13
Richard Lunn (3)		Team Tom:			
A	Fast Tom (3)	3	3	12	
B	Top Tom		4	4	15
C	Big Tom		3	3	10
D	Tyred Tom		11	15	15
Greg Payne (13)		Early Dungeon Threats:			
A	Sigmund (10)	3	3	3	6
B	Jessica		3	4	10
C	llyb (2)		3	4	6
D	Terence (1)		3	4	5
Jim Reader (20)		Minatomirai Sen:			
A	Motomachi Chukagai (8)		4	8	8
B	Nihon Odori (7)		3	6	7
C	Bashamichi (5)		3	4	15
D	Shin Takashima		3	7	9



There's a big gap opening up at the front, while the trailing group has fractured a little.

Jessica and Terence are on their own, while a gap in the pack reduces the value of the replacement cards for the tail-enders.

Orders required
Cards for round nine



BUS BOSS 324-ENG

You cannot pay more than ten in total to enter a run.

ROUND 12

England

Round 12 Runs		BARE	TOOL	GRUB	MARS	BLY	
34	9♣ Portsmouth K♠ Skegness	① GRUBBY 10 ② {MARS BLIGHTY} 10			-6	-2	2 16 12
45	3♠ Newcastle Q♥ Yarmouth	① MARS 30 ✕ GRUBBY			-9 +9		21 9
46	5♠ Kendal 5♥ Heathrow	① BARE 15 ① TOOL 15 ✕ GRUBBY	-8 +2	+8	-2		21 7 2
47	Q♣ Peterborough 2♥ London	① MARS 16 ② TOOL 7 ② GRUBBY 7					16 7 7
48	4♣ Bristol 6♦ Manchester	① TOOL 20 ② BLIGHTY 10		+6		-6	14 16
49	7♠ Preston J♣ Northampton	① TOOL 13 ② MARS 6 ② GRUBBY 6 ② BARE 5	-4 -4		+4		9 6 2 13
50	3♦ Liverpool A♥ London	① BARE 11 ② TOOL 7 ③ GRUBBY 5 ③ MARS 4 ⑤ BLIGHTY 3	+2	-2		-4 +4	9 12 1 8 0
51	7♥ Chatham A♣ Exeter	① BLIGHTY 20 ② BARE 10 ✕ GRUBBY			-3		17 10 3
52	4♦ Liverpool 2♠ Carlisle	① BARE 30 ✕ MARS	+2			-2	28 2

Scores

	Runs:	34	45	46	47	48	49	50	51	52	Score
BLIGHTY	298	12	-	-	-	16	-	0	17	-	343
BARE	246	-	-	21	-	-	13	9	10	28	327
MARS	239	16	21	-	16	-	6	8	-	2	308
TOOL	233	-	-	7	7	14	9	12	-	-	282
GRUBBY	202	2	9	2	7	-	2	1	3	-	228

1st	Jim Reader	BLIGHTY	343
2nd	Pete Campbell	BARE	327
3rd	John Marsden	MARS	308
4th	Bob Coull	TOOL	282
5th	Michael Graystone	GRUBBY	228

Congratulations to Jim, commiserations to Pete. We will round the game up next time.



BUS BOSS 327-CD

Some have it good, others not so fortunate this time.

ROUND 7

Cornwall and Devon

Round 7 Runs

			CRAB	SNAIL	PEAR	BLY	BPA	
1	7♣ Teignmouth 2♦ Coombe Martin	① CRAB 16 ② PEAR 7 ② BPA 7 ✕ SNAIL	7 -1 -3		+1		+3	20 6 0 4
3	3♠ Newquay 5♣ Exeter	① PEAR 13 ② BLIGHTY 7 ② SNAIL 6 ④ BPA 4 ✕ CRAB		+4/-3	-4 +3/-4 -4	+4	+4	22 3 5 -3 4
4	J♣ Brixham 6♦ Bideford	① PEAR 20 ② CRAB 10	+2/-4		+4/-2			18 12
6	7♠ Camborne 7♥ Plymouth	① BLIGHTY 13 ① CRAB 12 ③ SNAIL 5 ✕ BPA	+8	+8		-8 -8	-1	29 4 -4 1
7	4♠ Truro A♣ England	① SNAIL 16 ② BLIGHTY 9 ③ PEAR 5		-4 -4	+4 +3/-2	+4		24 6 0
8	9♣ Torquay Q♥ Lostwithiel	① CRAB 16 ② SNAIL 7 ② PEAR 7		-1 +1 -2	+2 +1			17 9 4

Round 7 routes

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Camborne - Penzance, Plymouth - Kingsbridge (12)

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
Redruth - Camborne, Newton Abbot - Ashburton - Totnes (11)

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
Helston - Penzance - Lands End (10)

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
Bude - Wadebridge - Padstow (12)

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
Totnes - Dartmouth, Totnes, Kingsbridge (10)

Scores

	Runs:	1	3	4	6	7	8	Routes	Score
CRAB	37	20	3	12	4	-	17	-10	83
PEAR	29	6	22	18	-	0	4	-11	68
SNAIL	29	4	5	-	-4	24	9	-10	57
BLIGHTY	28	-	3	-	29	6	-	-12	54
BPA	29	0	-3	-	1	-	-	-12	15

Round 8 Runs

2. 10♠ - J♦ Lands End to Bude
5. 3♦ - A♥ Ilfracombe to Dartmouth
9. K♠ - 3♥ Padstow to Princetown
10. 5♠ - 5♥ Falmouth to Plymouth (not yet available)
11. 3♣ - Q♦ Tiverton to Tintagel
12. K♣ - 5♦ Ashburton to Barnstaple
13. Q♣ - Q♠ Totnes to St.Ives
14. 2♥ - 4♣ Kingsbridge to Exeter
15. 8♥ - 6♠ Saltash to Redruth
16. 10♣ - K♥ Paignton to Fowey (not yet available)
17. 6♥ - 2♠ Plymouth to Wadebridge
18. 4♦ - A♠ South Molton to St.Austell

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





CANAL MANIA 2

The penultimate round.

ROUND 12

Actions

- Kevin Lee
- 1 Took his junction contract
 - 2 Took Stretch/Red (London and Liverpool), Stretch/White (Leeds and Bath), Lock
 - 3 Shipped goods from Stoke to Goole {4 VPs}
- Geoff Hardingham
- 1 Took a contract - Ripon and York (3)
 - 2 Took Aqueduct, Surveyor, Lock
 - 3 Shipped goods from London to Oxford {4 VPs}
- Jim Reader
- 1 Drew a card from the top of the deck
 - 2 Took Stretch, Stretch, Stretch/Green (Lancaster and Stoke)
 - 3 Shipped goods from Gloucester to Bath {4 VPs, 2 VPs for Geoff}
- John Marsden
- 1 Took a contract - Bridgwater and Taunton (3)
 - 2 Drew a card from the top of the deck
 - 3 Shipped goods from Newark to Coventry {

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 3 goods cubes
Geoff Hardingham	(S)	7	2	3	2	62	Leeds and Liverpool via Skipton (8)	
<i>Mauve</i>							Ripon and York (3)	
Kevin Lee	(T)	9	5	2	2	53	Northampton and London via L Buzzard (7)	
<i>Blue</i>							Junction	
John Marsden	(B)	5	4	-	3	73	Bridgwater and Taunton (3)	
<i>Green</i>								
Jim Reader	(L-S)	11	4	3	1	65	None	
<i>Yellow</i>								

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

The Current Contracts

-
-
-
- Huddersfield and Manchester (3)
- Bishop Stortford and London (3)

The Future Contracts

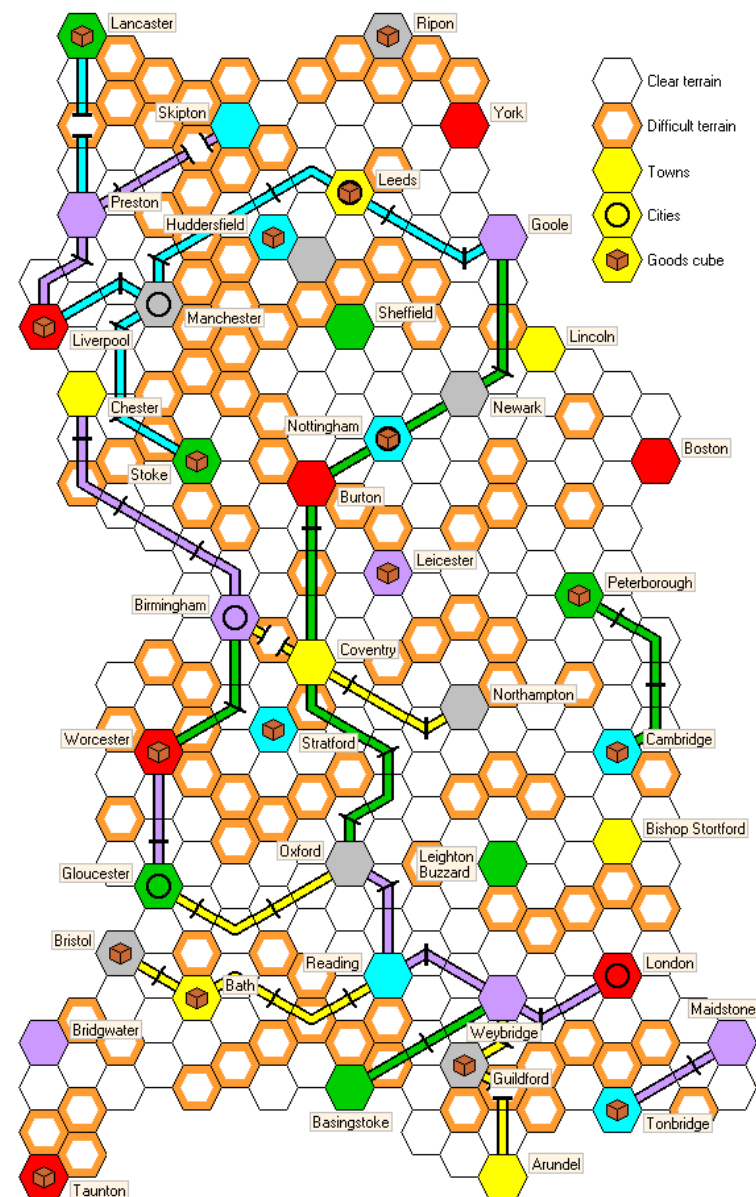
- Sheffield and Goole (4)
- Nottingham and Chester via Stoke (6)
- Lincoln and Boston (4)
- Nottingham/Northampton via Leicester (6)

The following Build Cards are on the table

Stretch/Yellow	Stretch/Blue	Stretch/White	Stretch	Stretch/Mauve
----------------	--------------	---------------	---------	---------------

Apologies for confusing you, Jim. When I said we would now have two complete rounds, I meant one at a time rather than requiring orders for both. As you've ordered for the next round, you can just confirm those or replace them.

We shall now have the last complete round. After this the final scoring will take place, when incomplete canals will be scored and goods decline happens. I will carry out the goods decline, moving goods to the best benefit of each player in turn.



Playing sequence

Kevin, Geoff, Jim, John



OUTPOST 28

Confusion in the bidding room
as some people change the rules.

ROUND 11

Commander Actions

Mark Auctioned a Laboratory for 80. David joined at 81 and dropped out at 106. Mark got it for 106 reduced to 56 after Data Library discounts (w:4,5,5,8,10 r:9,15) plus a free Research Factory

Willem Auctioned an Outpost for 101. Marcus joined at 102. Willem dropped out at 102. Marcus got it for 102 reduced to 87 after Heavy Equipment discounts (w:5,6,30 t:9 m:17,20) plus a free Titanium Factory

- ▶ Auctioned an Outpost for 101 and got it reduced to 76 after Heavy Equipment / Ecoplants discounts (w:6,6,6,7,8 t:44) plus a free Titanium Factory

Marcus Bought one Population Unit (o:1 w:9)

Lyndon Bought one New Chemicals Factory (w:30 r:12 n:22)

Pete Bought one Titanium Factory (w:30)

- ▶ Bought two Robots (t:9,11)

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

- ▶ Bought one Water Factory (w:6,6,8)

Jim Bought one Titanium Factory (w:7,7 t:7,9)

PO	Name	Factories	Population	Robots	Production
1	Mark	2o,3w,3r	5 (5)	0 (0)	2w,3r (53,10)
2	Willem	2o,3w,5t	8 (13)	0 (0)	4w,1t,1T (82,15)
3	Marcus	2o,6w,2t	9 (13)	0 (0)	2o,2w,1W,2t,2m (104,15)
4	Lyndon	3o,5w,1r,2n	7 (8)	0 (0)	5w,1r,2n (88,15)
5	Pete	2o,4w,5t	5 (5)	5 (5)	2o,1W,3t,1T (110,15)
6	David	2o,8w	8 (8)	0 (0)	1o,6w,2W,3m (156,15)
7	Jim	2o,4w,4t	8 (8)	0 (0)	5w,5t (85,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Mark	DL, DL, DL, DL, DL, Lab, Lab, Lab		28 (315)
2	Willem	HE, Nod, Eco, OP		26 (185)
3	Marcus	HE, Nod, OL, OL, OP		25 (255)
4	Lyndon	WH, Nod, Lab		20 (130)
5	Pete	WH, HE, Rob		20 (105)
6	David	WH, Nod, OL, Eco		19 (130)
7	Jim	HE, Nod		15 (55)

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

It is crucial that you do not deduct your discounts when working out what you will bid. For example, to say 'I'll bid 90 for an Outpost' can only mean that you have deducted discounts, as the starting price for an Outpost is 100. If someone else bids 101 they will seem to be winning, when your true bid may already be 105. You must bid the full amount so that the bids given can be compared equally. Discounts will be deducted from your final payment.

Orders required

Round twelve auctions, bids and purchases



OUTPOST 29

Willem gets his third Data Library.

ROUND 3

Commander Actions

Willem Auctioned a Data Library for 20 and got it (o:3,3,3,4 w:7)

Lyndon Bought one Water Factory (o:2,5 w:6,7)

- ▶ Bought one Population Unit (w:10)

Marcus Bought one Water Factory (o:5 w:6,9)

- ▶ Bought one Population Unit (o:3 w:7)

Jim Bought one Water Factory (o:2 w:5,5,8)

Mark Bought two Population Units (o:1 w:4,7,8)

John Bought two Population Units (w:6,9,10)

Pete Bought one Population Unit (w:4,6)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL, DL, DL	2o,1w (13,10)	6 (45)
2	Mark	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
3	John	2o,3w	5p (5,0)	-	2o,3w (27,10)	5 (0)
4	Marcus	2o,3w	5p (5,0)	-	4o,3w (33,10)	5 (0)
5	Lyndon	2o,3w	5p (5,0)	-	4o,3w (33,10)	5 (0)
6	Jim	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
7	Pete	2o,3w	4p (5,0)	-	2o,4w (34,10)	4 (0)

Data Library 0 (2 more) Heavy Equipment . . 2 (3 more)

Warehouse 2 (3 more) Nodule 3 (2 more)

It should not be necessary to include conditional orders for whether you have enough to buy something unless you've been involved in an auction that you might or might not have won. As you know what cards you hold, you will know if you can afford something if all you are doing is buying things.

Orders required

Round four auctions, bids and purchases



INDUSTRIAL WASTE 2

Marcus starts with a loan while Alan takes a loan to pay costs.

ROUND 4

Actions for round 4

Alan	Waste Removal	Waste down to 4, everyone else's waste up 1
Mike	Innovation (Advisor)	Waste Reduction down to 3
Pete	Growth	Growth up to 18
Marcus	Waste Disposal	Waste down to 3
Alan	Growth	Growth up to 17
Mike	Order	Produces 5 goods for 15 million with 3 waste
Pete	Raw Materials (5)	Marcus bids 7, Mike bids 8 and gets them
Marcus	Hiring/Firing	Discarded
Alan	Innovation	Waste Reduction down to 4
Mike	Raw Materials (5)	Pete bids 5, Marcus bids 7, Mike bids 8 and gets them
Pete	Raw Materials (5)	Marcus bids 7 and gets them
Marcus	Order (Advisor)	Produces 5 goods for 21 million with 2 waste

Card Combinations for round 5

Mike chose group 4	Growth - Order - Waste Disposal
Pete chose group 5	Bribery - Order - Raw Materials - Waste Disposal
Marcus chose group 1	Growth - Raw Materials - Waste Disposal
Alan chose group 3	Innovation - Order - Waste Disposal - Waste Removal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	15	4	4	5	3
Pete Campbell	18	5	5	5	5
Marcus Pratt	16	5	5	5	2
Alan Harvey	17	5	5	4	4

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	3	0	10	4	26
Pete Campbell	28	0	5	1	35
Marcus Pratt	19	10	0	5	27
Alan Harvey	8	10	10	4	18

The following card combinations were drawn for round 6.

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

Orders required

Round five - actions starting with Mike, then card selection starting with Pete



PUERTO RICO 12

Jim has all the Corn.

ROUND 13

Kevin is the Captain (+1). The Sugar ship is emptied.

Stephen is the Mayor.

Willem is the Trader (+1) and trades Corn. The Trading House is emptied.

Jim is the Craftsman and produces an extra Sugar.

Roles	+1	Builder				Captain				Craftsman				Mayor																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
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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: Coffee	6: Empty	7: Tobacco
✓ ✓ ✓ - -	- - - - -	✓ ✓ ✓ ✓ ✓ ✓ -

Kevin	Small indigo plant	Sugar mill	Tobacco storage	Coffee roaster
Lee	Hacienda	Factory	Guild hall	
DbIns: 10				
Chips: 8	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Ind✓ Sug✓ Tob✓ Cof✓		

Stephen Webb	Small indigo plant	Small sugar mill	Indigo plant	Hacienda
DbIns: 0	Small warehouse	Wharf		
Chips: 11	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Cof✓	Goods: Ind✓✓✓✓✓✓✓ Sug✓		

Willem Moene	Sugar mill	Coffee roaster	Small market	Office
DbIns: 5	Harbour			
Chips: 21	Fields: Qry✓ Crn✓✓ Ind✓ Sug✓ Cof✓	Goods: Sug✓ Cof✓		

Jim Reader	Small indigo plant	Small sugar mill	Tobacco storage	Small market
DbIns: 7	Construction hut	Small warehouse	Hospice	Factory
Chips: 13	Fields: Qry✓ Crn✓✓ Ind✓ Sug✓ Tob✓	Goods: Crn✓✓✓✓✓ Ind✓✓ Sug✓✓ Tob✓✓		

Orders required

Round fourteen orders in the sequence Stephen, Willem, Jim, Kevin



RAILWAY RIVALS 2148-LE

No change to the score
table order this time.

ROUND 9

GITCO owed ODE a payment for building alongside in hexes M27 to M29.

London and South East

Round 9 Runs		LOSER	ODE	BUM	GITCO	FWTDR	
15	12 Dover 33 Rochester	① ODE 15	-1				14
		① LOSER 15		+1		-4	12
		✕ FWTDR		+4			4
16	23 Margate 36 Sheerness	① LOSER 30					30
17	25 Ashford 41 Shoreham	① BUM 20			+1		21
		② GITCO 10		-1		-2	7
		✕ FWTDR			+2		2
18	64 London (NE) ❶ The Seaside	① LOSER 7	+1	+1		+1	10
		① FWTDR 7	-1	-1	-1		4
		① ODE 7	-1		-3		3
		① GITCO 6		+3		+1	10
		⑤ BUM 3	-1			+1	3
19	46 Haywards Heath 65 London (NW)	① FWTDR 13		-6			7
		① BUM 12	-1			+6	17
		③ LOSER 5		+1			6
20	55 Tunbridge Wells 11 Folkestone	① FWTDR 13		+6/-7	+4		16
		① GITCO 12		-1		-4	7
		③ ODE 5			+1	+7/-6	7
21	51 Dorking ❷ The Seaside	① FWTDR 13	+1	-1	-1		12
		② BUM 8			-3	+1	6
		③ GITCO 5		+3		+1	9
		④ ODE 4				-1	3

Round 9 builds

London & South East Railways (LOSER) (Bob Coull, Black)
H69 - H71, K47 - I46 - H46 - G46, B47 - D46, G12 - F12.
-9 (builds) +1/-3 (BUM) -2 (GITCO) -1 (FWTDR) = -14

Opening Due East (ODE) (John Marsden, Green)
None. +10 (adjustment) +1 (BUM) = +11

Bloody Useless Management (BUM) (Jim Reader, Yellow)
A71 - B71 - C71 - E72. -10 (builds) +3/-1 (LOSER) -1 (ODE) +1/-2 (FWTDR) = -10

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)
None. -10 (adjustment) +2 (LOSER) +1 (FWTDR) = -7

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)
L17 - K18 - I17 - F18 - Bexhill, F18 - E19.
-10 (builds) +1 (LOSER) +2/-1 (BUM) -1 (GITCO) = -9

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
BUM	159	-	-	21	3	17	-	6	-10	196
GITCO	132	-	-	7	10	-	7	9	-7	158
ODE	107	14	-	-	3	-	7	3	+11	145
LOSER	97	12	30	-	10	6	-	-	-14	141
FWTDR	81	4	-	2	4	7	16	12	-9	117

Round 10 Runs

22. 61 - 13 London (south) to Dover
23. 43 - 65 Brighton to London (north west)
24. 34 - 54 Chatham to Horsham
25. 24 - ❸ Ramsgate to the West
26. 22 - 14 Canterbury to Eastbourne
27. 36 - 42 Sheerness to Lewes
28. 55 - ❶ Tunbridge Wells to the Seaside

Roger, please don't refer to your runs as solo runs. An example of what we usually call a solo run is run 16 this time, when LOSER was the only player to enter, and was therefore running solo. You don't need to specify solo to indicate it is not a joint run or an exchange of running powers, as it is assumed those only happen when specifically ordered.

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



RAILWAY RIVALS 2157-KA

CAR has joined
HICK in Colorado.

ROUND 5

Kansas [14 points for these builds]
Mid-Western Express (MWE) (Tony Bromley, Purple)
K35 - K34 - G32 - G28 - Wichita, Chanute - Parsons, G31 - F30.
58 -2 (KRAP) -2 (WEAR) -1 (HICK) -1 (CAR) = 52

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)
Wichita - Arkansas City - B30, P33 - Temporia, X25 - Z24 - Mankato, Belleville - B75.
44 +9 (towns) +2 (MWE) +1 (HICK) = 56

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)
D8 - Liberal, Q29 - Junction City - T31 - Manhattan,
J25 - Hutchinson - K24 - M23 - M20 - Great Bend.
44 +3 (towns) +2 (MWE) +1 (HICK) = 50

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)
Ottawa - Paola, H34 - B37, E36 - Independence, C37 - Coffeyville, R37 - Topeka,
Dodge City - K13.
44 +3 (towns) +1 (MWE) -1 (KRAP) -1 (WEAR) +1/-1 (CAR) = 46

Central American Railways (CAR) (Don Shailer, Orange)
Garden City - L8 - N7 - Scott City, Stockton - Downs, Z15 - B64, Syracuse - K2 - J1,
K14 - J13 - Dodge City.
66 +6 (towns) +1 (MWE) +1/-1 (HICK) = 73

Builds
Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2160-KT

Who will have the last train into Clarksville?

ROUND 3

Kansas (15 points for these builds)
Connections Uniting Eastern States (CUES) (Bob Coull, Green)
L21 - Nashville, L20 - N19 - N16 - Clarksville, M39 - Johnson City - Bristol.
38 +12 (towns) -1 (GREAT) -1 (REBUS) = 48

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
J19 - Columbia, Tullahoma - C24 - C25 - D25 - Chattanooga, L10 - Jackson, L8 - L9.
36 +9 (towns) = 45

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
Lexington - U34 - S33 - R33 - R34 - Middlesboro, Henderson - U14.
20 -8 (REBUS) = 12

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
A84 - Hazard - T37 - T39 - Pikeville, X20 - W20 - W19 - V18, W19 - Owensboro.
56 +12 (towns) = 68

REB's 'r' US (REBUS) (Rob Thomasson, Red)
J18 - I18 - Columbia, R31 - Q32 - R33 - R34 - Middlesboro - P36, Q32 - O33.
22 +9 (towns) +8 (BARGAIN BUCKET) = 39

Builds
Up to 16 points excluding payments to rivals

SAINT PETERSBURG 3

The Czar and Carpenter turns out too expensive for anyone.

PHASE 4-W

Rob	Kevin	Bob	Tony
+ Fur Trapper	+ Fur Trapper	+ Fur Trapper	x
+ Ship Builder	x	Upgrade Shepherd to Weaving Mill from hand	x
Upgrade Fur Trapper to Fur Shop from hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	15	12	12r + 0vp	1r + 6vp	5r + 0vp	Trading	19
Rob	23	2	21r + 2vp	0r + 1vp	6r + 0vp	Worker	10
Kevin	15	11	12r + 0vp	5r + 6vp	6r + 1vp	Aristocrat	16
Bob	18	14	18r + 2vp	0r + 0vp	7r + 6vp	Building	8

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	Judge	Fur Shop, Fur Trapper, Lumberjack, Shepherd, Ship Builder x 3, Observatory, Author x 3, Warehouse Manager
Kevin	Firehouse, Senator	Fur Trapper x 2, Lumberjack, Shepherd, Customs House x 2, Harbour, Administrator, Controller
Bob	Pope	Fur Shop, Fur Trapper, Gold Miner, Lumberjack, Weaving Mill, Pub, Warehouse, Judge, Minister of Foreign Affairs

Orders required
Round four Building phase led by Bob



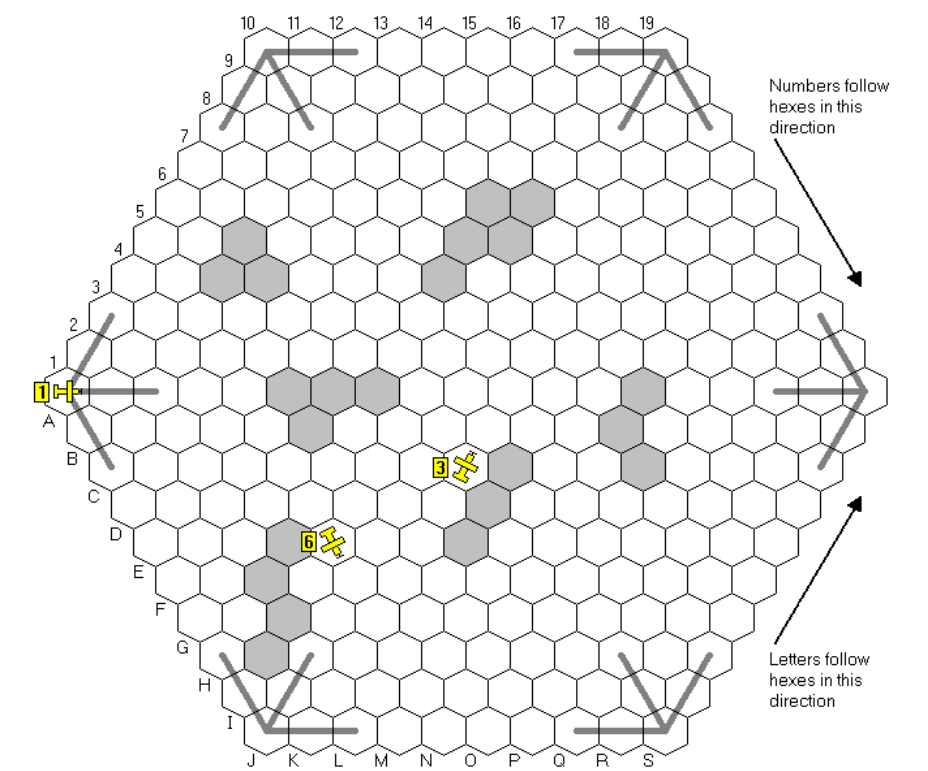


SOPWITH T353FW

Some shooting but no damage.

ROUND 8

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>The Brown Baron</i> ♠ Michael Graystone	A1-E	Park and repair {1 kill} {Airfield: A1}	A1-E	16:12:17
3	<i>Wizard Prang</i> Jim Reader	N8-W	RT, A, RT {Airfield: J19}	K9-NE	13:08:00
6	<i>Glider</i> ♠ Hugo Griffin	J8-W	I-fR, RT-fA, RS {1 ½ kills} {Airfield: J1}	I5-SE	00:09:26



The clouds moved south west. *The Brown Baron* repairs more damage while *Wizard Prang* and *Glider* pass each other by.

WHO PLAYS WHAT

John Boocock	1829-A30, 1861-R29, Agr4, OP29	Willem Moene	1825-H27, 1830-T29, 1856-Y27,
Tony Bromley	RR-2157-KA		1870-Y26, 1870-N29, Acq56, OP28, OP29,
Pete Campbell	1825-H27, 1826-J28, 1829-A30,		PR12
	1830-V2-U28, 1870-N29, 1889-O29,	Greg Payne	BA20
	BB-324-ENG, BB-327-CD, IW2,OP28,	Marcus Pratt	Agr4, Bat4, IW2, OP28, OP29
	OP29, RR-2157-KA	Jim Reader	Agr4, BA20, BB-324-ENG, BB-327-CD,
John Colledge	Acq56, Acq57		CM2, OP28, OP29, PR12, RR-2148-LE,
Bob Coull	BB-324-ENG, RR-2148-LE, RR-2160-KT,		RR-2157-KA, Sop353
	StP3	Lionel Robbins	1825-H27, 1829-A30
Dennis Frank	BA20	Adam Romoth	1870-Y26
Mark Frueh	1830-T29, 1870-N29	Don Shailer	RR-2157-KA
Michael Graystone	Acq56, Acq57, Bat4, BB-324-ENG,	Colin Sharpe	Acq56, Acq57, RR-2160-KT
	RR-2160-KT, Sop353	John Shelley	1826-J28, 1829-A30, 1830-T29, 1856-Y27,
Hugo Griffin	Sop353		1861-R29
Lyndon Gurr	1826-J28, 1856-Y27, 1861-C27,	David Smith	OP28
	1870-Y26, 1870-N29, 1889-O29, OP28,	Don Smith	1826-J28, 1830-T29, 1830-V2-U28,
	OP29		1856-Y27, 1861-R29, 1870-Y26,
Steve Ham	Bat4, BA20, RR-2160-KT		1870-N29, 18GA-Z27
Geoff Hardingham	CM2	Allan Stagg	Bat4
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2	Mark Stretch	1830-V2-U28, 18GA-Z27, Bat4, OP28,
Mike Head	1889-O29, 18GA-Z27, IW2		OP29
Mike Hutton	1825-H27, 1870-Y26, BB-327-CD	Rob Thomasson	1829-A30, 1830-T29, 1856-Y27,
Kevin Lee	Acq57, Agr4, BA20, BB-327-CD, CM2,		RR-2160-KT, StP3
	PR12, RR-2157-KA, StP3	Roger Trethewey	BB-327-CD, RR-2148-LE
Richard Lunn	Acq57, BA20	Stephen Webb	1826-J28, PR12
John Marsden	Bat4, BB-324-ENG, CM2, RR-2148-LE	Tony Wilcock	Acq56, StP3



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DEADLINES

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Future deadlines: 18xx games: May 6th Other games: May 11th

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