

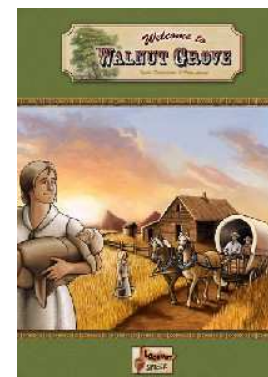
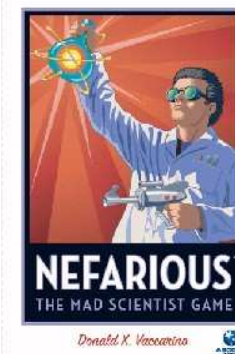
FOR WHOM THE DIE ROLLS

November 2011

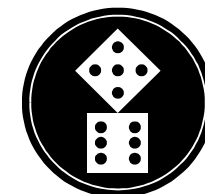
Published by Keith Thomasson

Issue 187

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #187, 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.

Games starting in this issue...

6 nimmt! John Colledge, Bob Coull, Michael Graystone, Kevin Lee, Jim Reader, Don Shailer, Colin Sharpe
Railway Rivals Michael Graystone, Steve Ham, Kevin Lee, John Marsden, Jim Reader

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

⇨④ 1825 Howard Bishop
⇨④ 1826 Pete Campbell
⇨② 1830 Adam Romoth, Don Smith, Willem Moene
⇨③ 1830 (Variant map 2) . . Pete Campbell, Don Smith
⇨② 1837 Pete Campbell, John Hopkins, Don Smith
⇨② 1856 Mike Hutton, Don Smith, Lyndon Gurr
⇨④ 1861 Pete Campbell
⇨⑥ 18C2C Pete Campbell, John Boocock
⇨④ 7 Wonders Allan Stagg, Jim Reader, Kevin Lee
⇨② 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
⇨③ Acquire Colin Sharpe, Michael Graystone
⇨② Acquire (Special Powers) Colin Sharpe, Michael Graystone
⚙ Agricola Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
⇨⑤ Baltimore & Ohio Alan Harvey
① Homesteaders Michael Longdin, Rob Thomasson, Howard Bishop
⇨⑧ Outpost Willem Moene, Marcus Pratt
⇨① Puerto Rico Jim Reader, Willem Moene, Kevin Lee
⇨⑤ Revolution! Allan Stagg (normally a 4-player, but can take 6 with The Palace expansion)
⇨① RoboRally Allan Stagg, Jim Reader, Mark Stretch, Don Shailer, Roger Trethewey, Howard Bishop, Steve Ham
⇨① Steam: Rails to Riches . . Pete Campbell, Mike Hutton, Marcus Pratt
③ Year of the Dragon Pete Campbell

I supply everything you need for these...

①/⑦ Battle! Pete Campbell, Mark Stretch, Marcus Pratt, Allan Stagg, Steve Ham
③ Breaking Away Steve Ham, Jim Reader, Kevin Lee
⇨① Bus Boss Bob Coull, Michael Graystone, Kevin Lee, Jim Reader
⚙ Railway Rivals Bob Coull, Don Shailer, John Marsden, Colin Sharpe, Jim Reader, Steve Ham

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

START

Welcome to issue #187. Welcome to a post-Essen issue of the zine, actually out in the month following the show. This is the first November issue since 2007, as it is often so busy in November that it gets difficult to find time for the zine. It's busy this year but I have been able to find the time. Perhaps I am getting more organised.

Perhaps.

Bus Boss 331-SCT and Railway Rivals 2157-KA are held over this time as Don Shailer has been unable to provide orders. We'll be going next time with or without him, as he should be able to find enough time to catch up.

ESSEN

One thing I am invariably asked on my return from Essen is which game stood out this year. This was a much easier question to answer a few years ago, but with the volume of new games that are released at Essen, it is distinctly harder to point to one or two games and say that they were the ones. I used to watch people passing by and notice the same game under a lot of arms, but that just doesn't happen any more.

According to the press office, some 750 new titles were released at the show this year. Not all of those will have been games, as the event is shared with Comic Action, and some definitely fall into the toy category rather than games, but even so, there were several hundred new games to choose from. The press previews used to take place in one room, then they spread into the hallway outside, and now occupy about three times the space they did five years ago. No wonder the chances of one game standing out above the flood have reduced.

Instead of worrying about what was the best game from Essen, I'll chat a bit about some of the new games I have played, starting with the two new games from Donald X Vaccarino, the designer of Dominion. Both were being touted as his 'next' game, but they came out at the same time, so let's not worry about which was his second or which was the third.



Kingdom Builder is published by Queen Games. There was a lot of interest in this when it was announced, which seemed to fade away when people found out more about the game. It seems to be bouncing back now that people have played it and find that it is not just a few luck mechanics strung together.

The playing area is made up from four of eight board sections, chosen at random. There are a number of different terrain types on the boards, divided up among the hexes in groups of various sizes. Each player has 40 houses that are put on the board, one per hex, until someone has played all their houses.

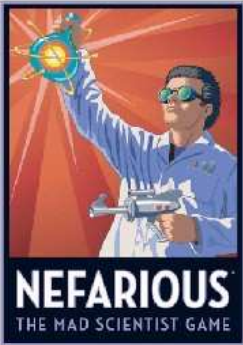
Each turn you reveal the terrain card you drew after the last turn and place three of your houses on hexes of that terrain type, with the proviso that they must be placed next to your existing houses where possible. Each of the board sections features one or two Location hexes. If you place a house next to one of these you get a Location tile, which can give you the ability in future rounds to place more houses, or move existing houses around the board. There are also castle hexes, which will give you 3 gold at the end of the game if you have a house next door.

So that's how the game works. The big question is, how do you win? At the start of the game three cards are drawn from a set of ten, and these cards define the conditions for gaining gold at the end of the game. Gold is synonymous with victory points in this game, as the player with the most gold wins.

Some of the cards give you gold for having houses next to certain terrain, such as mountains or water, while others award gold for having a large group of houses or for a number of separate groups.

With the powers of the Location tiles and the conditions for awarding gold varying from one game to the next, they can end up giving you quite a different challenge each time you play.

The game claims a time of 45 minutes, which is quite accurate as long as nobody spends too long agonising over the relatively few choices they have to make. It is worth noting that Queen added a family variant to make it simpler, but after testing the game with youngsters, took it out, as it was deemed unnecessary. I have tried this with a variety of gamers, from casual to more serious, and had good results every time, so expect this to survive past the end of the year. Just as well, as it's not generally available yet, but should be in a few weeks.




NEFARIOUS
THE MAD SCIENTIST GAME

Donald X. Vaccarino

Nefarious, the Mad Scientist game, is a card game in which you try to build crazy inventions, some of which you might guess at, and some of which you would never suspect.

For example, how about an invention to stop your buttered bread from hitting the ground buttered-side down? It's really simple - strap it to the back of a cat buttered-side up. Because the cat always lands on its feet, the buttered-side is always facing up. That is the Buttered Cat Array. It doesn't cost anything to play, but doesn't score much either.



Each turn, the players simultaneously choose one of four actions - Speculate, Invent, Research or Work. These are revealed and the executed in turn. Work and Research are easy. When you work, you gain 4 bags of gold. When you research, you gain 2 bags of gold and draw an invention card.

Speculation lets you place one of your workers on your lair, in an area that matches one of the four actions. If you start the round with a worker in an action area that one or both of your neighbours have chosen, then you receive extra bags of gold. They know where your workers are, but they may just have to do that action, and you reap the benefit. If you have speculated in all four areas, they cannot avoid giving you your extra bags of gold.

Invent is the main action, as the only way to score victory points is to play invention cards. All players who have chosen this action choose one of their invention cards and then reveal them and pay the cost in bags of gold.

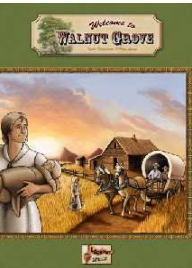
Most invention cards have special effects that may affect the person who played it, and/or all the other players. These can give or take away bags of gold, invention cards or workers.

If anyone has 20+ points of inventions on the tables they can put in a claim for victory. As long as they are the clear leader, they win. If there is a tie, another round is played.

The game plays quickly, and is good fun. As with many games it is important to do things in the right sequence, or it can be confusing who has finished their turn, but a little bit of discipline works wonders.

There is a twist, of course. In fact, there are two twists, both drawn from the twist deck at the start of the game. These cards provide variations to the rules that apply to the whole game, and give each game a different flavour. This is clearly something that Donald likes to do, but it is simply done and works very well.

Nefarious is published by Ascora Games, a small company from Chicago, but the good news is that it will be available in the UK via the regular distribution channels.



Walnut Grove

My third pick is Walnut Grove from Lookout Games. This has been described as a cross between Carcassonne and Agricola. The Carcassonne comparison comes from the tiles that you draw to expand your farm. You do not need to match terrain as in Carcassonne, but it is to your advantage to do so, as larger areas of matching terrain increase your production. The Agricola comparison concerns the town of Walnut Grove, where you move your farmer and labourers to the various buildings to hire more labourers, buy huts and barns, or pick up the bonus tiles that will give you a needed boost of victory points. It plays quickly, as three of the four seasons in each year can be done by all players together once they understand the rules. After eight years you tot up your victory points, grumble, and start another game to see if you can do better.

Walnut Grove is designed by Touko Tahkokallio and Paul Laane. The former has been busy, because he also had Eclipse released at Essen, a big game about galactic exploration and conquest. As there is no more room to discuss that one, it will have to wait until another time. I suspect I may find it hard to persuade my various gaming groups to put such a big game on the table, but you never know.

ACQUIRE 57

An early bath for all involved.

GAME OVER

1st	Michael Graystone	48,500
2nd	Colin Sharpe	37,900
3rd	Kevin Lee	27,500
4th	John Colledge	26,700
5th	Richard Lunn	18,200

Richard Lunn (5th): The game that said yes, it is time for me to have a break. I wanted one extra round at the start and I could have been in a very strong position. As it was this was probably the worst game I have played in a long while and against that Mick had an excellent game. Thank you to all.

.....

Lasting just 8 rounds, this game has probably been one the shortest in the zine. That's not a negative thing, it just reminds you that the end cannot always be predicted.



1825-X31

The Midland sells out, making the Caledonian and NBR available.

OR1 - SR2

Oops - I set up my spreadsheet for this with the Midland at 90, when it should have been 82. Those who spent more than they should have, have been refunded.

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	8:Q9:1	9:P12:2	-	① ②	90▼	540	2.2

Notes: ① 100 to the bank for terrain costs
② 360 to the bank for two '2' trains

Stock Round 2

Willem	Mike	John Boocock	Lionel	John Shelley
+ Midland new	+ Midland new	✗	✗	✗
+ Midland new	- 1 LNWR + Midland new	- 1 Midland + LNWR pool	✗	✗
+ Midland new	- S&D private + Midland pool	✗	✗	✗
+ Midland new	✗	✗	✗	✗
✗	Priority for SR3			

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Lionel Robbins	74	5	0	79	469	18.9▼	4
John Shelley	62	10	0	72	484	19.6▼	5
Willem Moene	429	12	-328	113	516	20.9▲	5
Mike Hutton	80	25	-26	79	489	19.8▼	4
John Boocock	12	30	-8	34	514	20.8▲	4

Portfolio	Privates	LNWR	Mid	NER	Cal	NBR	GCR	GNR	L&YR	GSWR
Lionel Robbins	A&F	4D	-	-	-	-	-	-	-	-
John Shelley	TWW	3	1	-	-	-	-	-	-	-
Willem Moene	C&HP	-	4	-	-	-	-	-	-	-
Mike Hutton	-	-	5D	-	-	-	-	-	-	-
John Boocock	L&M	3	-	-	-	-	-	-	-	-

Bank (new)	-	-	10	10	10	10	10	10	10
Price (new)	100	82	82	76	76	71	71	71	71
Bank (pool)	S&D	-	-	-	-	-	-	-	-
Price (pool)	100	82	-	-	-	-	-	-	-
Company credit	540	820	-	-	-	-	-	-	-
Tokens	3	4	4	4	4	4	4	4	3
Trains	2.2	-	-	-	-	-	-	-	-

Bank cash: 14,623 Certificate limit: 18 Trains: 3 x '2', 5 x '3'...

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
1/2	2/2	3/2	4/4	5/4	6/4	7/6	8/9	9/8	55/2	56/2	69/2	114/1
115/1												

1825

Units 2-3

GameX31
 Referee:
 Keith Thomasson

Track may leave the grid if it connects to these areas

Track may leave the grid if it connects to these areas

Minor Companies			
Company	Home	Base	Train
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
M&C	K7	MC	3T 370
North Staffs	Q13	NS	3T 370

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Orders required for the following rounds

By the early deadline

OR2, SR3



1829-A30

Runs can only end at large stations in 1829.

OR8 - OR9

OR8	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	14:R10:1	►R12	130	Yes	①	200▲	120	3 2 2 2
GWR	RT	15:V16:6	►V16	180	Yes	②	142▲	100	3 2 2
Mid	JS	15:R16:5	►Q17	150	Yes	③	112▲	120	3 2 2
LSWR	JB	-	►W19	-	-	①	71▼	460	3

- Notes: ① 300 to the bank for a '3' train
 ② 100 to the bank for a token in V16
 ③ 40 to the bank for a token in Q17

OR9	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	10:R12:3	►R10	220	Yes	①	225▲	80	3 2 2 2
GWR	RT	13:X14:1	►U15	200	Yes	-	160▲	100	3 2 2
Mid	JS	12:Q15:3	►Q13	210	Yes	-	126▲	120	3 2 2
LSWR	JB	1:W19:3	►W17	-	-	②	67▼	160	3 3

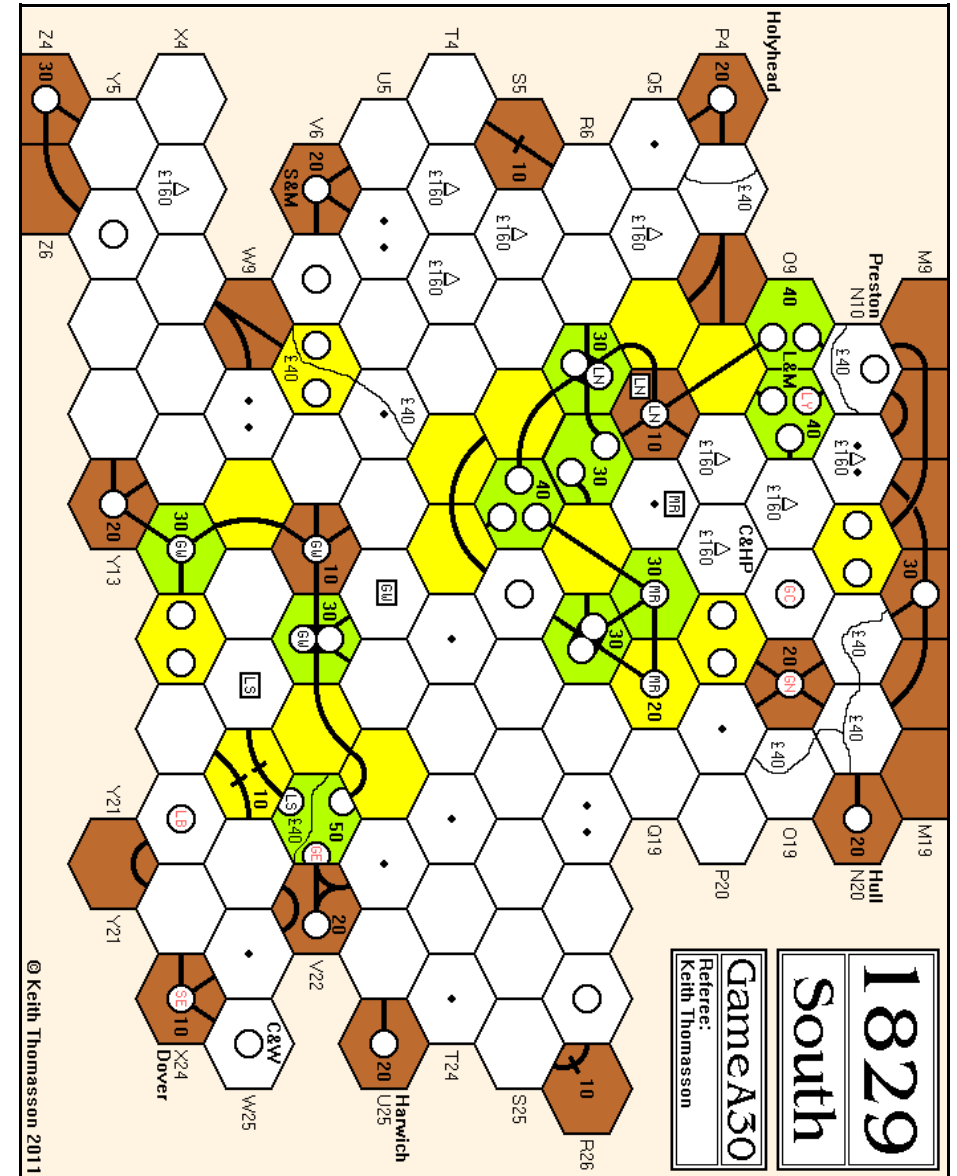
- Notes: ① 40 to the bank for a token in R10
 ② 300 to the bank for a '3' train

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Pete Campbell	13	83	130	226	1,578	21.9▼	6
Rob Thomasson	73	131	145	349	1,499	20.9▲	7
John Shelley	60	118	169	347	1,454	20.2▲	7
Lionel Robbins	36	92	126	254	1,410	19.6▼	8
John Boocock	50	61	85	196	1,250	17.4▼	7

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	5D	1	-	1	-	-	-	-	-	-
Rob Thomasson	S&M	-	7D	-	-	-	-	-	-	-	-
John Shelley	-	1	-	7D	-	-	-	-	-	-	-
⚡ Lionel Robbins	-	2	2	2	2	-	-	-	-	-	-
John Boocock	L&M	2	-	1	4D	-	-	-	-	-	-

Bank (new)	Hull...	-	-	-	3	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP C&W	-	-	-	-	-	-	-	-	-	-
Price (pool)		225	160	126	67						
Company credit		80	100	120	160						
Tokens		4	3	3	4	5	4	4	4	3	3
Trains		3222	322	322	33						
Bank cash: 18,628		Certificate limit: 18				Trains: 1 x '3', 5 x '4'...					

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/1	2/2	3/2	4/6	5/3	6/4	7/2	8/3	9/8	10/2	12/2	13/2	14/2
15/1	16/1	17/1	18/1	19/2	20/2	21/1	22/1	23/4	24/4	25/2	26/2	27/2
28/1	29/1	30/1	31/1									



Orders required for the following round

By the early deadline

SR9



1830-T29

We only get part way through the round.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	WM	9:D22:3	280	Yes	①	112B	1	5
B&O	MF	8:F12:5	-	-	②	75F	0	6
CPR	WM	9:B22:3	80	Yes	-	100A	139	5
C&O	DS	26:H8:4	110	No	③	76B	120	D
NYC	JS	9:D16:3	-	-	④	54G	599	-

Notes: ① 120 to the bank for terrain costs
 ② 630 to the bank for a '6' train, partly funded by 139 from Mark
 ③ 800 and a '4' train to the bank for a Diesel
 ④ Needs to buy a train for the NYC - sells 1 B&O (▼75F), 4 NYC (▼54G), 2 NYNH (▼60I) and 1 PRR (▼69G), gives the NYC 598 and goes bankrupt

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Don Smith	4	0	4	514	13.0	5-6
Mark Frueh	156	-139	17	777	19.7	8-9
Willem Moene	136	197	333	1,493	37.9	9
Rob Thomasson	51	28	79	870	22.1	8-10
John Shelley	31	-31	0	288	7.3	0-3

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

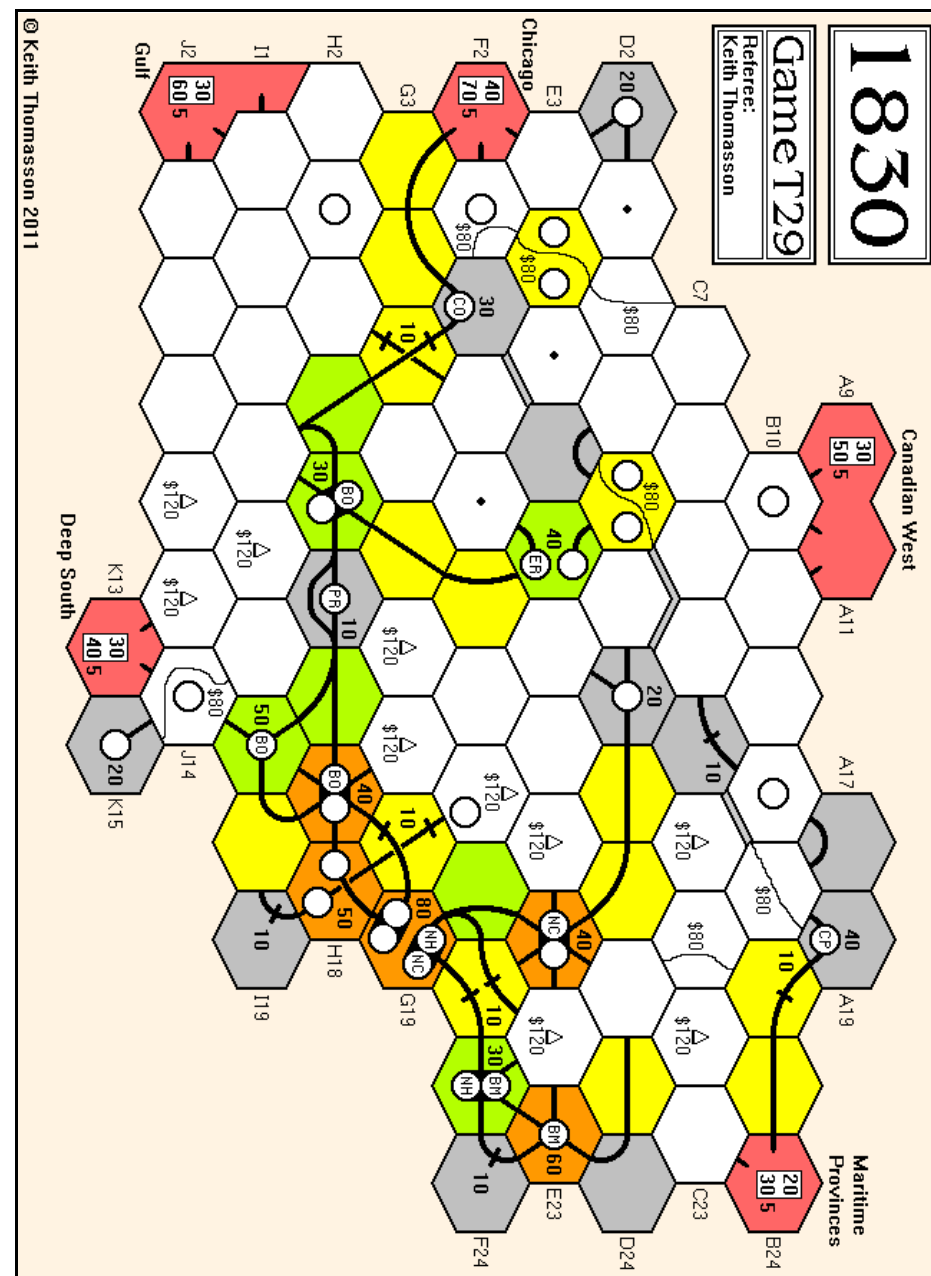
Bank (new)	4	-	2	4	4	2	-	3
Price (par)	100	100	100	100	71	82	71	76
Bank (pool)	-	4	1	-	1	4	5	1
Price (pool)	112B	75F	76B	90A	65F	54G	60I	69F
Company credit	1	0	120	139	710	599	238	268
Trains	5	6	D	5	-	-	6	5

Bank cash: 9,492 Certificate limit: 13 Trains: Diesels

I didn't watch this closely enough to see the bankruptcy coming, although it was no surprise to some. John decided to get it over with rather than swap trains, as it would simply extend the pain for no gain.

1st	Willem Moene	1,493	37.9%
2nd	Rob Thomasson	870	22.1%
3rd	Mark Frueh	777	19.7%
4th	Don Smith	514	13.0%
5th	John Shelley	288	7.3%

Congratulations to Willem, coming out well on top after the dust settled. We'll round it up next time, when you can reveal - if you want - where it all went wrong.





1830-V2-U28

A shortage of type 8 tiles is felt by a few people.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	67:H22:6	430	Yes	-	200C	302	5
B&O	DS	25:D20:4	340	Yes	-	185C	170	D
B&M	MS	47:C13:3	170	Yes	-	160A	70	6
NYNH	AH	61:F6:1	200	Yes	-	155C	140	5
PRR	AH	61:E9:6	220	Yes	-	130D	22	D
Erie	PC	8:J18:2	290	Yes	-	100E	83	D
C&O	PC	57:D18:3	290	Yes	①	82E	143	6 5
CPR	DS	24:B10:4	220	Yes	-	82C	0	D

Notes: ① 1 to the NYC for a '5' train

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PC	9:G21:1	270	Yes	①	240B	276	5
B&O	DS	-	340	Yes	-	200C	340	D
B&M	MS	8:B12:5	220	Yes	-	180A	70	6
NYNH	AH	57:C3:1	200	Yes	-	170C	160	5
PRR	AH	-	220	Yes	-	155C	44	D
Erie	PC	-	400	Yes	-	110D	123	D
C&O	PC	-	450	Yes	-	90E	323	6 5
CPR	DS	28:B8:5	280	Yes	-	90C	0	D

Notes: ① 80 to the bank for terrain costs

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Don Smith	375	299	319	993	2,528	18.3	9
Pete Campbell	679	475	562	1,716	3,791	27.5	12
Alan Harvey	243	407	425	1,075	3,825	27.8	16
Mark Stretch	37	416	437	890	3,635	26.4	15

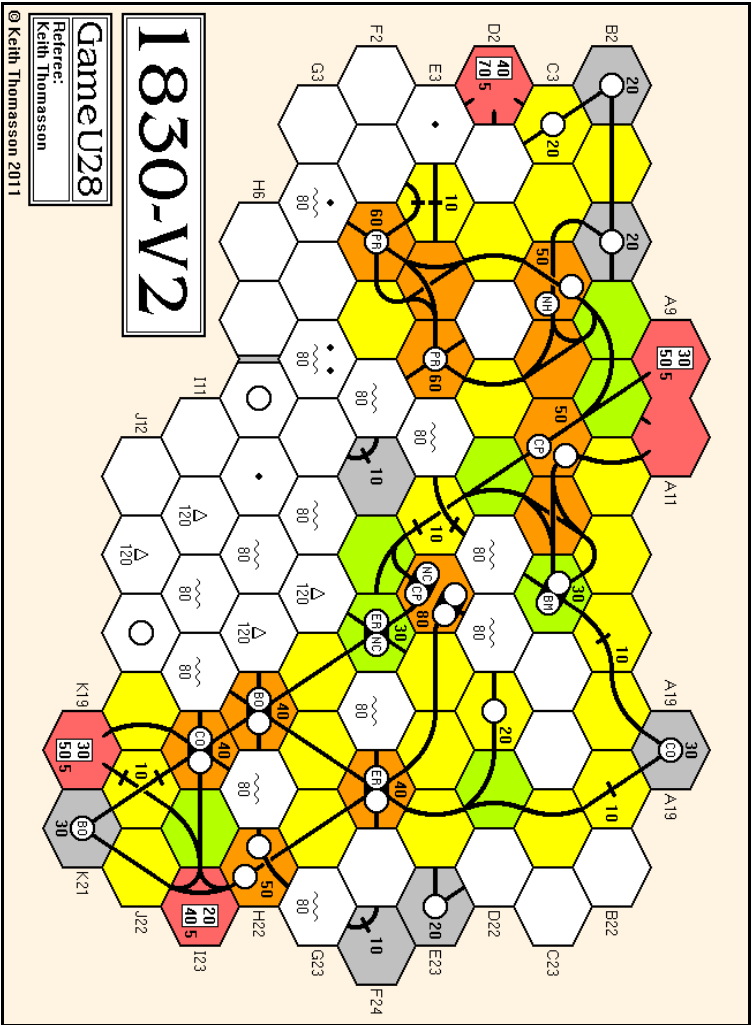
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	3P	-	6P	-	1	-	1
Pete Campbell	-	1	5P	-	5P	3P	-	1
Alan Harvey	1	-	-	3	1	1	6P	6P
Mark Stretch	6P	1	-	1	3	3	1	1

Bank (new)	3	-	1	-	-	-	2	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	5	4	-	1	2	1	1
Price (pool)	180A	200C	90E	90C	110D	240B	170C	155C
Company credit	70	340	323	0	123	276	160	44
Tokens	2	1	2	2	1	2	1	2
Trains	6	D	6 5	D	D	5	5	D

Bank cash: 5,990 Certificate limit: 16 Trains: Diesels
Current operating order: NYC, B&O, B&M, NYNH, PRR, Erie, C&O, CPR

Alan, your cash query is explained by the fact that you did not own the B&M share during OR12.

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



Orders required for the following rounds	By the early deadline
OR15, SR9	Adjudication can pause between rounds if requested



1856-E31

Most of the privates are bought
in once the '3' trains are in play.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	-	50	Yes	① ② ③	90C▲	0	2	5 2
WR	MF	15:O16:3	70	Yes	① ④ ②	80D▲	0	3	3 2
GW	AR	6:D17:3	50	Yes	① ② ⑤	75E▲	0	3	5 2
LPS	JS	14:C14:3	120	Yes	① ⑥	70F▲	325	3	2 2
CPR	RT	121:M4:1	60	No	① ② ⑦	60F▼	0	3	5 2

- Notes: ① Government loan secured
 ② 225 to the bank for a '3' train
 ③ 75 to Don for the CC private
 ④ 140 to Mark for the NFSBC private
 ⑤ 125 to Adam for the GLSC private
 ⑥ 40 to John for the FT private
 ⑦ 170 to Rob for the SCFTC private

Stock Round 4

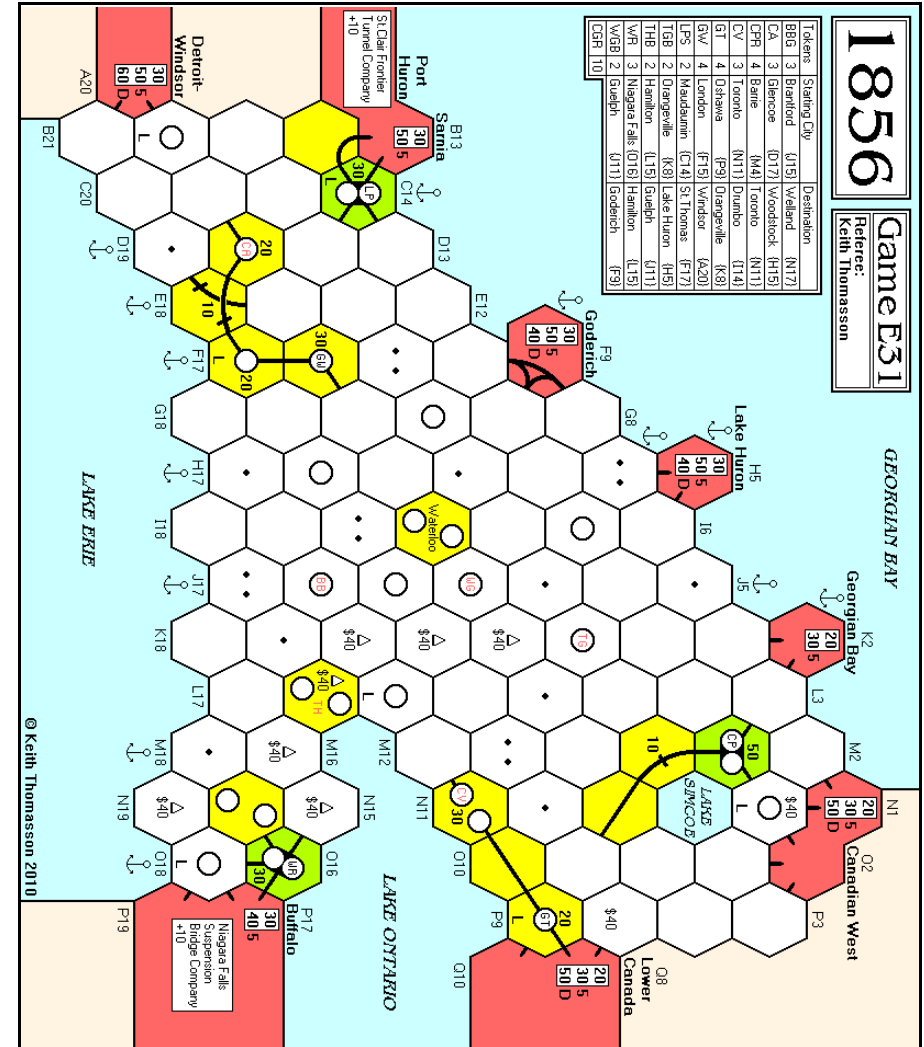
Rob	Don	Adam	Mark	John
+ CPR new	+ GT new	+ GW new	+ WR new	+ LPS new
+ CPR new	✗	+ GW new	+ WR new	✗
+ CPR new	✗	+ LPS new	✗	✗
- 1 CPR (▼55G)	✗	✗	✗	✗
+ LPS new				
✗	Priority for SR5			

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Adam Romoth	54	155	-205	4	449	20.3▲	5
Mark Frueh	0	191	-150	41	481	21.8▲	5
John Shelley	5	105	-65	45	465	21.1▲	5
Rob Thomasson	52	190	-200	42	387	17.5▼	5
Don Smith	45	100	-80	65	425	19.3▼	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	-	-	-	-	-	-	5P	1	-	-	-	-
Mark Frueh	WSR	-	-	-	-	-	-	-	-	-	-	5P
John Shelley	-	-	-	-	-	-	-	6P	-	-	-	-
Rob Thomasson	-	-	-	5P	-	-	-	1	-	-	-	-
Don Smith	-	-	-	-	-	4P	-	-	-	-	-	-

Bank (new)	10	10	4	10	6	5	2	10	10	10	5
Price (par)			65		80	70	65				75
Bank (pool)			1		-	-	-				-
Price (pool)			55G		90C	75E	70F				80D
Company credit			130		80	140	325				150
Loans			3		2	3	3				3
Tokens	3	3	3	3	3	3	1	2	2	2	2
Trains			3.2		3.2	3.2	2.2				3.2
Bank cash: 10,978	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...						
Current operating order:	GT, WR, GW, LPS, CPR										

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/2	6/-	7/6	8/13	9/11	55/1	56/-	57/3	58/2	
69/1	14/3	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1	
28/1	29/1	59/2	120/1	121/1									



Orders required for the following rounds	By the early deadline
OR4, OR5	Adjudication can pause between rounds if requested



1861-R29

You can only lay
'Y' tiles on 'Y' hexes.

OR9 - MR6

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
D	JB	-	150	Half	-	120D	215	-	-
GRR	JB	623:J7:1	-	570	Yes	245B	1,287	-	4
SW	LG	24:J9:5	-	250	Yes	① ② 220B	800	-	4
MKV	DS	5:K12:6	4:J11:3	-	③ ④ ⑤	180A	10	4	5
NW	DS	20:I10:3	-	470	Half	-	165D	696	-
SE	JS	63:H13:1	-	190	Yes	⑥ ⑤	165C	191	-
MKN	LG	63:D9:1	-	400	Yes	⑦	135D	0	5 4
MK	LG	43:J9:5	-	150	Yes	⑧ ⑨	135D	159	-
RSR			270	No	⑧		127	-	6 4

- Notes:
- ① 400 to the bank for two pool shares
 - ② 240 to the MKN for a '4' train
 - ③ 20 to the bank for a second tile lay
 - ④ 4 loans acquired
 - ⑤ 550 to the bank for a '5' train
 - ⑥ 80 to the bank for a token in H13
 - ⑦ 680 to the SW for a '5' train
 - ⑧ 650 to the bank for a '6' train
 - ⑨ All privates companies and the D are nationalised

Merger Round 6

No actions.

Cash Flow	b/f	OR9	MR6	c/f	Value	%	Certs
Don Smith	8	269	0	277	1,947	19.8	7
John Shelley	56	275	0	331	2,221	23.8	9
John Boocock	43	644	0	687	2,212	23.7	6
Lyndon Gurr	22	440	0	462	3,047	32.7	14

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Don Smith	-	-	-	2D	-	6D	-	1	-
John Shelley	1	1	1	-	-	1	6D	1	-
John Boocock	5D	-	1	-	-	1	-	-	-
Lyndon Gurr	-	5D	6D	-	-	-	-	5D	-
Bank (new)	4	4	2	8	10	2	4	2	-
Bank (pool)	-	-	-	-	-	-	-	1	-
Price	245B	135D	135D	180A	-	165D	165C	220B	-
Company credit	1,317	159	60	200	-	696	191	890	97
Loans	-	-	-	4	-	-	-	-	-
Tokens	-	2	2	2	3	1	1	1	3
Trains	4	6	5 4	5	-	5	5	5	6 4

Bank cash: 9,793

Certificate limit: 16

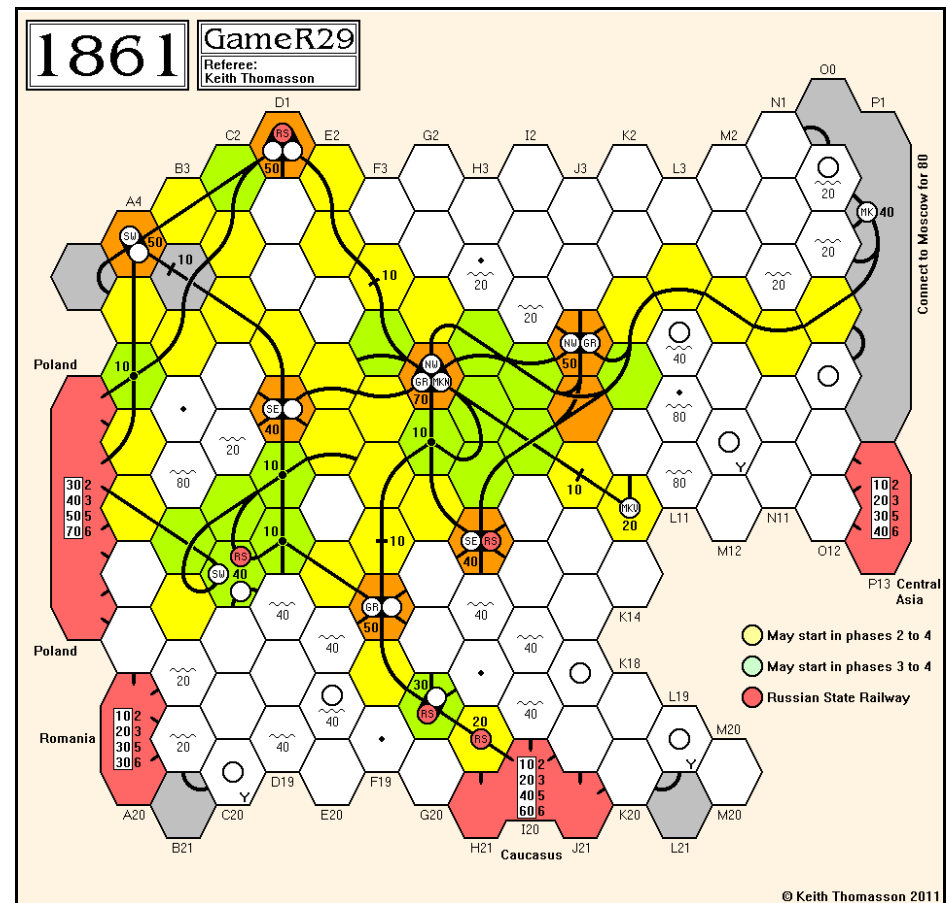
Trains: 2 x '7', 9 x '8'

Current operating order: GRR, SW, MKV, NW, SE, MKN, MK, RSR

There was nothing possible in Merger Round 6, and nothing will be possible in the next Merger Round, so I'll ask for the next operating round and stock round for next time.

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds						
3/2	4/2	5/1	6/2	7/🔴	8/🔴	9/🔴	57/1	58/4	201/3	202/4	621/2	14/2	
15/1	16/2	17/2	18/2	19/1	20/1	21/2	22/1	23/4	24/1	25/3	26/2	27/2	
28/1	29/2	30/2	31/2	87/2	88/-	204/-	207/5	208/2	619/2	622/2	624/1	625/1	
626/1	635/-	637/1	39/2	40/2	41/2	42/2	43/1	44/2	45/2	46/2	47/2	63/1	
611/3	623/1	636/1	638/-	641/-	801/1	911/3	639/1	640/1	642/1				

Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR10, MR7, SR6



1861-F31

Moscow has yet to get connected to the south.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	90F▲	140	-	2
MNN	LQ	7:K8:6	-	70	Half	80F▲	15	-	2
MK	WM	-	-	50	Half	65G▲	75	-	2
KB	LQ	9:B13:3	-	-	②	50H▼	110	-	2
SPW	LR	-	-	70	Half	55H▲	145	-	-
KK	PC	-	-	60	Half	55H▲	60	-	2
RO	LR	9:D7:3	-	70	Half	55H▲	0	-	2 2
KR	PC	8:G12:2	-	60	Half	55H▲	60	-	2
MV	LR	6:H13:5	-	-	①	45H▼	0	-	2
OK	DS	202:C20:5 9:C18:1	-	-	④ ⑤ ①	45H▼	25	1	2

- Notes: ① 100 to the bank for a '2' train
② 5 to the MNN for a '2' train
③ 70 to the SPW for a '2' train
④ 20 to the bank for an extra tile lay
⑤ 1 loan acquired

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	DS	-	-	80	Half	100F▲	180	-	2
MNN	LQ	-	-	70	Half	90F▲	50	-	2
MK	WM	-	-	50	Half	70G▲	100	-	2
SPW	LR	-	-	-	① ②	50H▼	10	2	3
KK	PC	622:F15:6 8:H11:5	70	Half	-	60H▲	170	-	-
RO	LR	8:E8:6 25:F7:3	140	Half	③ ④ ⑤	60H▲	0	-	2 2
KR	PC	8:H9:4	70	Half	⑥	60H▲	0	-	2 2
KB	LQ	9:A12:3 635:C14:1	90	Half	⑦ ⑧	55H▲	45	-	2
MV	LR	24:G14:5	60	Half	-	50H▲	30	-	2
OK	DS	9:C16:1	70	Half	④	50H▲	5	-	2

- Notes: ① 2 loans acquired
② 225 to the bank for a '3' train
③ 1 loan acquired
④ 1 loan redeemed
⑤ 45 to Lionel for the BSSC private
⑥ 95 to the KK for a '2' train
⑦ 20 to the bank for a second tile lay
⑧ 90 to Lyndon for the WVR private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Willem Moene	117	50	50	217	432	16.7▼	2
Don Smith	2	60	95	157	517	19.9▲	3
Pete Campbell	102	70	80	252	522	20.1▲	3
Lyndon Gurr	2	65	200	267	557	21.5▲	2
Lionel Robbins	2	85	160	247	567	21.9▲	3

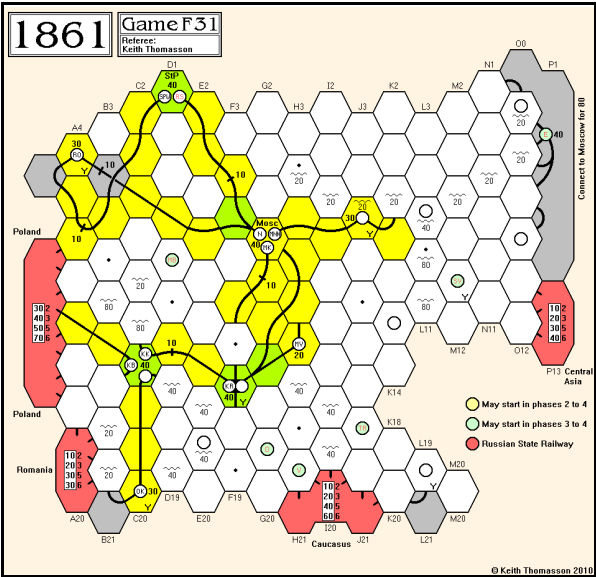
With the purchase of the first '3' train, our next round is the first Merger Round, which will be followed by Stock Round 3.

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Willem Moene	MRR	-	-	-	-	2D	-	-	-	-	-
Don Smith	MYR	2D	-	-	-	-	-	-	2D	-	-
✱ Pete Campbell	TSR	-	-	2D	2D	-	-	-	-	-	-
Lyndon Gurr	-	-	2D	-	-	-	2D	-	-	-	-
Lionel Robbins	-	-	-	-	-	-	-	2D	-	2D	2D

Bank (new)	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price	100F	55H	60H	60H	70G	90F	50H	50H	60H	50H
Company credit	180	45	170	0	100	50	30	5	0	10
Loans	-	-	-	-	-	-	-	-	-	2
Tokens	-	-	-	-	-	-	-	-	-	-
Trains	2	2	-	2 2	2	2	2	2	2 2	3
Bank cash: 13,270	Certificate limit: 13						Trains: 6 x '3', 4 x '4'...			
Current operating order:	N, MNN, MK, SPW, KK, RO, KR, KB, MV, OK									

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

✱ Yellow track tiles are unlimited



Orders required for the following rounds	By the early deadline
MR1, SR3	



1870-N29

Just one round this month.

OR10

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LQ	143:M10:1	-	190	Yes	250A	19	5 4
ATSF	MF	63:F5:1	-	220	Yes	160C	125	5
SLSF	DS	-	-	140	Yes	140E	88	4
MKT	PC	9:H11:3	8:H9:3	170	Yes	140D	134	5
GMO	WM	4:G20:2	8:F21:5	100	Yes	140A	10	6 4
SSW	PC	9:I8:2	8:J7:6	170	Yes	110A	84	4
SSW	PC	Connection run		210	Yes	120A	168	4
SP	MF	63:L11:1	-	190	Yes	100B	141	5
TP	LQ	23:M12:3	-	-	-	60F	0	6
IC	WM	55:E20:2	8:D19:2	90	No	60E	412	4

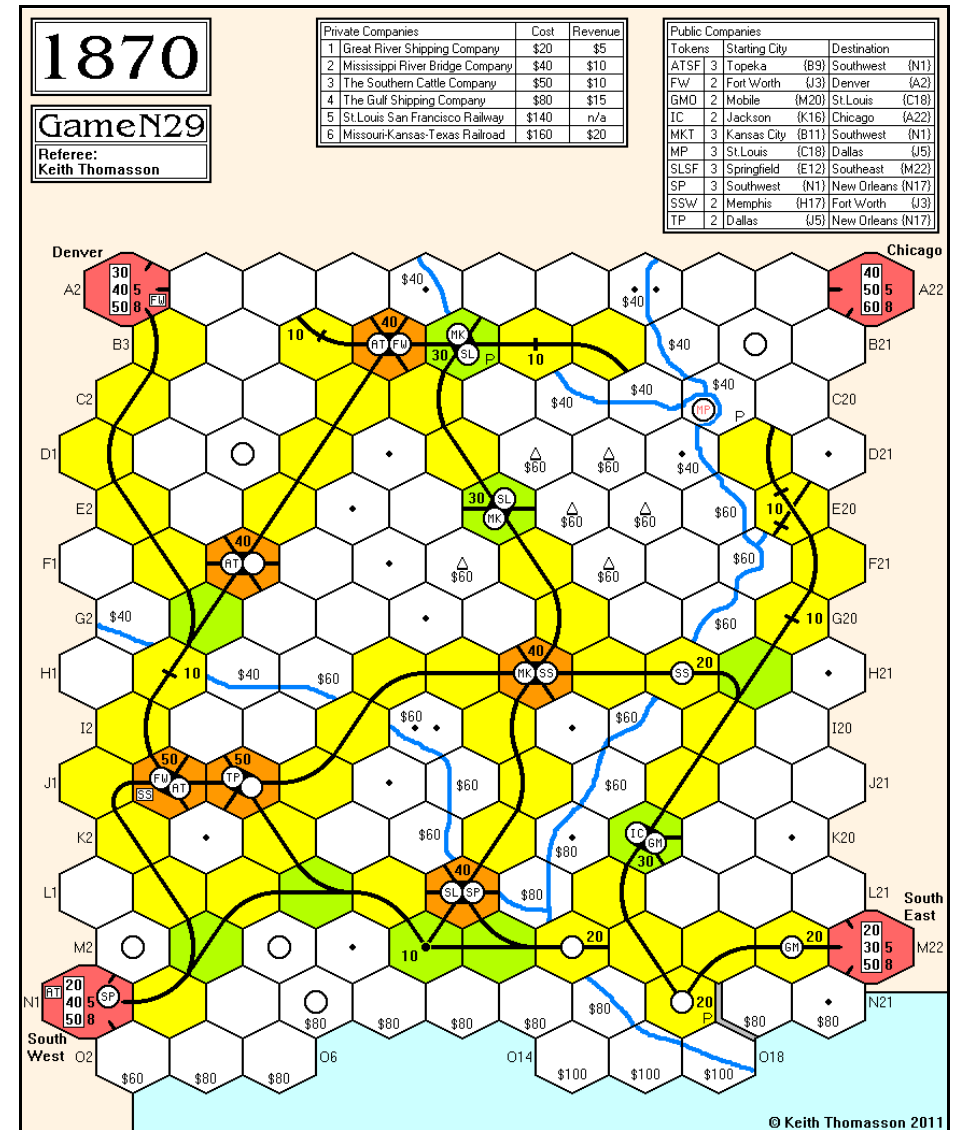
- Notes: ① 254 to the TP for a '5' train
 ② 193 to the IC for a '6' train
 ③ 60 to the bank for terrain costs
 ④ Destination marker placed in J3
 ⑤ 630 to the bank for a '6' train, partly funded by 48 from Lyndon

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Pete Campbell	124	340	464	2,284	20.8	11-13
Lyndon Gurr	106	85	191	2,629	23.9	9-14
Willem Moene	65	79	144	1,504	13.7	6-12
Don Smith	178	138	316	1,616	14.7	8-9
Mark Frueh	423	298	721	2,961	26.9	13-16

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	1	2	6P	-	-	-	6P	-
Lyndon Gurr	-	7P	-	1	-	4P	-	-	-	5P
Willem Moene	-	-	6P	6P	-	-	-	1	-	1
Don Smith	1	-	1	-	1	-	5P	1	-	1
Mark Frueh	8P	-	1	-	1	-	-	5P	-	3

Bank (new)	-	-	1	1	-	5	-	3	4	-
Price (par)	68	68	100	72	72	90	100	100	100	68
Bank (pool)	-	-	-	-	2	1	5	-	-	-
Price (pool)	160C	250A	140A	60E	140D	82C	140E	100B	120A	60E
Company credit	125	19	10	412	134		88	141	168	0
Redeemed shares	1	3	-	-	-		-	-	-	-
Tokens	-	-	D	1+D	D	3+D	D	1+D	-	1+D
Trains	5	5 4	6 4	4	5		4	5	4	6
<div>Bank cash: 9,067<div>Certificate limit: 13</div></div> <div>Trains: 1 x '6', 3 x '8'...</div>										
Current operating order: FW, ATSF, SLSF, MKT, GMO, SSW, SP, TP, IC										

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



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1870-A32

John and Willem get two
privates, Lyndon gets none.

PRIVATES

Stock Round 1 - Private companies

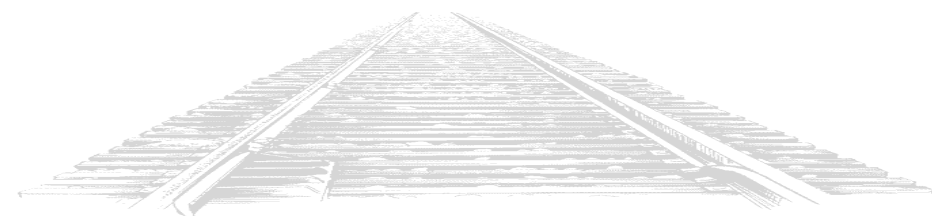
John	Buys GRSC for 20
Willem	Buys MRBC for 40
Adam	Bids 182 on MKT
Lyndon	Bids 187 on MKT
Lionel	Buys SCC for 50
John	Buys GSC for 80
Willem	Buys SLSF for 140, sets par at 100
	♣ Adam gets the MKT for 192
Priority for the second part of this round lies with Adam	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
John Shelley	420	-100	320	420	19.7▼	2
Willem Moene	420	-180	240	480	22.6▲	2
Adam Romoth	420	-192	228	388	18.2▼	1-2
Lyndon Gurr	420	0	420	420	19.7▼	-
Lionel Robbins	420	-50	370	420	19.7▼	1

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	-	-	-	-	-	-
Willem Moene	MRBC	-	-	-	-	-	2P	-	-	-	-
♣ Adam Romoth	MKT	-	-	-	-	1	-	-	-	-	-
Lyndon Gurr	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	SCC	-	-	-	-	-	-	-	-	-	-

Bank (new)	10	10	10	10	9	10	8	10	10	10
Price (par)	100									
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	100A									
Company credit	1,000									
Redeemed shares	-									
Tokens	3	2	2	2	3	3	3	3	2	2
Trains	-									
Bank cash: 9,422	Certificate limit: 13									
Trains: 7 x '2' / 6 x '3'										

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5	58/4
69/1												



1870

GameA32

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)	Southwest (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

SR1, Public Companies



ACQUIRE 56

Festival goes, leaving Tower as the only non-safe chain.

ROUND 10

Tony 3-C Continental takes over Festival, bonuses for Willem (4,000) and Michael (2,000), Tony sells 1 for 400, Willem sells 8 for 3,200, Michael sells 5 for 2,000. Buys 3 Tower @ 300.

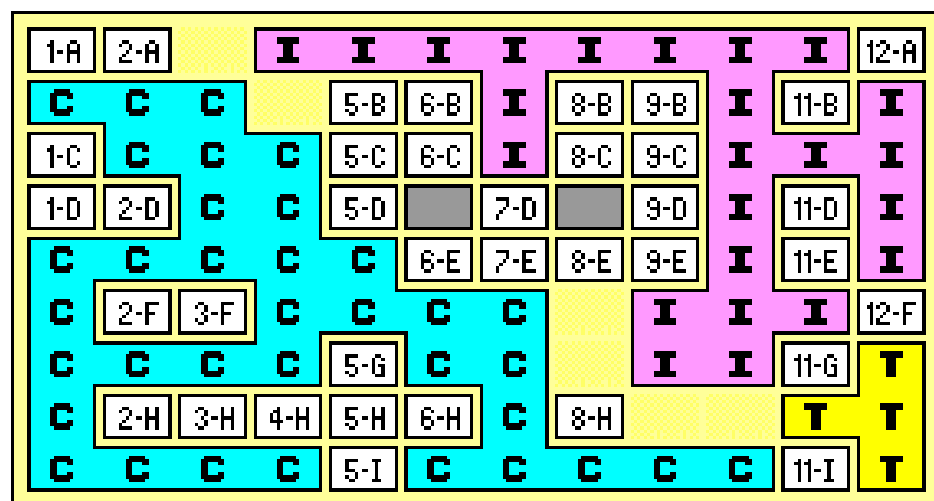
Colin 5-E Buys 3 Tower @ 300.

Willem 12-E Buys 3 Tower @ 300.

John 2-G Buys 3 Tower @ 300.

Michael 3-B (Dead tiles: 3-A) Buys 3 Tower @ 300.

Tony 12-G Buys 3 Tower @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	3	-	-	-	7	4	500	18,900
Willem Moene	-	5	-	-	-	4	-	19,400	25,800
John Colledge	-	6	-	-	-	-	9	9,500	31,400
Michael Graystone	-	3	-	-	-	8	9	7,900	45,400
Tony Wilcock	-	6	-	-	-	6	3	9,400	24,400
Bank Stock	25	2	25	25	25	-	-		
Chain Size	-	4	-	-	-	35	24		
Chain Value	-	400	-	-	-	1100	1000		

Playing sequence

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



ACQUIRE 58

Four new chains for the first round.

ROUND 1

Michael 1-H No purchases.

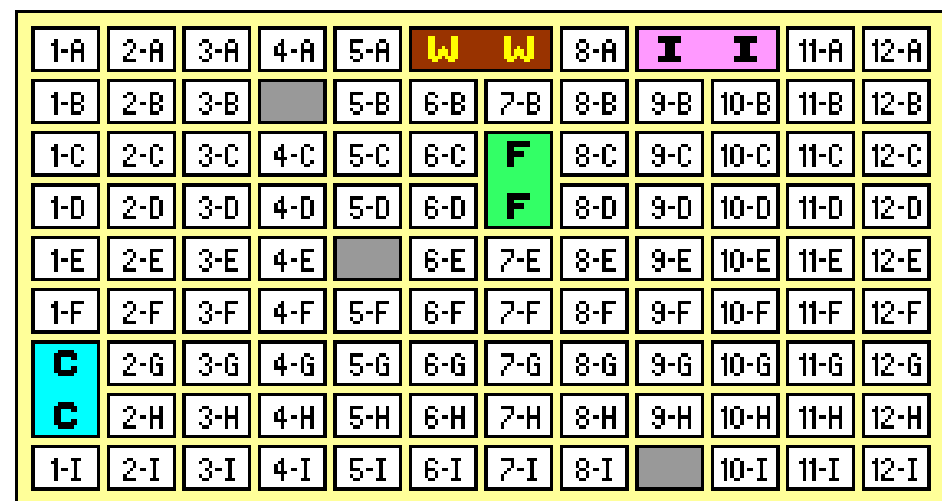
Bob 7-C Forms Festival, one free share. Buys 3 Festival @ 300.

Tony 5-E No purchases.

John 7-A Forms Worldwide, one free share. Buys 3 Worldwide @ 300.

Kevin 10-A Forms Imperial, one free share. Buys 3 Imperial @ 400.

Michael 1-G Forms Continental, one free share. Buys 3 Continental @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	-	-	4	-	4,800	12,400
Bob Coull	-	-	-	4	-	-	-	5,100	10,800
Tony Wilcock	-	-	-	-	-	-	-	6,000	6,000
John Marsden	-	-	-	-	4	-	-	5,100	10,800
Kevin Lee	-	-	-	-	-	-	4	4,800	12,400
Bank Stock	25	25	25	21	21	21	21		
Chain Size	-	-	-	2	2	2	2		
Chain Value	-	-	-	300	300	400	400		

Playing sequence

Bob, Tony, John, Kevin, Michael, Bob again





AGRICOLA 4

Plenty of resources
are collected.

ROUND 12

Jim gains 1 food {Well} and 2 stone {Stone Cart}. Marcus gains 2 food {Beehive}.

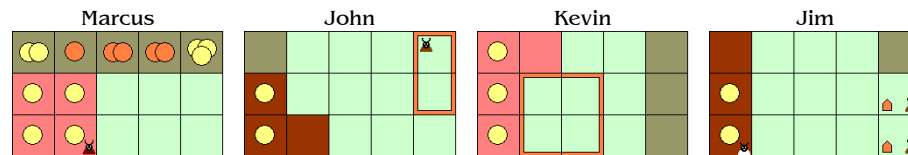
Actions

Jim +3 wood {gains 7 wood}
 Marcus Plough and Sow - ploughs 1 field and sows 2 vegetables and 1 grain
 John +1 wood {gains 5 wood}
 Kevin +1 reed {gains 4 reeds}
 Jim +2 clay {gains 8 clay}
 Marcus Occupation - Farm Steward {costs 1 food}
Marcus can play the Family Growth action as Family Growth even without space
 John +1 stone {gains 2 stone}
 Kevin Family Growth - Simple Fireplace {costs 1 clay}
Kevin can convert to food, sheep 1-1, grain/vegetables/pigs 1-2 and cows 1-3
 Jim Private clay pit {gains 5 clay}
 Marcus Take 1 reed, 1 stone, 1 food {gains 1 reed, 1 stone, 1 food}
 John +1 sheep {gains 2 sheep}
 Kevin +1 pig {gains 2 pigs}
 Marcus Start Player

+1 wood {1 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {2 clay}	+2 clay {2 clay}	Private clay pit {1 clay} {3 food⇒Jim}
Clay Deposit {5 clay} {1 food⇒ Kevin}	+1 reed {1 reed}	+1 food Catch fish {2 food}	+1 food Travelling players {2 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	Take 1 vegetable	+ 1 pig {1 pig}	+1 stone {1 stone}	+1 cow {2 cows}	Plough 1 field and/or Sow
Family Growth even without space					

The remaining Major improvements and their costs are:

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



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	2	5	-	1/4	-/5	-	-	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	4	-	Clay/4		4	20
	Occupations		Academic, Farm Steward, Reed Collector					
	Improvements		Beehive {1}, Crooked Plough {used}, Cooking Hearth {1}, Wood Cart					

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	1	-/-	-/-	2	1	-
One Begging Card [-3]	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	7	11	Wood/3		3	-2
	Occupations		Farmer, Village Elder					
	Improvements		Carp Pond {1}, Greenhouse {1}, Potato Dibber					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	4	3	1/-	-/-	-	3	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	4	2	1	Clay/4		4	19
	Occupations		Animal Handler, Mushroom Collector, Plough Maker, Tinsmith					
	Improvements		Baking Tray, Clay Deposit, Clay Oven {2}, Fireplace {1}, Simple Fireplace {1}					

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	1	-	1/-	-/-	1	2	-
One Begging Card {-3}	Clay	Reeds	Stone	Wood	House		Family	VPs
	13	1	5	8	Wood/3		3	5
	Occupations		Clay Digger, Conservator, Pig Catcher					
	Improvements		Horse {2}, Lasso, Millstone, Raft {1}, Stone Cart, Well {4}					

Orders required

Actions for the family starting with Marcus Next Harvest - after round 13



BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 16

2A should have got stuck against 1B when the latter unit moved. 1B got where it intended by using elite to ignore adjacency, but it then attacked 2A and destroyed it instead of reducing attributes from 1A.

Marcus asked for a new unit in position D, as he didn't know about the problem I mailed him about. He didn't say why he never replied to that, but I'll allow him that as he would otherwise have lost 5 power points unspent last time.

He also queried whether 2B was still alive, without saying exactly why he thought it should be. I think he meant that because he used elite to target specific attributes, it should still be there. After the first hit, however, the unit was down to no attributes at all, and as any successful hit destroys such a unit, it is definitely not there any more.

Research: None.

New units: 2A [E], 8D [F], 1E [B], 2F [C].

Moves: Allan asked me to move 6A using elite to ignore adjacency, but did not say where he wanted it to move, so it stayed put. 3C uses elite a couple of times to ignore 3D and get to a double-power hex. 2D's attempt to move west is blocked by the new E unit, but 7D moves into the frame. 3F breaks from the defensive line to occupy a double-power hex.

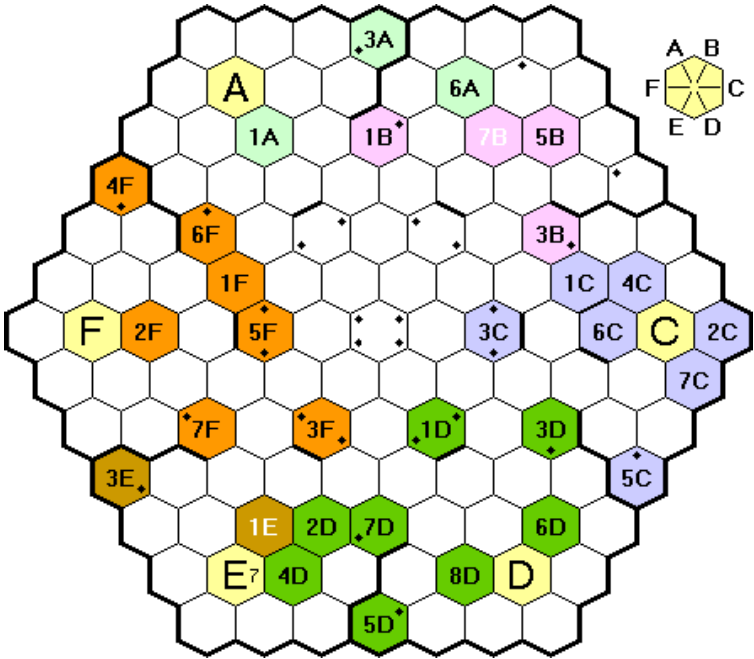
Combat: 1A⇒6F [+1 vs defence] {6 hits, 1 targeted at Attack}, 6A⇒7B {10 hits *}, 3C⇒5F {4 hits}, 2D⇒1E {4 hits *}, 1E⇒2D {4 hits}. * = destroyed

Builds: None.

Conversion: 4C converts 4B to 1C.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 9	12	1A	1	3	0	0	1/0	2	2	1	1	
			◆◆3A	2	0	0	2						
			6A	4	5	5	0	2/0	6	1	1		
Blob Steve Ham	Defunct {Sixth}	-	◆1B	2	2	0	1						
			◆3B	2	2	0	0	0/0	5	1			
			5B	1	0	0	3	1/0					
Chaos Marcus Pratt	No research Level 10	16	1C										
			2C	0	0	1							
			◆◆◆3C	3	2	0	2	1/0	1	2	3	0	1
			4C	1	0	1	0	1/0					
			◆◆5C	2	0	0	2						
			6C	1	2	0	0	0/0	1	2			
			7C										

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Dynamo Mark Stretch	No research Level 5	16	◆◆1D	1									
			2D	1									
			◆3D										
			4D										
			◆5D	2	1	1							
			6D	2	3	0	0	1/0					
			◆7D	2	3	1							
			8D										
Elp Michael Graystone	No research Level 6	8	◆3E	2									
Free Friends John Marsden	No research Level 9	17	1F	2	2	0	0	0/0	1	0	1		
			2F	1	2	0	0	0/0	1	2	2		
			◆◆3F	2	0	1	0	2/2	0	1			
			◆4F	1									
			◆◆5F	0	1	0	1						
			◆6F	2	0	1	1	2/1	1				
			◆7F	2	2								



Orders required

Attribute order: MACPSDERBHX

Production, Moves, Combat, Build and Conversion for round seventeen



BREAKING AWAY 20

Team Tom score points with all their remaining riders.

ROUND 14

Pos	Riders	New
1	Tyred Tom {20 pts}	
2	Bashamichi {16 pts}	
3	Ptosphes {12 pts}	
4	Dennis Frank {10 pts}	
5	Fast Tom {8 pts}	
6	Jim Reader {6 pts}	
7	Top Tom {4 pts}	
8	llyb {2 pts}	
120	-	
119	-	
118	-	
117	Red Admiral Nihon Odori Swallowtail Greg Payne	3
116	Kalvan Jessica Shin Takashima	7
115	Motomachi Chukagai Painted Lady	10
114	Richard Lunn	12
113	Sigmund	13

Dennis Frank (13)		<i>Otherwhen:</i>			
A	Kalvan (1)	3	3	5	7
B	Rylla				Dropped
C	Ptosphes (12)				Third
D	Hestophes				Dropped
Steve Ham (32)		<i>Same Again Boys:</i>			
A	Dennis Frank (16)				Fourth
B	Richard Lunn (2)	3	3	12	
C	Greg Payne (8)	3	3	4	
D	Jim Reader (6)				Sixth
Kevin Lee (7)		<i>Butterfly Beauties:</i>			
A	Red Admiral (4)	3	3	3	3
B	Swallowtail (3)		3	3	3
C	Brimstone				Dropped
D	Painted Lady	3	4	10	
Richard Lunn (44)		<i>Team Tom:</i>			
A	Fast Tom (16)				Fifth
B	Top Tom (8)				Seventh
C	Big Tom				Dropped
D	Tyred Tom (20)				First
Greg Payne (21)		<i>Early Dungeon Threats:</i>			
A	Sigmund (10)	3	3	3	13
B	Jessica (6)		3	3	7
C	llyb (4)				Eighth
D	Terence (1)				Dropped
Jim Reader (36)		<i>Minatomirai Sen:</i>			
A	Motomachi Chukagai (8)	4	4	10	
B	Nihon Odori (7)		3	3	7
C	Bashamichi (21)				Second
D	Shin Takashima	3	5	7	



The race is run and the winning team is *Team Tom*, managed by Richard Lunn. One dropped, but three scoring at the finish. Second were *Minatomirai Sen* from Jim Reader, with Steve Ham's *Same Again Boys* in third. The individual title goes to *Tyred Tom*, but *Bashamichi* actually scored one more point overall.

We'll round it up next time, so let me have your comments. I'm sure there will be some to creep out of the woodwork.



BREAKING AWAY 21

Two riders score for the first sprint line.

ROUND 4

Pos	Riders	New
43	Mitre {10 pts}	3
42	Kudov {8 pts}	4
41	-	
40	Scudder Hazz	3
39	-	
38	-	
37	-	
36	-	
35	-	
34	Block	3
33	-	
32	-	
31	Red Fur Conshohocken Givens Agnes Nitt Makes-Things Human	3
30	Catasauqua Healer Leonard	9
29	Suquehanna	12
28	Yatesy Silver Fur	13
27	-	
26	Boardy Liggy	3
25	Granny Weatherwax	5
24	Nanny Ogg Tamaqua	6
23	◇ Wigg ◇ Magrat Garlick	8

Dennis Frank		<i>Fuzzy Riders:</i>			
A	Red Fur	3	3	10	15
B	Healer		3	4	9
C	Silver Fur		3	6	13
D	Makes-Things		3	3	10
Jim Reader		<i>Team Lenape:</i>			
A	Catasauqua	3	9	10	15
B	Conshohocken		3	15	15
C	Tamaqua		3	6	4
D	Suquehanna		3	12	15
Mike Reeves		<i>HasBeens:</i>			
A	Yatesy	1	3	13	15
B	Boardy		3	3	12
C	Wigg		4	8	15
D	Liggy		3	3	3
Allan Stagg (18)		<i>Beanz:</i>			
A	Mitre (10)		3	3	5
B	Kudov (8)		4	4	8
C	Hazz		2	3	3
D	Human		3	3	5
Mark Stretch		<i>Witches Abroad:</i>			
A	Granny Weatherwax	5	6	9	10
B	Nanny Ogg		6	10	12
C	Magrat Garlick		4	8	15
D	Agnes Nitt		3	3	15
Rob Thomasson		<i>Hard Boiled:</i>			
A	Block		3	9	9
B	Scudder		3	3	4
C	Leonard		4	7	9
D	Givens		3	9	15



Mitre was not after the Breaking Away bonus, he had his sights on the first sprint line, for which he duly took maximum point.

Liggy wanted to move 4, but had three '3's in hand.

Orders required

Cards for round five



BUS BOSS 327-CD

Expectations exceeded
for the leaders.

GAME OVER

1st	Pete Campbell	CRAB	371
2nd	Mike Hutton	SNAIL	360
3rd	Jim Reader	BLIGHTY	336
4th	Kevin Lee	PEAR	332
5th	Roger Trethewey	BPA	211

Pete Campbell (CRAB, 1st): I didn't really expect to win this one after Mike had beaten me to the routes west of Bodmin. So I had to settle for a 'Bodmin to South Devon to North Devon' loop, which surprisingly, proved to be good enough.

Mike Hutton (SNAIL, 2nd): A good game, but I can't help wondering how I came as high as second. I played aggressively to block the south west for the three of us, but that sort of thing seldom seems to help. I always felt like I didn't quite get the network I planned for after failing to get any penetration in the north east. All the same, well done to Pete, and thanks to Keith for officiating.

Roger Trethewey (BPA, 5th): Congratulations to Pete for a well run game, and thanks to Keith for running it. I realised my mistake early on by not having enough connections to the south coast. Particularly stupid since that is where I live and know it so well.

It can be odd to find you're doing well in a game when you don't think you should be, and you end up wondering whether you've completely missed the strategy, or whether the other players are just having a worse time than you are. Whatever the real reason, it's the result that counts!



INDUSTRIAL WASTE 2

Remember, you lose 10
points for each loan held.

ROUND 10

Alan wasn't sure his cash was right last time, thinking that he had not been charged for his Innovation card, but that happens automatically, and would not have been missed. We'll have to leave that as unexplained.

Actions for round 10

Pete	Growth	Growth up to 20
Marcus	Raw Materials (4)	Marcus gets them for 1
Alan	Waste Disposal	Waste down to 2
Mike	Growth	Growth up to 18
Pete	Innovation	Materials Required down to 2
Marcus	Order (Advisor)	Produces 4 goods for 24 million with 1 waste
Alan	Innovation	Waste Reduction down to 2
Mike	Waste Disposal	Waste down to 0
Pete	Order	Produces 2 goods for 20 million with 5 waste
Marcus	Advisor	Pays off a loan
Alan	Bribery	X
Mike	Waste Removal	Waste for everyone else +1
Pete	Waste Disposal	Waste down to 11

Pete's growth is at 20, so we finish. The final act of the game is an accident, which affects Pete. His growth is reduced by 1 and he loses 5 million.

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	18	4	4	5	1
Pete Campbell	19	5	5	2	5
Marcus Pratt	19	5	5	4	1
Alan Harvey	17	5	5	1	2

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	20	-	0	0	47
Pete Campbell	40	-	5	11	51
Marcus Pratt	14	-	6	6	45
Alan Harvey	14	10	3	3	40

Congratulations to Pete for bringing it all together at the end. He became somewhat less concerned with the environment on his way to the win.

1st	Pete Campbell	51
2nd	Mike Head	47
3rd	Marcus Pratt	45
4th	Alan Harvey	40

Round-up time will happen next month. Have your say!





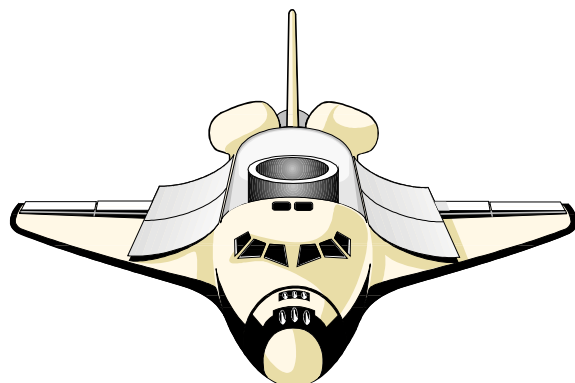
OUTPOST 28

In space, nobody can hear you...

GAME OVER

1st	Marcus Pratt	78 (720)
2nd	Lyndon Curr	69 (540)
3rd	David Smith	56 (540)
4th	Willem Moene	55 (455)
5th	Mark Stretch	52 (565)
6th	Pete Campbell	49 (390)
6th	Jim Reader	28 (105)

A unanimous response for the call for comments - there were none. I shall just reiterate my congratulations for Marcus, and thank everyone for the game.



OUTPOST 29

ROUND 9

Commander Actions

- Pete Bought one Population Unit (o:4 w:6)
- Mark Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:2 w:5,6,7)
- Bought one Titanium Factory (w:9 t:10,11)
- John Bought one Titanium Factory (w:7,8,8 t:7)
- Lyndon Bought one Titanium Factory (w:30)
- Bought one Population Unit (o:1 t:9)
- Marcus Bought one Titanium Factory (w:30)
- Jim Bought one Population Unit (o:3,3 w:4)
- WillemBought one Population Unit (o:4 w:6)

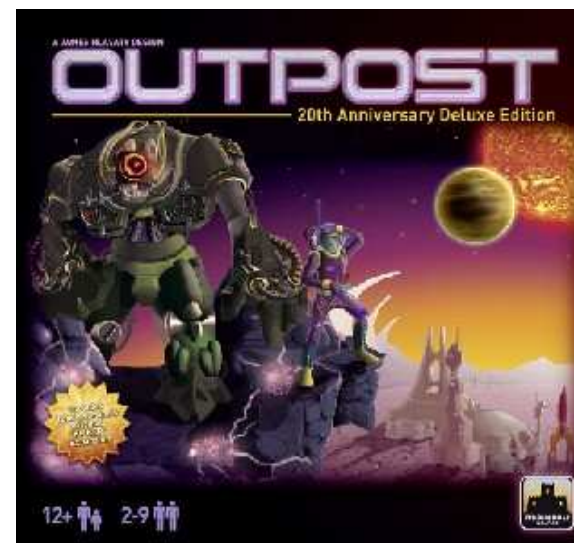
PO	Name	Factories	Population	Robots	Production
1	Mark	2o,4w,3t	5 (5)	2 (5)	1o,4w,3t (61,15)
2	Lyndon	2o,4w,3t	8 (8)	0 (0)	2o,1w,4t (76,10)
3	Pete	2o,5w	8 (8)	0 (0)	3o,5w,1W,2m (108,15)
4	Marcus	2o,4w,1t	7 (8)	0 (0)	4o,1W,1t,2r (78,10)
5	John	2o,4w,2t	7 (8)	0 (0)	3o,1w,1W,2t (66,10)
6	Jim	2o,4w	7 (8)	0 (0)	3o,11w (86,15)
7	Willem	2o,3w	4 (5)	0 (0)	2o,5w (41,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Mark	WH, HE, Rob		15 (105)
2	Lyndon	HE, Nod		14 (55)
3	Pete	WH, Nod, OL		13 (100)
4	Marcus	HE, Nod, Sci		13 (95)
5	John	DL, HE, Nod		13 (70)
6	Jim	WH, HE, Nod		10 (80)
7	Willem	DL, DL, DL, DL		8 (60)

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

Orders required

Round ten auctions, bids and purchases





RAILWAY RIVALS 2160-KT

REBUS has a bad round but retains second.

ROUND 9

Kansas

Round 9 Runs

			CUES	GREAT	BB	COLIN	REBUS	
15	12 Paducah 54 Maysville	① BB 16 ② COLIN 9 ③ REBUS 5			-2 -3	+2	+3	21 7 2
16	16 Memphis 36 Tullahoma	① CUES 20 ② GREAT 10	+6	-6				14 16
17	65 Johnson City 25 Louisville	① REBUS 20 ② CUES 10 ✕ GREAT		-1				20 9 1
18	64 Hazard ⚡6 Alabama	① GREAT 13 ② CUES 8 ③ BB 5 ④ REBUS 4 ✕ COLIN	+3/-1 +1 +5/-1 +1 +1	+13/-14 +1/-3 +14/-13	+13/-14 -5	-1 -1	-1 +5 +1	14 0 15 -1 2
19	44 Morristown 51 Frankfurt	① BB 16 ② COLIN 9 ③ REBUS 5 ✕ CUES			-8 -2	+8	+2	26 1 -1 4
20	46 Chattanooga 31 Clarksville	① GREAT 20 ② CUES 10						20 10
21	22 Henderson ⚡5 North Carolina/ Georgia	① GREAT 20 ② BB 10						20 10

Great and bb exchanged running powers in run 18.

Round 9 builds

Connections Uniting Eastern States (CUES) (Bob Coull, Green)
K17 - I18. -2 (builds) -1 (REBUS) = -3

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
B82 - Z33 - Z37 - B88, V21 - V20 - W20. -10 (builds) +2/-5 (COLIN) +1 (REBUS) = -12

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
N36 - N39 - O40 - O41 - P41. -10 (builds) -2 (REBUS) = -12

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
K19 - I20 - I21, I20 - G19. -5 (builds) +5/-2 (GREAT) -1 (REBUS) = -3

REB's 'r' US (REBUS) (Rob Thomasson, Red)
U24 - U25. -1 (builds) +1 (CUES) -1 (GREAT) +2 (BARGAIN BUCKET) +1 (COLIN) = +2

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
B-BUCKET	115	21	-	-	15	26	-	10	-12	175
REBUS	136	2	-	20	-1	-1	-	-	+2	158
GREAT	85	-	16	1	14	-	20	20	-12	144
CUES	109	-	14	9	0	4	10	-	-3	143
COLIN	126	7	-	-	2	1	-	-	-3	133

Round 10 Runs

22. 55 - 33 Cincinnati to Nashville
23. 61 - 36 Somerset to Tullahoma
24. 62 - 56 Pikeville to Cincinnati
25. 11 - ⚡5 Cairo to North Carolina/Georgia
26. 24 - 45 Owensboro to Chattanooga
27. 26 - 13 Louisville to Dyersburg
28. 43 - ⚡1 Knoxville to Missouri/Arkansas

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



BUS BOSS 329-FRA

First choices for most, but MARS has to settle for second.

ROUND 5

France

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
Lyons - Nimes, Mulhouse - Switzerland 48 - 12 ... 36

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Nevers - Clermont Ferrand, Le Mans - Caen 47 - 12 ... 35

Lost In France Together (LIFT) (Bob Coull, Black)
Rouen - Le Havre, Lyon - St.Etienne, Marseille - Toulon 46 - 12 ... 34

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
Bordeaux - Clermont Ferrand 52 - 12 ... 40

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
Rouen - Amiens, Narbonne - Marseille 54 - 12 ... 42

Routes
Buy in the order Michael, Bob, Jim, John, Colin



RAILWAY RIVALS 2178-MA

Some hefty payments
are made this time.

ROUND 4

MR's last build should have ended J27 - Airport rather than from J28.

Malta {16 points for these builds}
Rails Across Malta (RAM) (Pete Campbell, Blue)
 Luqa - Qrendi, M25 - M28 - Three Cities, J29 - J33, M25 - L26, F25 - F24.
 17 -1 (BUM) +6/-9 (OMR) -2 (MR) = 11

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)
 P15 - Q14 - Q13 - P13 - P12, U8 - T8 - T7 - Mellieha - U5 - Mellieha Bay - X4 - Marfa Point, K18 - K16.
 99 +6 (towns) = 105

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 L15 - G12 - Dingli, Airport - H32 - Birzebbuga, H32 - H33 - I33 - Masraxlokk, Zurrieq - C25.
 34 +1 (RAM) +6 (towns) +3 (OMR) -11 (MR) = 33

One Man's Railways (OMR) (Mark Stretch, Red)
 M23 - M28 - K29 - Zejtun, M28 - Three Cities, M23 - I25.
 29 +9/-6 (RAM) -3 (BUM) -4 (MR) = 25

Maltese Rails (MR) (Roger Trethewey, Black)
 Rabat - J14 - G12 - Dingli, I17 - F19 - Siggiewi - F23 - Qrendi.
 80 +12 (towns) +2 (RAM) +11 (BUM) +4 (OMR) = 109

MR only ordered 14 points of builds, which makes me think he looked at the figure above the listed builds rather than the 16 points shown at the bottom. The figure above the builds says it is the allowance for *these* builds - i.e. the ones reported in this round - while the figure at the end of the report is the one that applies to the next round.

Conversely, OMR ordered what appeared to be 17 points, wanting to build from L24, which I don't have him connected to on my map. I made that build from M23, but had to lose the last two hexes of the order once 16 points had been reached.

Builds

Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2194-MN

Here's another
part of the US.

NEW GAME

Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
 Steve Ham 103 College Road, Norwich, NR2 3JP
 Kevin Lee 14 Rother Close, West End, Southampton, SO18 3NJ
 John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
 Jim Reader 5350 Woodcock Circle, Coopersburg, PA18036, USA

Maps are supplied to all the players. The starting town choices for five players on this map are three from Minneapolis, one from Duluth and one from Mankato. Give me your preference list from those options.

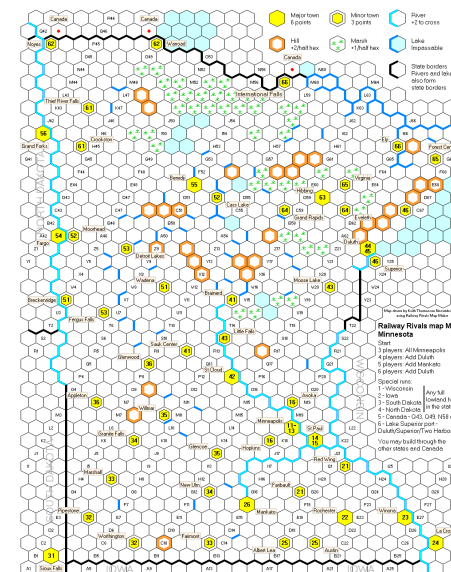
Minnesota is a fairly wet state, with many small lakes. These are represented on this map by the darker blue lines along the hex edges. Please remember that these are impassable.

The state borders are shown in black, but as these also run along the rivers, I've just left the rivers to mark the borders where relevant. This affects the border with North Dakota, the northern part of South Dakota and the majority of Wisconsin. The eastern part of the border with Canada is delineated by a long line of lakes.

There are also a number of marshes, which can be built over. To do this you pay an extra point per half hex of building. There is no penalty during the runs for going through the marshes.

Set up

Please provide a company name and give start town and colour preferences





SAINT PETERSBURG 3

The Aristocrats have their day.

PHASE 5-A

Round 5 - Aristocrat Phase

Bob	Tony	Rob	Kevin
+ Author	+ Warehouse Manager	+ Administrator	✗
+ Secretary	+ Administrator from hand	Upgrade Author to Chamber Maid from hand	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	20	24	18r + 0vp	1r + 6vp	14r + 0vp	Building	3
Rob	16	18	27r + 2vp	3r + 8vp	12r + 4vp	Trading	11
Kevin	17	37	15r + 0vp	5r + 12vp	12r + 4vp	Worker	5
Bob	29	31	27r + 3vp	0r + 0vp	13r + 7vp	Aristocrat	8

Players	Cards in hand	Cards in play
Tony	Library	Gold Miner x 2, Ship Builder x 2, Weaving Mill, Catherine the Great's Palace, Market, Administrator, Builder, Secretary, Warehouse Manager
Rob	Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd x 2, Ship Builder x 4, Hermitage, Market x 3, Observatory, Author x 2, Administrator, Chamber Maid, Judge, Warehouse Manager
Kevin	Firehouse, Hospital, Senator	Fur Trapper x 2, Lumberjack x 2, Shepherd, Customs House x 2, Firehouse x 2, Harbour, Administrator, Controller, Mistress of Ceremonies
Bob	Pub	Fur Shop, Fur Trapper, Gold Miner x 2, Lumberjack, Weaving Mill, Wharf, Pub, Warehouse, Author, Judge, Minister of Foreign Affairs, Pope, Secretary

Orders required
Round five Trading phase led by Rob

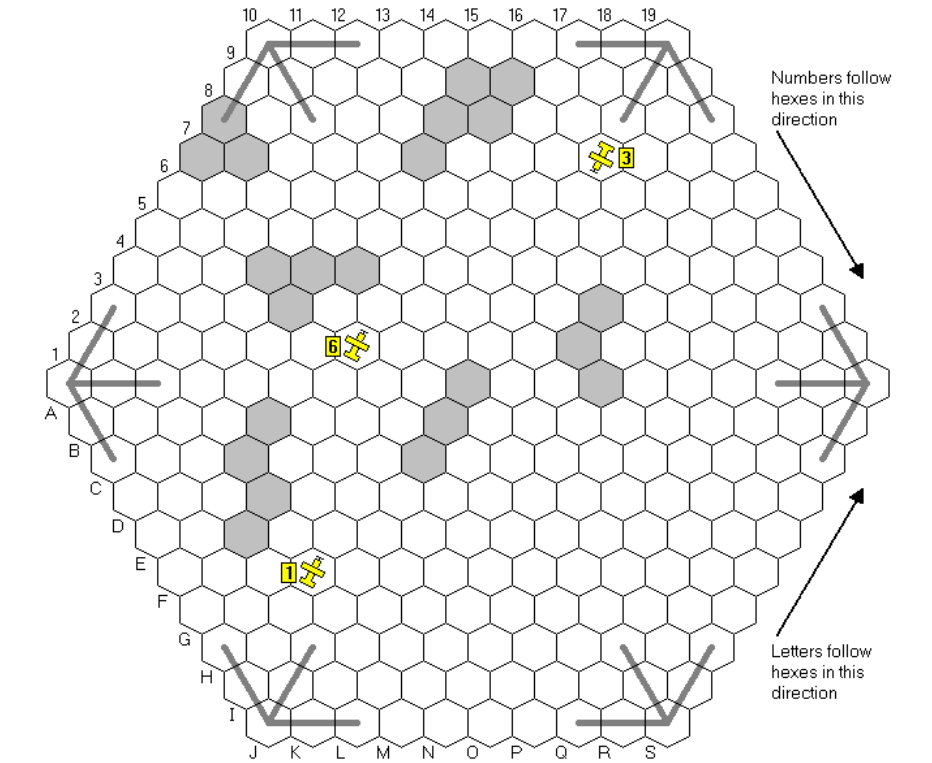


SOPWITH T353FW

One lone shot rings out and falls to the ground.

ROUND 14

Pilot	Starts	Moves	Ends	A:D:P
1 ♠ <i>The Brown Baron</i> Michael Graystone	I3-W	I, A-fL, LT (1 kill) {Airfield: A1}	I4-NE	11:12:17
3 <i>Wizard Prang</i> Jim Reader	J19-SW	A, A, A {Airfield: J19}	J16-SW	16:10:00
6 ♠ <i>Glider</i> Hugo Griffin	G5-NE	A, A, A (1 1/2 kills) {Airfield: J1}	G8-NE	00:09:26



The clouds moved north west. The cat-and-mouse game continues, with another cat taking to the skies having repaired most of his earlier damage.



6 NIMMT! 16

This is our first seven-handed game.

NEW GAME

These seven players were in the last game. Mark decided not to put himself in the firing line again.

John Colledge	Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Don Shailer	10 Winterton Drive, Aylesbury, Bucks, HP21 9BD
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

The starting positions for the four hands are shown below. You have your own sheets listing the cards that you have in each hand. Keep track of which cards you have played, because if you try to play a card that you no longer have, I'll pick one at random and, if I remember, give you a free penalty point.

Hand 1 (1-104)

3

15

35

42

1/1

2/2

3/2

4/1

Hand 2 (1-104)

11

12

17

68

1/3

2/1

3/1

4/1

Hand 3 (1-74)

1

23

60

67

1/1

2/1

3/3

4/1

Hand 4 (1-74)

7

32

36

54

1/1

2/1

3/1

4/1

Hands one and two are using the full deck of 104 cards, so some cards will never be seen. The other two hands use every card from 1 to 74. Play couldn't be simpler. Select one card from each hand and tell me what it is. I'll play them in numerical order and usually in the right places. Avoiding penalty points is never so simple, but by the time we get to those, all you can do is cross your fingers and see whether you got through the round unscathed.

Orders required

Round one - cards for each hand



PREVIEW

I didn't get round to starting more than the planned 6 nimmt! and Railway Rivals, with the latter taking place in Minnesota.

I have yet to choose the Bus Boss map for the game starting next time, so if you're quick you may be able to influence my choice.

Homesteaders will finally make its debut in these pages, just as the second edition of the game appears this side of the Atlantic. The second edition doesn't change anything except for the graphics and the component quality, so there's no need to worry which set of rules we will be playing to. I shall be stocking the second edition once the UK distributor orders enough copies to avoid going out of stock within five minutes of announcing that they have some.

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

- #188: Bus Boss, Homesteaders
- #189: Agricola, Railway Rivals

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 23	...mais n'est-ce pas la gare? 123
Oct 26	Fury of the Northmen 4, Ode 326
Nov 2	Variable Pig 131
Nov 3	Save Your XXs For Me 90
Nov 7	Minstrel 353

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	3.478	The rating system is: 5 points for a win 3 points for second 1 point for third
- Tony Bromley	3.400	
- Lyndon Gurr	3.360	
- Pete Campbell	3.200	
- Marcus Pratt	2.792	
▼ Mark Frueh	2.786	
- Lionel Robbins	2.727	
- Steve Thomas	2.611	
- Tony Robbins	2.318	
- Alan Harvey	2.294	
- Michael Graystone	2.264	
▲ Rob Thomasson	2.244	
- Stephen Webb	2.226	
- Colin Sharpe	2.025	
- Bob Coull	2.000	

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	3.296
- David Hilbert	2.816
- Pete Campbell	2.788
- Rob Thomasson	2.588
▼ Victor Cronshaw	2.476
- John Boocock	2.308
▲ Michael Graystone	2.132
- Mick Haytack	2.111
▲ Willem Moene	2.014
▲ John Colledge	2.014
▲ Bob Coull	2.000
- Neil McConnell	2.000
- Greg Payne	2.000

The rating system is:

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

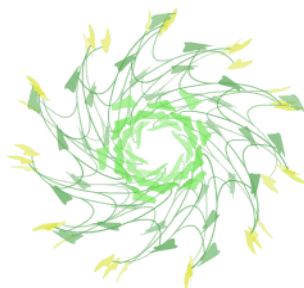
- ✧ Completed games and winners:

Carcassonne e951	John Colledge
Acquire e952	Michael Graystone

- ✧ New games and start dates:

Acquire e960 (Special Powers)	Nov 6th
Sopwith e961 (T-256-FR)	Nov 17th
Carcassonne e962	Nov 17th

✧



GAME ORDERS

Please observe these guidelines when sending your orders.

- ✧ The game name *and* game number must be given for each set of orders.
- ✧ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✧ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✧ Do not use both sides of the same sheet of paper for different games.
- ✧ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✧ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✧ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✧ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ✧ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✧ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✧ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✧ Games will not normally be held over due to a shortage of orders.
- ✧ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✧ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.

If 2 or 3 are carried over, then you can enter 5 runs.

If 4 or 5 are carried over, then you can enter 6 runs.

If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).

In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

John Boocock	1825-X31, 1829-A30, 1861-R29, Agr4, OP29	Willem Moene	1825-X31, 1830-T29, 1861-F31, 1870-N29, 1870-A32, Acq56, OP29
Tony Bromley	RR-2157-KA	Greg Payne	BA20
Pete Campbell	1829-A30, 1830-V2-U28, 1861-F31, 1870-N29, BB-331-SCT, OP29, RR-2157-KA, RR-2178-MA	Marcus Pratt	Agr4, Bat4, IW2, OP29
John Colledge	6n16, Acq56	Jim Reader	6n16, Agr4, BA20, BA21, BB-329-FRA, BB-331-SCT, OP29, RR-2157-KA, RR-2178-MA, RR-2194-MN, Sop353
Bob Coull	6n16, Acq58, BB-329-FRA, RR-2160-KT, RR-2178-MA, StP3	Mike Reeves	BA21
Dennis Frank	BA20, BA21	Lionel Robbins	1825-X31, 1829-A30, 1861-F31, 1870-A32
Mark Frueh	1830-T29, 1856-E31, 1870-N29	Adam Romoth	1856-E31, 1870-A32
Michael Graystone	6n16, Acq56, Acq58, Bat4, BB-329-FRA, RR-2160-KT, RR-2194-MN, Sop353	Don Shailer	6n16, BB-331-SCT, RR-2157-KA
Hugo Griffin	Sop353	Colin Sharpe	6n16, Acq56, BB-329-FRA, RR-2160-KT
Lyndon Gurr	1861-R29, 1861-F31, 1870-N29, 1870-A32, OP29	John Shelley	1825-X31, 1829-A30, 1830-T29, 1856-E31, 1861-R29, 1870-A32
Steve Ham	BA20, RR-2160-KT, RR-2194-MN	Don Smith	1830-T29, 1830-V2-U28, 1856-E31, 1861-R29, 1861-F31, 1870-N29
Alan Harvey	1830-V2-U28, IW2	Allan Stagg	Bat4, BA21
Mike Head	IW2	Mark Stretch	1830-V2-U28, Bat4, BA21, BB-331-SCT, OP29, RR-2178-MA
Mike Hutton	1825-X31	Rob Thomasson	1829-A30, 1830-T29, 1856-E31, BA21, RR-2160-KT, StP3
Kevin Lee	6n16, Acq58, Agr4, BA20, RR-2157-KA, RR-2194-MN, StP3	Roger Trethewey	BB-331-SCT, RR-2178-MA
Richard Lunn	BA20	Tony Wilcock	Acq56, Acq58, StP3
John Marsden	Acq58, Bat4, BB-329-FRA, RR-2194-MN		



OUTSIDE EDGE

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

Wednesday December 7th 2011
18xx games - Friday December 2nd

Future deadlines: 18xx games: January 6th Other games: January 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.