

FOR WHOM THE DIE ROLLS

November 2012

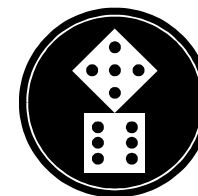
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Issue 196

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 #196, 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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START

Welcome to issue #196. Some of you may notice that this is appearing where the waiting lists usually reside. Save your time, don't go looking for the waiting lists anywhere else.

This is the third issue in a row with no new games, and this seems likely to remain the same for the foreseeable future. Rather than give the impression that waiting lists will fill up and games will start, I've decided to remove them. They were filling up slowly in any case.

Don't ask me what this means in the long term, as I don't know myself.

New games continue to start on the web site, and I may look at switching more games to that medium as the zine thins down.

ESSEN

Essen has been and gone, to be replaced by the learning curve of the new releases, some picked up at the show, others already coming through the supply chain. So far I have played Terra Mystica (in play on the cover, and the box cover on page 38), Tzolk'in: The Mayan Calendar and Ginkgopolis. If those are representative of the rest, then it would seem to be a good year.

I'll just talk about Terra Mystica, as it was top of the Fairplay list during most of the show, ending up second behind Keyflower, which I have yet to get to the table.

Terra Mystica is designed by Helge Ostertag and Jens Drögemüller. Helge Ostertag's has previously designed Desperados, Galaktico, Guru and Kaivai (all for Pffifficus Spiele), while Jens Drögemüller has just one previous design - The Sceptre of Zavandor.

At first glance Terra Mystica looks to be a fairly standard game of empire building, but the various mechanisms work well together. Each player has a different faction. Each faction has a native terrain type, and in order to expand you need to transform the terrain in your target location to your native type before building. If you develop your empire in isolation you won't be bothered by the others, but you lose the benefit of being adjacent to other players, which reduces the cost of developing your buildings. In my second game I was concerned about getting blocked in as I had a faction that only started with one dwelling (most have two) so I decided to start on my own, only to find that I couldn't develop as I wanted to because it was too expensive. I will aim to be more gregarious next time. The factions have small differences and as a result those differences required different strategies, and as the scoring tiles for each round and the bonus tiles the players can choose are drawn from a larger set for each game, this one is likely to come back onto the table as each game will be different.



BATTLE! 4

All hail the hordes of Chaos.

GAME OVER

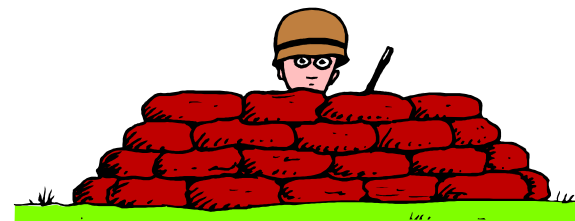
1st	Marcus Pratt	Chaos
2nd	Allan Stagg	Anon
3rd	John Marsden	Free Friends
4th=	Michael Graystone	Elp
	Mark Stretch	Dynamo
6th	Steve Ham	Blob

Allan Stagg (Anon, 2nd): After a quiet start John attacked me, but not decisively. I managed to get new units by converting the units he sent to attack me, but this tied me down, and meanwhile Steve was doing very well against Marcus. Normally I would be pleased to see the two strongest players attacking each other, but I was concerned that if Steve won he would move against me, so when I saw an opportunity to send a strong unit in a sneak attack against his base, I took it. It worked, but John was still resisting too well for me to take advantage of Steve's demise. With Mark and Michael being too concerned with attacking each other I decided to keep on against John, as I could not do anything effective against Marcus. Once John was defeated it was obvious that Marcus had more units than I did, and that crucially he was likely to research Explosives before I could. Hence I conceded, to free up space in FWTDR for more games. Well done to Marcus, sorry to Steve, respect to John for a good fight, and thanks to Keith for GMing an enjoyable game.

John Marsden (Free Friends, 3rd): This was a steep learning curve for me as at the start I didn't really understand the rules. Consequently I felt I was always a little behind the leaders but by trying to be reasonably defensive was able to stay in touch for a while. Quite pleased with third, really.

Congratulations to Marcus on a barnstorming performance

Indeed, a masterclass in Battle! from Marcus, although Steve did push him in the early stages. But he survived, hunkered down and built himself up to look threatening enough for Allan to concede.





1825-X31

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

OR10 - OR11

OR10 Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR LR	-	250	No	-	160	240	4 3
Mid MH	12:P18:5	250	No	-	142	330	3
NER WM	6:L14:2	-	-	-	76	820	-
NBR JS	13:H6:1	300	Yes	-	126	70	4 3 3
Cal Rcvr	-	140	No	①	61	40	4 4
L&YR LR	-	300	No	-	126	380	3
GNR MH	8:N16:5	-	-	② ③	67	40	5
GCR LR	45:O13:3	-	-	③	67	160	5

- Notes: ① 450 to the bank for a '4' train
 ② 120 to the Midland for a '2' train
 ③ 550 to the bank for a '5' train

OR11 Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR LR	34:O11:1	260	Yes	-	180	240	4 3
Mid MH	-	110	Yes	①	160	270	3
NER WM	2:K15:4 2:M15:1	-	-	②	71	270	5
NBR JS	63:G7:1	320	Yes	-	160	70	4 3 3
Cal Rcvr	38:H6:1	300	No	-	55	340	4
L&YR LR	67:N14:6	130	Yes	③	142	10	3T 3
GNR MH	14:L14:2	60	Yes	④	71	0	5
GCR LR	63:N12:1	100	Yes	-	71	160	5

- Notes: ① 100 to the bank for a token in O11
 ② 550 to the bank for a '5' train
 ③ 370 to the bank for a '3T' train
 ④ 40 to the bank for a token in L14

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Lionel Robbins	25	35	292	352	2,737	27.7	17
John Shelley	67	250	266	585	2,088	21.1	11
Willem Moene	77	12	93	182	1,877	19.0	15
Mike Hutton	30	30	168	228	2,007	20.3	13
{John Boocock}	352	30	82	444	1,179	11.9	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GNR	GCR	GSWR
Lionel Robbins	A&F	4D	-	-	1	1	7D	-	6D	-
John Shelley	TWW	-	-	-	8D	3	-	-	-	-
Willem Moene	C&HP	-	5	6D	-	2	2	-	-	-
Mike Hutton	-	1	5D	-	1	-	1	7D	-	-
{John Boocock}	L&M	2	-	-	-	3D	-	-	-	-

Bank (new)	-	-	4	-	4	-	3	4	10
Price (new)	100	82	82	76	76	71	71	71	67
Bank (pool)	S&D	3	-	-	-	-	-	-	-
Price (pool)	180	160	71	160	55	142	71	71	
Company credit	240	270	270	70	340	10	0	160	
Tokens	2	1	3	2	2	2	2	3	3
Trains	4.3	3	5	4.3.3	4.4	3T.3	5	5	

Bank cash: 13,211 Certificate limit: 18 Trains: 3 x '5', 2 x '6'...
 Also 1 x '3T', 2 x 'U3'

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/2	2/-	3/2	4/4	5/4	6/4	7/5	8/8	9/9	55/2	56/2	69/2	114/1	
115/1	12/1	13/1	14/4	15/4	16/2	17/1	18/2	19/2	20/1	21/1	22/1	23/5	
24/5	25/-	26/2	27/1	28/3	29/3	30/1	31/1	32/2	33/1	34/1	38/4	39/3	
40/2	41/3	42/3	43/3	44/3	45/-	46/1	47/3	63/-	64/1	65/1	66/3	67/1	
68/1	118/1	119/1											

1825 Units 2-3

GameX31
Referee: Keith Thomasson

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 round By the early deadline
 SR8



1829-A30

The first '7' train is bought, upsetting some plans.

OR18 - OR19

OR18	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	3:T16:6	▶T22	120	Yes	-	250▲	300	-
GWR	RT	12:T16:5	▶U13	320	Yes	-	180▲	30	5 4
Mid	JS	27:Q19:5	▶S17	390	No	-	112▼	400	5 5
LSWR	Rcvr	-	▶X24	200	No	①	71▼	0	7
GNR	LR	33:O9:1	▶M17	160	Yes	-	112▲	100	4
LBSC	PC	9:X18:3	▶V20	170	Yes	②	100▲	200	5
GER	RT	166:V16:6	▶V16	170	Yes	③	112▲	10	4
GCR	RT	15:U21:4	▶V20	350	Yes	④	58▲	100	5 4
L&YR	JS	51:Q15:4	▶R22	160	No	-	61▼	170	4
SECR	Rcvr	8:X22:1	▶X24	140	No	⑤ ⑥	0▼	-	-

- Notes: ① 720 to the bank for a '7' train
 ② 40 to the bank for a token in V20
 ③ 100 to the bank for a token in V16
 ④ 100 to the bank for a token in V20
 ⑤ 10 to the bank to rent a train
 ⑥ Price reaches zero - dropped from the game

OR19	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	-	▶S23	-	-	-	225▼	300	-
GWR	RT	60:W21:1	▶W15	270	Yes	-	200▲	30	5 4
Mid	JS	51:Q17:5	▶P20	430	No	-	100▼	880	5
LSWR	Rcvr	41:W17:5	▶X10	180	No	-	67▼	180	7
GNR	LR	49:O9:1	▶M19	180	Yes	-	126▲	100	4
LBSC	PC	24:X18:6	▶Y21	170	Yes	-	112▲	200	5
GER	RT	60:R14:1	▶V12	170	Yes	-	126▲	10	4
GCR	RT	166:O15:5	▶X6	380	Yes	-	61▲	10	5 4
L&YR	JS	51:R12:1	▶S23!	170	Yes	①	64▲	120	5 4

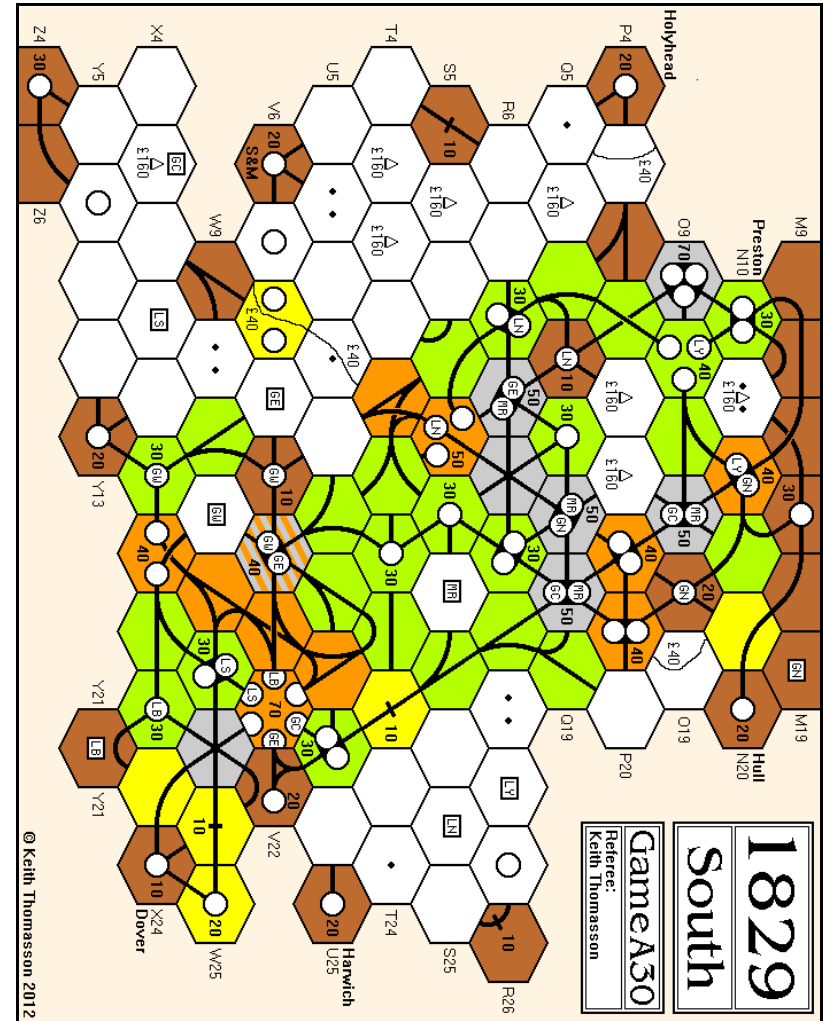
- Notes: ① 50 to the Midland for a '5' train

Cash Flow	b/f	OR18	OR19	c/f	Value	%	Certs
Pete Campbell	464	296	297	1,057	4,183	21.3▲	17
Rob Thomasson	1,383	577	562	2,522	4,926	25.1▲	17
John Shelley	802	135	237	1,174	3,831	19.5▼	18
Lionel Robbins	525	321	288	1,134	4,228	21.5▲	17
(John Boocock)	1,025	116	86	1,227	2,461	12.5▼	11

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR
Pete Campbell	Holyhead	4D	2	-	-	4	5D	-	-	3
Rob Thomasson	-	1	5D	-	-	-	-	5D	9D	-
John Shelley	Harwich	1	1	7D	-	-	1	2	-	7D
Ⓢ Lionel Robbins	Hull, Prest	3	2	2	-	5D	-	3	1	-
(John Boocock)	-	1	-	1	5D	1	4	-	-	-

Bank (new)	Dover	-	-	-	-	-	-	-	-	-
Price (new)		100	90	82	76	71	67	64	61	58
Bank (pool)		-	-	-	5	-	-	-	-	-
Price (pool)		225	200	100	67	126	112	126	61	64
Company credit		300	30	880	180	100	200	10	10	120
Tokens		3	3	1	3	2	2	1	1	1
Trains		-	5.4	5	7	4	5	4	5.4	5.4
Bank cash: 12,886		Certificate limit: 18								Trains: 3 x '7'

Tiles	Tile number/Availability														Four Operating Rounds between Stock Rounds																																				
1/2	2/2	3/2	4/4	5/3	6/4	7/4	8/6	9/10	10/3	12/-	13/1	14/-	15/1	16/1	17/1	18/-	19/2	20/1	21/1	22/-	23/1	24/1	25/-	26/2	27/1	28/-	29/1	30/-	31/1	32/-	33/1	34/-	35/-	36/1	37/1	38/3	39/1	40/1	41/-	42/2	43/-	44/1	45/1	46/1	47/1	48/1	49/-	50/2	51/-	60/-	67/2



Orders required for the following round	<i>By the early deadline</i>
SR15	



1830-S32 The Erie is claimed but not floated. **SR4**

Stock Round 4

Willem	John	Don	Adam
+ Erie/Pres {100}	- 1 C&O	+ B&O new	+ B&M new
	+ B&M pool		
+ B&O new	+ B&O new	✗	+ B&M new
✗	✗	✗	✗

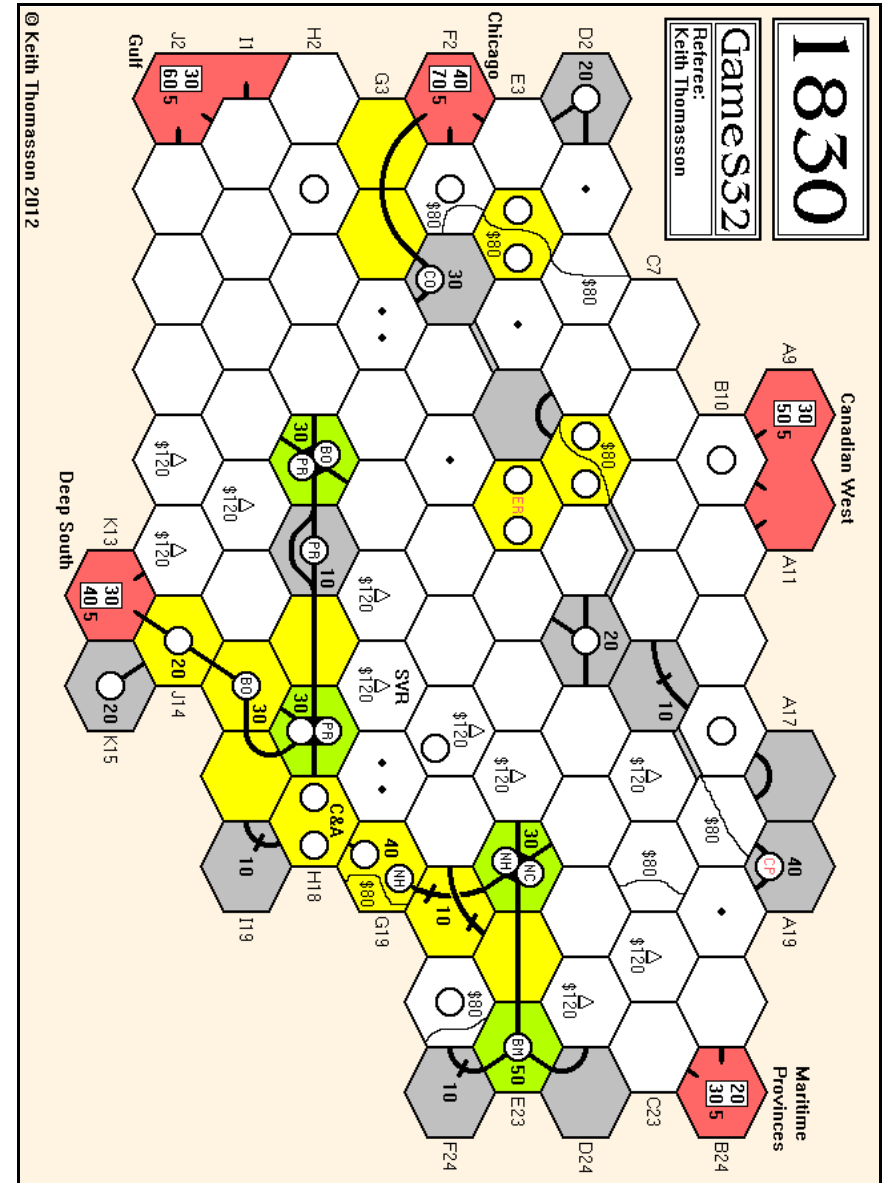
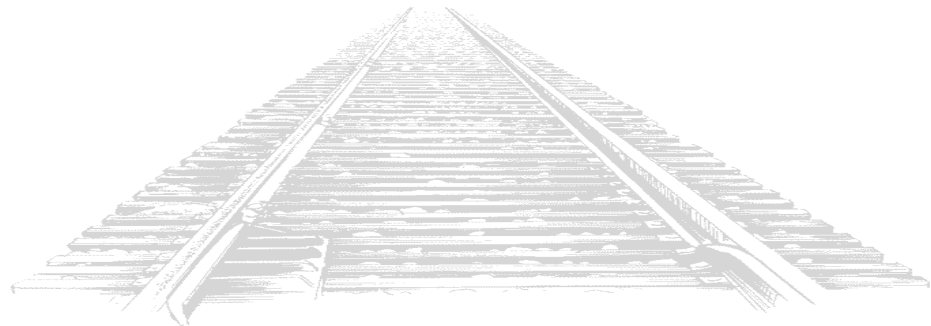
Priority for SR5

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Don Smith	118	-100	18	734	23.0▲	7
Adam Romoth	144	-134	10	832	26.1▼	5-11
Willem Moene	330	-300	30	870	27.3▲	6-7
John Shelley	148	-120	28	756	23.7▲	8-10

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	C&A	-	1	-	-	-	-	6P	-
Adam Romoth	-	5P	-	3P	-	-	6P	-	-
Willem Moene	-	-	6P	1	-	2P	-	-	-
John Shelley	SVR	1	2	1	-	-	-	-	6P

Bank (new)	2	1	-	10	8	4	4	1	
Price (par)	67	100	71	-	100	67	76	67	
Bank (pool)	2	-	5	-	-	-	-	3	
Price (pool)	60I	100B	40K	-	100A	67F	76D	68H	
Company credit	596	140	59	-	-	54	540	327	
Tokens	1	1	2	-	-	3	-	1	
Trains	4	4	3	5	-	4	3	3	
Bank cash: 10,398	Certificate limit: 16			Trains: 1 x '4', 3 x '5'					
Current operating order:	B&O, NYNH, PRR, NYC, B&M, C&O								

Titles	Tile number/Availability												Two Operating Rounds between Stock Rounds											
1/1	2/1	3/2	4/2	7/3	8/6	9/5	55/1	56/-	57/3	58/2	69/1	14/1												
15/1	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	53/1												
54/1	59/2																							



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



1856-E31

A lack of 125 tiles stops the WR getting out of the south east.

OR11 - OR12

I miscounted the TGB run last time - it was for 410. Adjustments have been made.

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	63:D17:1	240	Yes	-	200D▲	305	5
WR	MF	64:L15:1	270	Yes	-	200D▲	135	6
TGB	RT	125:N3:6	260	Yes	-	125A▲	209	5
CV	JS	15:L13:5	210	Yes	-	110B▲	240	5
CGR	MF	124:N11:1	330	No	① ②	100A▲	607	-
BBG	JS	9:K14:2	330	Yes	③ ④	90B▲	202	D

- Notes: ① Diesel borrowed from the bank
 ② 100 to the bank for a token in L13
 ③ 40 to the bank for terrain costs
 ④ 40 to the bank for a token in L13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	-	240	Yes	-	225C▲	353	5
WR	MF	123:L15:1	280	Yes	①	225C▲	235	6
TGB	RT	15:M10:1	280	Yes	-	150A▲	209	5
CV	JS	63:M10:1	280	Yes	-	125B▲	240	5
CGR	MF	47:M16:3	330	No	②	100A▲	937	-
BBG	JS	15:K8:6	330	Yes	③	100B▲	135	D

- Notes: ① 40 to the bank for a token in L15
 ② Diesel borrowed from the bank
 ③ 100 to the bank for a token in K8

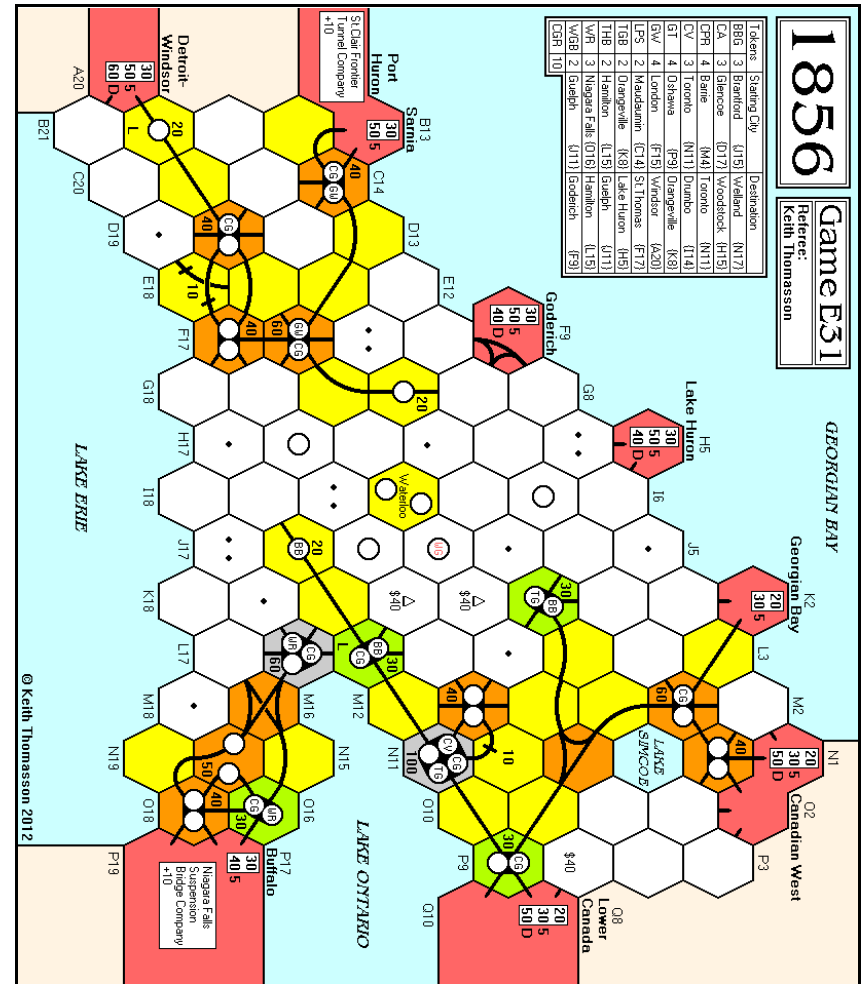
Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Adam Romoth	236	193	204	633	2,283	22.0▲	7½
Mark Frueh	38	183	188	409	2,384	23.0▼	8
John Shelley	224	291	333	848	2,298	22.2▲	10
Rob Thomasson	452	222	248	922	2,597	25.1▲	9½
Don Smith	4	0	0	4	804	7.8▼	5½

Portfolio	BBG	CV	GW	TGB	WGB	WR	CGR
Adam Romoth	-	1	5P	2	-	-	1
Mark Frueh	-	-	2	-	-	5P	4P
John Shelley	5P	6P	-	-	-	-	2
Rob Thomasson	-	2	1	6P	-	-	3
Don Smith	-	-	-	-	5P	-	3

Bank (new)	4	1	-	2	5	-	1
Price (par)	100	90	70	100	100	75	100
Bank (pool)	1	-	2	-	-	5	6
Price (pool)	100B	125B	225C	150A	100A	225C	100A
Company credit	135	240	353	209	-	235	937
Tokens	-	2	2	-	-	1	1
Trains	D	5	5	5	-	6	-

Bank cash: 7,075 Certificate limit: 11 Trains: 1 x '6', Diesels
 Current operating order: GW, WR, TGB, CV, CGR, BBG

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



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



1861-F31

The RSR ceases operating after it buys the first '8' train.

OR10 - SR6

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MKN	PC	642:D1:1	-	350	Yes	-	270A	774	- 5
NW	LQ	640:F15:1	-	380	Yes	①	245A	42	- 7 5
SE	LR	65:H13:1	-	280	Yes	-	220B	915	- -
SW	LR	30:B15:2	-	640	Yes	-	180C	446	- 6
GRR	DS	24:C2:2	9:B3:2	670	Yes	②	150C	84	- 6
MK	PC	65:D9:1	-	360	Yes	-	110E	162	- 5
RSR				1,040	No	③		40	- 8 7 5

- Notes: ① 800 to the bank for a '7' train
 ② 20 to the bank for a second tile lay
 ③ 1,000 to the bank for an '8' train

Stock Round 6

Willem	Don	Pete	Lyndon	Lionel
x	+ NW new	+ MKN new	+ MK new	+ MK new
x	+ SE new	+ MKN new	+ NW new	+ SW new
x	x	+ SW new	+ NW new	+ SW new
x	x	x	x	+ SE new
x	x	x	x	- 2 MK + SE new
x	x	x	x	x
<i>Priority for SR7</i>				

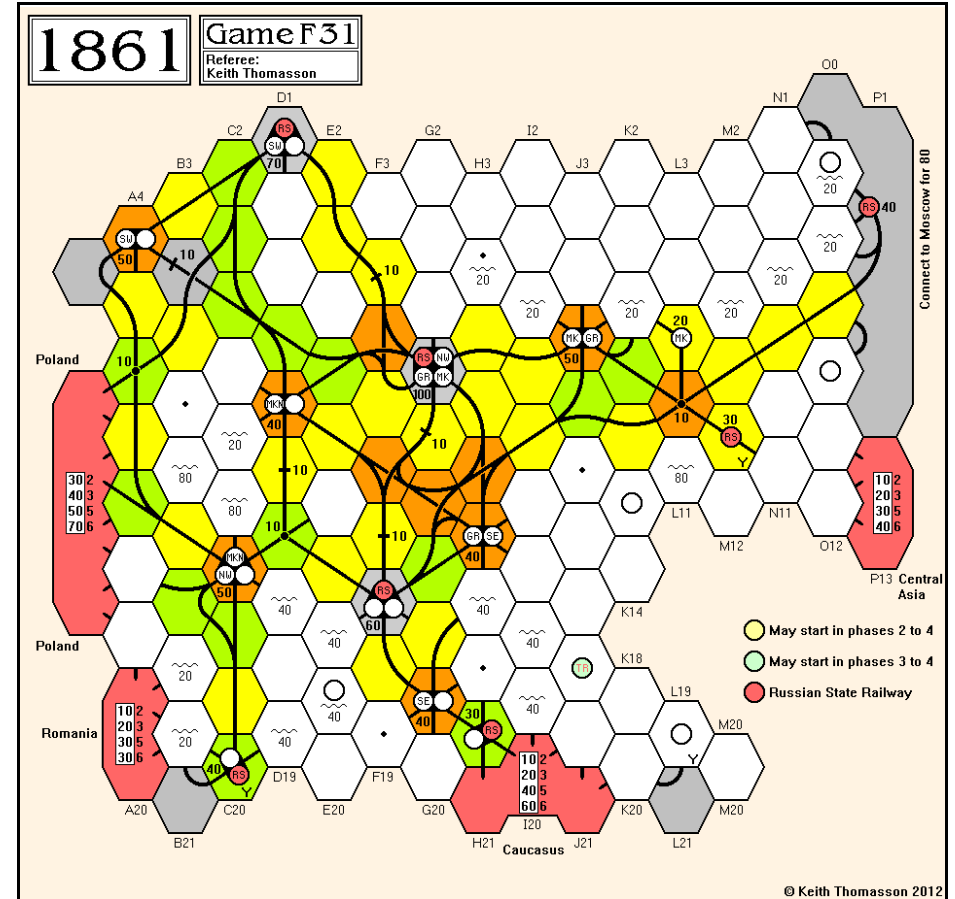
Cash Flow	b/f	OR10	SR6	c/f	Value	%	Certs
Willem Moene	589	28	0	617	857	8.5▼	1
Don Smith	200	437	-465	172	1,897	19.3▲	8
Pete Campbell	421	321	-720	22	2,212	22.5▼	10
Lyndon Gurr	229	420	-600	49	2,289	23.3▲	10
Lionel Robbins	337	440	-690	87	2,597	26.4▼	11

Portfolio	GRR	MK	MKN	MVR	NW	SE	SW	RSR
Willem Moene	-	-	-	-	-	1	-	
Don Smith	6D	-	1	-	1	1	-	
Pete Campbell	-	6D	5D	-	-	-	1	
Lyndon Gurr	4	1	-	-	6D	-	-	
Lionel Robbins	-	1	-	-	-	6D	6D	
Bank (new)	-	-	4	10	3	2	3	
Bank (pool)	-	2	-	-	-	-	-	
Price	165B	110E	270A		245A	220B	180C	
Company credit	84	382	1,314		777	1,575	986	
Loans	-	-	-	-	-	-	-	
Tokens	-	-	1	4	1	1	1	
Trains	6	5	5		7 5	-	6	8 7 5

Bank cash: 8,570 Certificate limit: 15 Trains: '8's
 Current operating order: MKN, NW, SE, SW, GRR, MK

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

② Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR11, OR12, OR13



1861-E33

No sign of the '3' trains or the Merger Rounds.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
KK	LG	-	-	-	①	70F▼	60	-	2
N	JS	-	-	80	Half	80F▲	114	-	2
MNN	DS	6:L7:6	8:L5:2	70	Half	80F▲	25	-	2
KR	LG	-	-	130	Half	65G▲	115	-	2 2
RO	MH	202:A4:3	-	-	-	55G▼	20	-	2
MV	JS	6:H13:6	8:I12:3	-	-	50H▼	1	-	2
SPW	MH	-	-	70	Half	55H▲	75	-	2
OK	PC	-	-	60	Half	55H▼	30	-	2
KB	PC	-	-	60	Half	55H▼	60	-	2

- Notes: ① 100 to the bank for a '2' train
 ② Loan acquired
 ③ 20 to the bank for a second tile lay
 ④ Loan redeemed
 ⑤ 94 to the N for a '2' train

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	JS	-	-	80	Half	90F▲	154	-	2
MNN	DS	9:M4:2	9:N5:2	70	Half	90F▲	40	-	2
KK	LG	-	-	60	Half	80F▲	90	-	2
KR	LG	-	-	130	Half	70G▲	180	-	2 2
SPW	MH	-	-	70	Half	60H▲	110	-	2
OK	PC	-	-	60	Half	60H▲	60	-	2
KB	PC	-	-	60	Half	60H▲	90	-	2
RO	MH	8:A6:4	-	40	Half	60G▲	40	-	2
MV	JS	8:J13:6	57:K12:2	40	Half	55H▲	46	1	2

- Notes: ① 20 to the bank for a second tile lay
 ② Loan acquired

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Mike Hutton	22	75	95	192	552	21.8▼	4
Lyndon Gurr	7	65	95	167	467	18.5▲	2
Pete Campbell	97	75	75	247	532	21.0▲	3
John Shelley	2	65	85	152	517	20.4▲	3
Don Smith	112	55	55	222	462	18.3▼	2

Portfolio	Privates	N	KB	KK	KR	MNN	MV	OK	RO	SPW
Mike Hutton	TSR WVR	-	-	-	-	-	-	-	2D	2D
Lyndon Gurr	-	-	-	2D	2D	-	-	-	-	-
Pete Campbell	BSSC	-	2D	-	-	-	-	2D	-	-
John Shelley	MRR	2D	-	-	-	-	2D	-	-	-
Don Smith	MYR	-	-	-	-	2D	-	-	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price		90F	60H	80F	70G	90F	55H	60H	60G	60H
Company credit		154	90	90	180	40	46	60	40	110
Loans		-	-	-	-	-	1	-	-	-
Tokens		-	-	-	-	-	-	-	-	-
Trains		2	2	2	2 2	2	2	2	2	2

Bank cash: 1.5, 2.10 Certificate limit: 1.5 Trains: 7 x '3', 4 x '4'
 Current operating order: N, MNN, KK, KR, SPW, OK, KB, RO, MV

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

3/2	4/3	5/2	6/-	7/②	8/②	9/②	57/1	58/2	201/3	202/1	621/1
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② Yellow track tiles are unlimited

1861 Game E33
 Referee: Keith Thomasson

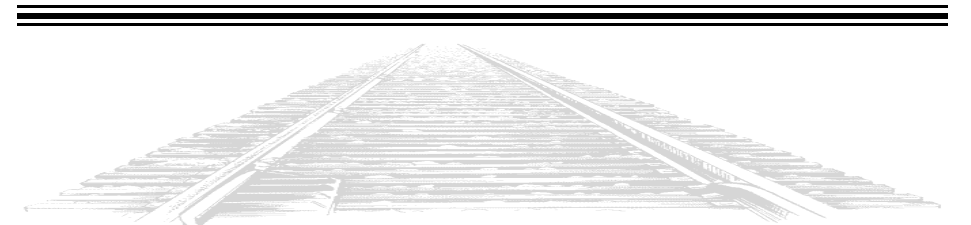
Legend:
● May start in phases 2 to 4
● May start in phases 3 to 4
● Russian State Railway

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Orders required for the following round

By the early deadline

SR3





1870-A32

The FW is the first to make its connection run.

OR8 - SR6

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LQ	8:B3:5 7:L9:5	80	Yes	①	100E▲	0	5 3
FW	LQ	Connection run	190	Yes	②	110D▲	38	5 3
MP	WM	170:C18:2	240	Yes	-	90E▲	401	5 3
TP	JS	-	120	Yes	-	90B▲	598	5
ATSF	AR	20:K6:2	190	Yes	-	82E▲	285	4 3
SSW	LR	8:I18:5 9:J17:2	60	Yes	-	76F▲	172	4 4
MKT	JS	170:B11:6	260	Yes	-	72G▲	125	4 3
SLSF	LR	6:K16:2 8:L17:1	150	Yes	-	64H▲	76	4
SP	LQ	57:M6:3 4:M8:3	80	Half	-	60G▲	361	5 3

- Notes: ① 305 to the SP for a '5' train
 ② Destination marker placed in A2

Stock Round 6

Lionel	John	Willem	Adam	Lyndon
- 4 SSW {▼641}	+ SP pool	+ GMO new {floated}	+ TP pool	+ TP new
+ IC/Pres {82}				
+ IC new	+ SP new	MP redeems	+ TP new	+ MKT new
+ IC new	+ SP new	+ SP new	+ TP new	+ GMO new
+ IC new	+ SP new	+ TP new	ATSF redeems	✗
- 1 MKT {↔}	+ SSW pool	✗	✗	✗
+ IC new {floated}				
✗	✗	Priority for SR7		

Cash Flow	b/f	OR8	SR6	c/f	Value	%	Certs
John Shelley	148	217	-328	37	1,327	22.6▲	14
Willem Moene	133	144	-244	33	1,193	20.3▼	12
Adam Romoth	200	153	-290	63	1,009	17.2▲	10
Lyndon Gurr	153	225	-248	130	1,530	26.0▲	14
Lionel Robbins	95	92	-116	71	819	13.9▼	7

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	1	-	-	5P	-	-	4	1	5P
Willem Moene	-	-	6P	-	-	6P	-	1	-	1
Adam Romoth	6P	-	-	-	-	1	1	-	-	3
Lyndon Gurr	1	6P	1	1	1	1	-	5P	-	1
Lionel Robbins	-	-	-	6P	-	-	2P	-	2P	-

Bank (new)	-	-	3	4	1	-	2	-	4	-
Price (par)	100	68	76	82	72	76	100	68	68	100
Bank (pool)	1	1	-	-	3	1	5	-	3	-
Price (pool)	82E	110D	76D	82C	72G	90E	64H	64F	641	100A
Company credit	203	38	760	820	125	311	76	361	172	598
Redeemed shares	2	2	-	-	-	1	-	-	-	-
Tokens	D	-	2+D	2+D	2+D	1+D	D	2+D	1+D	1+D
Trains	4 3	5 3	-	-	4 3	3 3	4	3	4 4	5
Bank cash: 8,202	Certificate limit: 13		Trains: 2 x '5', 3 x '6'							
Current operating order: FW, TP, MP, ATSF, IC, GMO, MKT, SSW, SLSF, SP										

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

1870

Game A32

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 (N11)
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 (N11)
MP	3	St. Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N11)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following rounds By the early deadline

OR9, OR10 Adjudication can pause between rounds if requested



6 NIMMT! 16

Painful times ahead...

ROUNDS 9 & 10

Round Nine

Hand 1 (1-104)

86			
77			
76		52	
73	101	39	61
58	99	38	59
1/9	2/6	3/3	4/2

Hand 2 (1-104)

97	53	87	42
92	47	86	40
91	30	67	28
		66	3
1/3	2/5	3/8	4/6

Kevin (58) takes row 3 for 1 pt, Bob (39), Colin (52), Michael (61), Don (98), Jim (99) takes row 2 for 9 pts, John (101).

John (3) takes row 4 for 1 pt, Jim (28), Kevin (40), Bob (42), Don (86), Michael (87), Colin (97).

Hand 3 (1-74)

43	61		74
41	59		72
37	58		71
22	56	73	68
19	55	70	67
1/9	2/11	3/4	4/5

Hand 4 (1-74)

73	68		
72	67		
66	65		
62	60		
40	57	63	47
1/11	2/8	3/1	4/1

Bob (19) takes row 1 for 3 pts, Don (22), Michael (37), Kevin (41), Colin (43), John (70) takes row 3 for 12 pts, Jim (73).

John (9) takes row 4 for 2 pts, Michael (22), Bob (27), Jim (30), Don (45), Kevin (47) takes row 4 for 12 pts, Colin (63) takes row 3 for 7 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	0	2	6	16
Jim Reader	24	3	0	0	27
Bob Coull	12	6	13	7	38
Colin Sharpe	12	20	4	7	43
Kevin Lee	6	8	11	32	57
Don Shailer	3	26	17	17	63
John Colledge	23	26	31	19	99



Round Ten

Hand 1 (1-104)

	104		
	103	80	
	102	52	
95	101	39	
90	99	38	44
1/5	2/9	3/6	4/5

Hand 2 (1-104)

	84		
	76		42
	53		40
	47		28
103	30	89	3
1/1	2/7	3/1	4/6

Don (44) takes row 4 for 2 pts, Bob (80), Colin (90) takes row 1 for 9 pts, Jim (95), Michael (102), John (103), Kevin (104).

Colin (76), Kevin (84), John (88), Jim (89) takes row 3 for 13 pts, Michael (98), Bob (101), Don (103) takes row 1 for 5 pts.

Hand 3 (1-74)

			74
		38	72
		30	71
53	69	68	68
44	64	8	67
1/6	2/2	3/5	4/5

Hand 4 (1-74)

			64
	70	46	49
74	69	20	47
1/1	2/4	3/4	4/3

John (8) takes row 3 for 4 pts, Don (30), Kevin (38), Michael (44) takes row 1 for 9 pts, Bob (53), Jim (64) takes row 2 for 11 pts, Colin (69).

Jim (20) takes row 3 for 1 pt, Kevin (46), Don (49), John (64), Bob (69) takes row 2 for 8 pts, Michael (70), Colin (74) takes row 1 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	0	11	6	25
Bob Coull	12	6	13	15	46
Jim Reader	24	16	11	1	52
Kevin Lee	6	8	11	32	57
Colin Sharpe	21	20	4	18	63
Don Shailer	5	31	17	17	70
John Colledge	23	26	35	19	103

Michael 'Teflon' Graystone has an uncharacteristic penalty with his last card for hand 3, but otherwise comes through the last two rounds unscathed to clinch his win. Congratulations to Michael. John couldn't remember anyone getting over 100 before. Well, that would be you, John, in the last game... 105 in fact. Say no more...

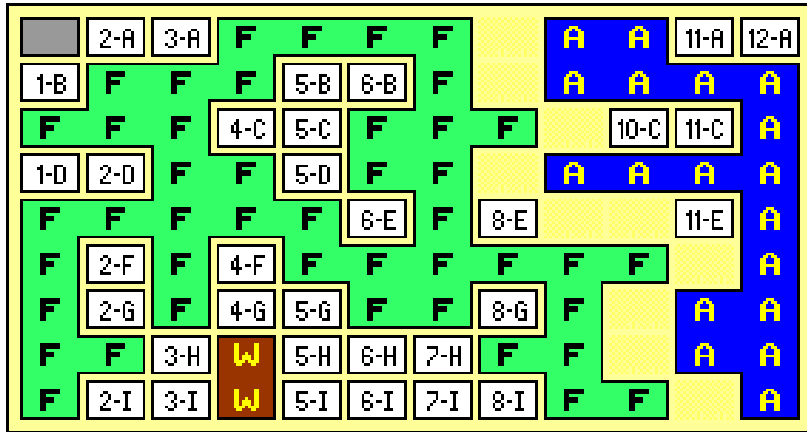
1st	Michael Graystone	25
2nd	Bob Coull	46
3rd	Jim Reader	52
4th	Kevin Lee	57
5th	Colin Sharpe	63
6th	Don Shailer	70
7th	John Colledge	103

We'll round this up next time. Feel free to say what's on your mind..



ACQUIRE 58 A round of many mergers. **ROUND 10**

Kevin 9-B Buys 2 Tower @ 200, 1 Continental @ 700.
 Michael 11-B Buys 3 Continental @ 700.
 Bob 1-E No purchases.
 Tony 10-B American takes over Imperial, bonuses for Kevin {5,000}, Bob {1,300} and John {1,300}, John sells 3 for 1,500, Kevin sells 4 for 2,000, Bob swaps 2 for 1, sells 1 for 500. {Dead tiles: 8-A 8-B} No purchases.
 John 3-E Festival takes over Continental, bonuses for Michael {8,000} and Kevin {4,000}, Kevin sells 8 for 6,400, Michael sells 10 for 8,000, Bob sells 5 for 4,000. Festival takes over Tower, bonuses for Bob {2,000} and John {1,000}, John sells 3 for 600, Kevin sells 2 for 400, Bob sells 8 for 1,600. Buys 3 Worldwide @ 300.
 Kevin 9-H Festival takes over Luxor, bonuses for John {2,000} and Kevin {1,000}, Kevin sells 5 for 1,000, Michael sells 2 for 400, John sells 7 for 1,400. {Dead tiles: 10-H 11-I} Buys 3 Worldwide @ 300.



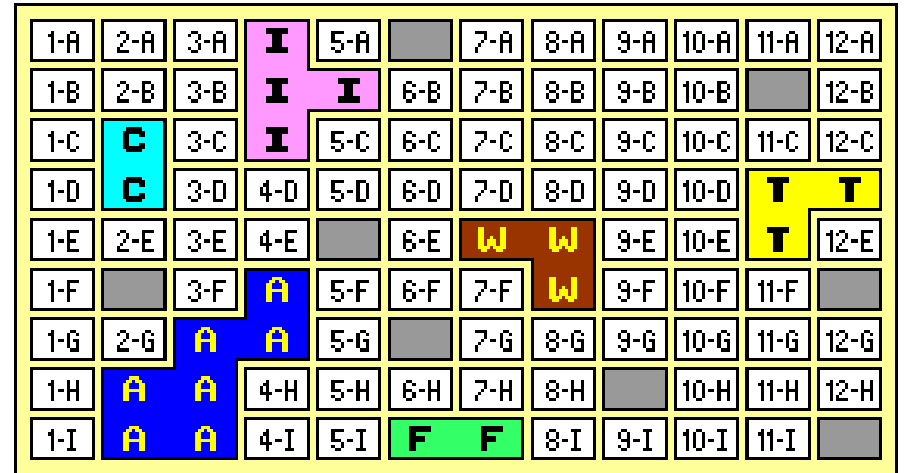
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	12	-	-	-	-	23,600	41,200
Bob Coull	-	-	5	5	1	-	-	9,400	19,200
Tony Wilcock	-	-	-	9	4	-	-	6,400	30,800
John Marsden	-	-	7	6	4	-	-	7,000	32,200
Kevin Lee	-	-	1	5	3	-	-	18,900	26,100
Bank Stock	25	25	-	-	13	25	25		
Chain Size	-	-	18	44	2	-	-		
Chain Value	-	-	800	1100	300	-	-		

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



ACQUIRE 59 Luxor has left the field of play. For now. **ROUND 4**

Tony 4-A No purchases.
 Colin 12-F Buys 1 Tower @ 300, 2 American @ 400.
 Lyndon 5-B Buys 1 Luxor @ 200, 2 Continental @ 400.
 Michael 3-H American takes over Luxor, bonuses for Michael {2,000} and Lyndon {1,000}, Michael retains 13, Lyndon retains 7. Buys 3 Festival @ 300.
 John 2-H Buys 1 Worldwide @ 300, 2 Continental @ 400.
 Tony 7-E No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	7	-	-	-	4	2	-	3,900	12,300
Michael Graystone	13	-	-	3	-	-	-	4,700	7,100
John Colledge	-	4	9	-	1	3	-	1,300	25,700
Tony Wilcock	-	-	3	-	-	-	4	3,900	17,400
Colin Sharpe	-	4	6	4	-	-	-	2,200	17,600
Bank Stock	5	17	7	18	20	20	21		
Chain Size	-	3	7	2	3	2	4		
Chain Value	-	300	700	300	400	400	600		

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





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 6

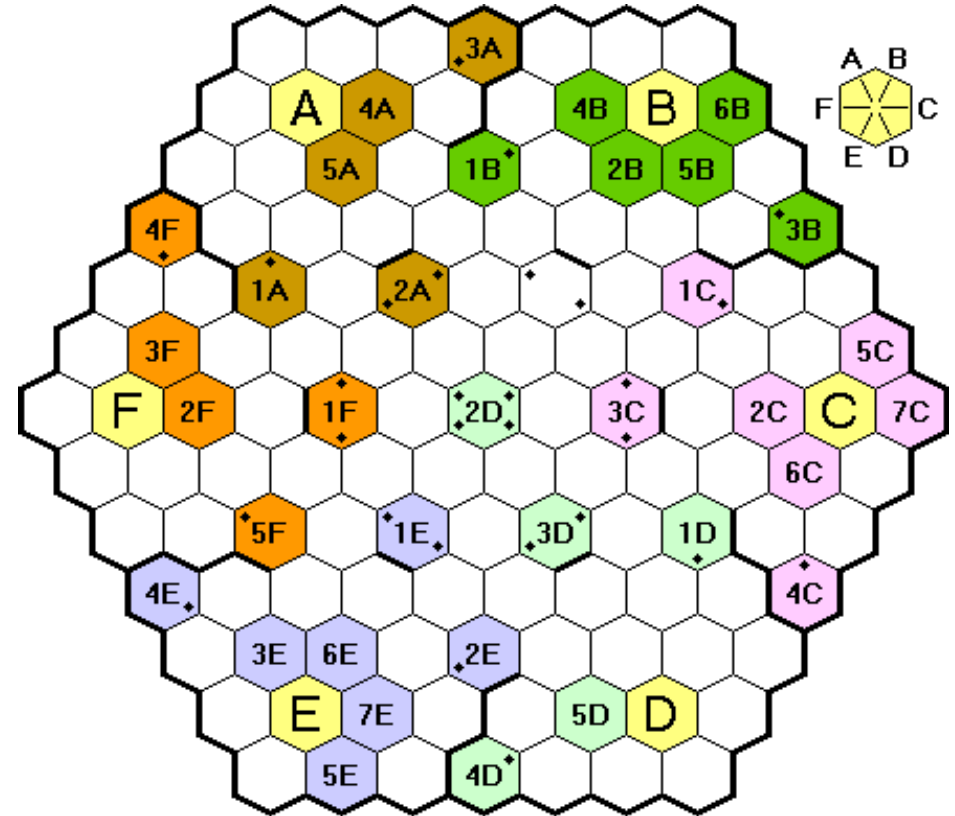
Research: Everyone researches their next available attribute.

New units: 5A (D), 7C (C).

Moves: The soft-shoe shuffle reorganises various teams but involves no clashes or collisions.

Combat: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	+Storage Level 5	14	◆1A	3	2	1								
			◆◆2A	2	2									
			◆3A	1	2									
			4A	2	1	0	2							
			5A											
<i>Banzai</i> Mark Stretch	+Build Level 6	13	◆1B	1	1									
			2B	2	2	0	1							
			◆3B	1	1									
			4B	1	1									
			5B	1	1	0	1							
			6B	1	1									
<i>Conflux</i> Steve Ham	+Build Level 6	15	◆1C	1	2									
			2C	1	2									
			◆◆3C	2	3	1								
			◆4C	0	2									
			5C											
			6C											
			7C											
<i>Dream Team</i> Allan Stagg	+Build Level 6	18	◆1D	2	2	1								
			◆◆◆2D	3	3	1								
			◆◆3D	1	2									
			◆4D	0	2									
			5D											
<i>Effalump</i> Marcus Pratt	+Storage Level 5	15	◆◆1E	2	2									
			◆2E	2	2									
			3E	2	0	1	1							
			◆4E	0	2									
			5E	0	1									
			6E	2	1	1								
			7E	2	1	1								
<i>Frogs</i> John Marsden	+Storage Level 5	14	◆◆1F	1	2									
			2F	1	2									
			3F	1	1	1								
			◆4F	0	1									
			◆5F	3	2	1	1							



Orders required Attribute order: AMECSBDRPHX

Production, Moves and Combat for round seven



BUS BOSS 331-SCT

Mallaig joins the network.

ROUND 10

Scotland

Round 10 Runs

		SCAM	BUM	TABS	OMR	SLOB	
11	9♣ Newton Stewart 7♥ Perth			-7	-5		10
							13
				+4			4
			+3				3
19	8♥ Forfar 8♦ Peebles			+7/-3	+6		26
				-3		-6	0
					+3	+3/-7	4
20	6♣ Aviemore 8♣ Stranraer			-8			12
							13
		+8					5
27	A♠ Peterhead 8♦ Peebles			+7/-5			24
			+6				10
			+3			+5/-7	10
				-3		-6	4
28	J♣ Glasgow 6♦ Berwick-on-Tweed				+7	+7	27
							5
		-7					2
		-7					24
30	9♠ Fort William 6♥ Kirkcaldy					-6	6
							12
			+2	-8	+2		8
			+6/-5			-2	2
					+5/-6	-2	8
						+8	23
32	3♠ Ballater 5♣ Kilmarnock					+7	7
							14
				-6			9
				-3			7
		+3			+6		20
							10

Round 10 Routes

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)
Cumbernauld - Coatbridge, Falkirk - Edinburgh (10)

Tartan Army Bus Services (TABS) (Don Shailer, Purple)
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Fort William - Mallaig (8)

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)
Motherwell - Glasgow - Cumbernauld (9)

One Man's Routes (OMR) (Mark Stretch, Red)
None.

	Runs:	11	19	20	27	28	30	31	32	34	35	Routes	Score
OMR	167	5	0	-	-	-2	-	8	-	14	20	-	210
SLOB	115	-	26	-	24	5	6	12	23	-	-	-9	202
TABS	102	13	4	13	10	-	-	8	-	9	10	-	169
BUM	110	10	-	5	4	-	24	2	-	-	-	-8	139
SCAM	88	4	-	12	-	27	-	-	7	7	-	-10	135

Round 11 Runs

12.	10♠ - 5♣	Oban to Kilmarnock	(not yet available)
13.	7♠ - A♣	Kyle of Lochalsh to Dumbarton	(not yet available)
25.	8♠ - 10♥	Mallaig to Dundee	
29.	10♠ - K♥	Oban to Aberdeen	(not yet available)
33.	J♥ - 8♠	Dundee to Mallaig	
36.	3♥ - J♠	Cumbernauld to Crianlarich	
37.	5♠ - 6♣	Nairn to Ayr	
38.	5♥ - 4♣	Dunfermline to Ardrossan	
39.	8♥ - 8♣	Forfar to Stranraer	
40.	2♥ - 7♦	Coatbridge to Galashiels	
41.	K♦ - Q♠	Edinburgh to Inverness	
42.	9♥ - Q♦	Arbroath to Edinburgh	
43.	3♣ - 2♦	Paisley to England	
44.	3♦ - 2♣	Gretna to Greenock	

People were really testing me this time, to the point of asking for payments to be made to companies that weren't even in the game!

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



BUS BOSS 333-CRO

One solo run in this first set.

ROUND 7

Croydon

Round 7 Runs

		BRACE	CAR	GRUB	TEAR	BUM	
1	4♣ Brixton 8♥ Wallington		+5			+3	18
				-3	-5		2
				-5	-3		2
			+3			+5	8
2	6♠ Forestdale J♦ Woodside					-1	18
		-1	+1			-1	10
		+1	+1				2

3	4♦ Catford	① TEAR	15	+7/-4					18	
	J♣ Crystal Palace	① BRACE	15				+4/-7		12	
4	3♠ Warlingham	① CAR	16						16	
	5♣ Tulse Hill	② GRUBBY	9	-2				+3	10	
5	10♣ Streatham Common	③ BUM	5				-3		2	
		✕ BRACE				+2		2		
	10♦ Beckenham	① BRACE	12		+4/-2			+2	16	
		① TEAR	12	-2					10	
6	K♣ Thornton Heath	③ CAR	5	+2/-4					3	
		6♦ Bell Green	① BUM	13	+3/-4			-2	10	
			① BRACE	12				-2	+4/-3	11
7	K♦ West Croydon	③ TEAR	5	+2			+2		9	
		7♠ New Addington	① CAR	16	-5				11	
			② TEAR	9	+2/-2					9
8	A♥ Shopping Malls	③ BRACE	5		+5		+2/-2		10	
		4♠ Sanderstead	① GRUBBY	15					+3	18
			① BUM	15	-2			-3		10
9	10♠ West Wickham	✕ BRACE						+2	2	
		7♥ South Croydon	① TEAR	30	-4					26
			✕ BRACE				+4		4	

BUM ordered for run 9, but his payments indicated he was ordering for run 8 again, so he had to be excluded.

Round 7 Routes

Croydon Access Routes (CAR) (Bob Coull, Black)

Tulse Hill - Brixton, Thornton Heath Pond - Mitcham (11)

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)

Coulsdon - Banstead, Streatham Hill - Streatham Common (10)

Bloody Useless Management (BUM) (Jim Reader, Yellow)

Coulsdon - Banstead, Wimbledon & Merton to Tooting (10)

Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)

Bell Green - Peter Pan Pool - Bromley (10)

Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)

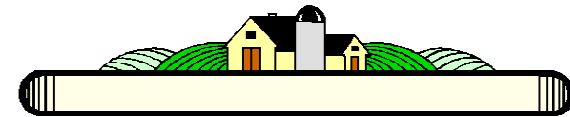
Streatham Hill - Tooting, Beckenham - Peter Pan Pool (9)

Runs:	1	2	3	4	5	6	7	8	9	Routes	Score	
TEAR	34	8	-	18	-	10	9	9	-	26	-10	104
BRACE	36	-	10	12	2	16	11	10	2	4	-9	94
CAR	30	2	18	-	16	3	-	11	-	-	-11	69
GRUBBY	31	18	-	-	10	-	-	-	18	-	-10	67
BUM	32	2	2	-	2	-	10	-	10	-	-10	48

Round 8 Runs

- 10. 10♥ - 9♣ Carshalton to Colliers Wood
- 11. A♠ - 3♦ Gatwick Link to Lewisham
- 12. Q♠ - 9♥ Central Croydon to Woodcote
- 13. 9♠ - Q♦ Coney Hall to West Croydon
- 14. 9♦ - 3♥ Bromley to Coulsdon
- 15. 2♣ - K♥ Dulwich to Thornton Heath Pond
- 16. A♠ - 5♦ Football Ground to Peter Pan Pool
- 17. 8♣ - J♠ Wimbledon & Merton to Shirley Park
- 18. 2♥ - 8♠ Banstead to Hayes

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



BUS BOSS 335-GMY

The route from Berlin to Poland had more than one offer...

ROUND 4

Germany

German Buses Rule (GBR) (Roger Trethewey, Blue)

Berlin - Poland, Leipzig - Plauen 67 - 12 . . . 55

Buses Around Germany (BAG) (Bob Coull, Green)

Leipzig - Dresden, Köln - Bonn, Essen - Dortmund 63 - 12 . . . 51

Busreisen Überall Schnell (BUS) (Mike Reeves, Black)

Osnabrück - Dortmund, Braunschweig - Kassel 67 - 12 . . . 55

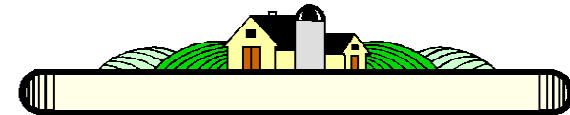
Over Deutschland Express (ODE) (John Marsden, Yellow)

Nürnberg - Mannheim - Karlsruhe 64 - 12 . . . 52

Hamburg Upper Network (HUN) (Colin Sharpe, Red)

Braunschweig - Magdeburg - Berlin 64 - 11 . . . 53

Routes
Buy in the order Bob, Mike, John, Colin, Roger





HOMESTEADERS I You can never bid below \$3 on an auction. **ROUND 7**

Worker Allocation

Michael	4	Homestead {W}	Farm {T\$\$}	Farm {F}	Market {\$\$}
Howard	4	Homestead {W}	Farm {T\$\$}	Foundry {S}	Ranch {L}
Rob	3	Homestead {W}	Market {\$\$}	Gold Mine {G}	

Income and Payroll

Michael	Gains \$9 W T T F	Pays \$4 for 4 workers
Howard	Gains \$9 W T S L	Pays \$4 for 4 workers
Rob	Gains \$8 W T G	Pays \$3 for 3 workers

Auctions Auction 1 {I and Worker} : Auction 2 {R or C}

Michael	Howard	Rob
\$3 on Auction 1	\$4 on Auction 1	\$3 on Auction 2
Pass to Railroad Track		
Take Livestock		

Building

Howard Trades T\$ for W, builds a Copper Mine
 Rob Trades T\$\$\$ for S, TG for C, builds the Church

	Resources									Debt	T	Inc	VPs	RT
	\$	Wrk	W	F	S	G	C	L						
Rob Thomasson	3	3	1	-	-	1	-	-	1	-	2	16	Any	
Michael Longdin	6	4	1	2	-	-	-	1	-	6	1	4	Any	
Howard Bishop	1	5	-	-	-	-	-	1	-	2	3	7	Wrk	

	RT	ML	HB	Income
Homestead	✓	✓	✓	\$\$ {Wood} {VP}
Farm	-	✓	✓	{Trade token + \$\$} {Food}
Boarding House	-	✓	-	\$\$ <-1 Debt> {End: 1 VP per I}
Ranch	-	-	✓	{L}
Church	✓	-	-	VP VP
Market	✓	✓	-	Trade token {\$\$} {T+W=F / T+F=S}
Depot	✓	-	✓	\$\$ <Railroad Track advance> {End: 1 VP per Inc}
Foundry	-	-	✓	{S}
Copper Mine	-	-	✓	{C}
Gold Mine	✓	-	-	{G}

Auction 1	Auction 2	Auction 3
Any	I or S	-
3	4	5
6	7	9
12	16	21

Your eighth auction set gives you the option of any building, or the choice between Industrial or Special.

These are the buildings available during the Town period, which lasts for rounds five to eight.

	VPs	Cost	Income	Special
Settlement/Town				
Railworker's House {1}	-	SS	T \$	{End: 1 VP per Wrk/Inc}
Ranch {1}	-	WFS	{L}	<T>
General Store {2}	2	S	T	{+\$ per sale}
Trading Post {1}	-	G	TT	
Copper Mine {1}	-	WWS	{C}	
Gold Mine {1}	-	WS	{G}	
River Port {2}	-	W	{{G}}	{Use G for C or L}
Town				
Workshop {2}	2	S	VP	<Gain a worker>
Bank {1}	3	WC	Clear 1 debt	{T=>\$ at any time} {End: 1 VP per Special}
Stables {1}	1	L	T VP	{End: 1 VP per Residential}
Forge {2}	1	SS	{VP VP}	{1 VP per new building}
Meatpacking Plant {1}	2	WL	{VP VP} {VP VP}	
Factory {1}	6	SSC	VP VP	{End: 1 VP per Industrial}
Fairgrounds {1}	6	WWCL	G	{End: 1 VP per Residential}
Lawyer {1}	4	WGL	VP VP	{Tied bids win auctions} {End: 1 VP per Commercial}
Rodeo {1}	4	FL	\$ per worker	

Residential
Commercial
Industrial
Special

The number of each building is in {braces} to the right of the building name. Income shown in {braces} requires a worker. {{Double braces}} requires two workers. <Chevrons> indicate something that happens when the building is built.

Orders required
 Allocate workers, income, bidding and building - bidding starts with Howard



RAILWAY RIVALS 2178-MA Back to the mainland. **GAME OVER**

1st	Bob Coull	MIST	353
2nd	Roger Trethewey	MR	331
3rd	Pete Campbell	RAM	303
4th	Mark Stretch	OMR	276
5th	Jim Reader	BUM	232

Bob Coull (MIST, 1st): In this game I got a flying start in round 1, and this seems to have made the difference overall, because without it there would be little to choose between the top three.

Roger Trethewey (MR, 2nd): Congratulations to Bob for a good win. Thanks to Keith for running the game as it should be run.

Pete Campbell (RAM, 3rd): In retrospect, with everyone starting in the same place, it would have made sense to have done something a bit different at the start. As it was there was too much duplication with other players along my routes to do really well, whereas Bob and Roger managed to carve out more niches. So well played Bob and thanks to Keith for running it.

I won't be sorry to see the end of this one, with the tricky spelling for just about every town on the map. As Pete said, with everyone starting in the same place you needed something different to make a difference. Easier said than done.



RAILWAY RIVALS 2194-MN We start with a solo run for FEAR. **ROUND 8**

HEART's build did not go through G44. This was ordered, but it isn't in line with E44, so I drew it via G43. GREAT paid HEART 1 point for the connection in Y23.

Minnesota

Round 8 Runs

		GREAT	HEART	FEAR	MARS	BUM	
8	56 Grand Forks 62 Noyes/Warroad	① FEAR	30				30
9	53 Detroit Lakes/ Fergus Falls 21 Fairbault/Red Wing	① GREAT	13	-2			11
		② HEART	8				8
		③ MARS	5				5
		③ FEAR	4	+2			6

10	64 Eveleth/ Grand Rapids 14 St.Paul	① MARS	16					16
		② GREAT	7				+1	8
		② BUM	7	-1				6
11	11 Minneapolis ② Iowa	① MARS	9		+2		+1	12
		① GREAT	9				+2	11
		① BUM	8	-2			-1	5
		④ FEAR	4				-2	2
12	23 Winona 36 Appleton/ Glenwood	① HEART	13		+1			14
		① FEAR	12		-1			11
		③ MARS	5					5
13	41 Brainerd/ Sauk Center 31 Sioux Falls	① HEART	16	-6				8
		② BUM	9		+2			11
		③ GREAT	5		+6			11
14	45 Duluth ④ North Dakota	① BUM	20					20
		② HEART	10					10

Routes

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

D51 - G50 - G48 - H47 - Crookston, S15 - Little Falls.

-10 (builds) -1 (adjustment) -1 (BUM) = -12

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)

L16 - H14, H43 - K42 - L42, U4 - Breckenridge.

-9 (builds) +1 (adjustment) -4 (FEAR) +2/-2 (MARS) = -12

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)

None.

+4 (HEART) +1 (BUM) = +5

Making Alternative Routes Superior (MARS) (John Marsden, Green)

Mankato - C14 - Fairmont, S5 - Breckenridge - Y5.

-10 Builds) +3 (towns) +2/-2 (HEART) = -7

Bloody Useless Management (BUM) (Jim Reader, Yellow)

Crookston - J45 - Thief River Falls - M44 - N44 - Q43, N6 - Appleton.

-10 Builds) +3 (towns) +1 (GREAT) -1 (FEAR) = -7

Some odd things were going on with the runs and builds, with people offering payments to people that didn't need paying, and more than a couple of build orders giving hexes that were not on the same line of hexes, so needed something adding to make them legal. I hope that FEAR did not want to build anything, as the last line of his printed orders, the payment for his last run, only showed the top half of the line. If there was more blow, it did not print.

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
BUM	109	-	-	6	5	-	11	20	-7	144
GREAT	90	-	11	8	11	-	11	-	-12	119
FEAR	63	30	6	-	2	11	-	-	+5	117
MARS	84	-	5	16	12	5	-	-	-7	115
HEART	76	-	8	-	-	14	8	10	-12	104

Round 9 Runs

- 15. 26 - 61 Mankato to Crookston/Thief River Falls
- 16. 35 - 16 Glencoe/Wilmar to Anoka/Hopkins
- 17. 33 - 51 Fairmont/Marshall to Breckenridge/Wadena
- 18. 22 - 66 Rochester to Lake Superior port
- 19. 44 - 12 Duluth to Minneapolis
- 20. 46 - 63 Superior to Hibbing
- 21. 52 - 61 Cass Lake/Moorhead to Wisconsin

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



RAILWAY RIVALS 2205-M

Rugby gets a lot of attention this time.

ROUND 5

London & Midlands {13 points for these builds}

Birmingham and London Link (BALL) (Bob Coull, Black)
 A63 - N24 - M23 - L24 - Rugby, C58 - N20 - Northampton, E29 - B31 - Wolverhampton.
 70 +6 (towns) +1/-2 (BUM) -2 (COLIN) = 73

One Dark Engine (ODE) (John Marsden, Green)
 M13 - M12 - Aylesbury - F9, E46 - D46 - London.
 48

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 L19 - Northampton, J21 - Rugby - L24 - L25 - N26 - N28 - A68 - A67 - Loughborough - D69.
 50 +2/-1 (BALL) -1 (DRAB) +1/-6 (COLIN) = 45

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)
 Cambridge - L49 - J48 - J47 - H46, H33 - H31 - F30.
 40 +1 (BUM) = 41

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)
 Rugby - L24 - L25, Coventry - B23 - Stratford Upon Avon, K18 - Northampton, K7 - Watford.
 64 +2 (BALL) +6/-1 (BUM) = 71

Colin, your orders said "...B23 - Leamington Spa...", but I have assumed you meant Stratford Upon Avon - town 42. The Leamington Spa label is for town 43.

Builds
Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2206-NE

RINE pays a lot for arriving later.

ROUND 1

AOL's build continued to J12. I drew it on my map and made the appropriate payment to RINE, just managed to miss it out of the report.

New England {17 points for these builds}

Railways in New England (RINE) (Pete Campbell, Blue)
 N17 - Fitchburg - P18 - Nashua - P20 - Q20 - Manchester,
 Hartford - J10 - Waterbury - Danbury - C6 - C5 - B5, P14 - Q13.
 34 +4 (towns) -9 (GREAT) -8 (HEART) -6 (RRR) -1 (AOL) = 14

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 B6 - Danbury - Waterbury, C15 - Troy - C20 - E21 - E25 - D26.
 29 +6 (towns) +9 (RINE)+6/-1 (HEART) = 49

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)
 G11 - Waterbury - Danbury - C6, F12 - Pittsfield - G16 - G18 - F19 - F20 - Bennington.
 26 +6 (towns) +8 (RINE) +1/-6 (GREAT) = 35

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)
 Manchester - Q20 - P20 - Nashua, P20 - N21 - Keene - K21 - Bellows Falls - Claremont,
 Q22 - Concord, Portland - Lewisfon, Nashua - Q18 - Lowell.
 29 +22 (towns) +6 (RINE) +2 (AOL) = 59

America On Line (AOL) (Roger Trethewey, Black)
 I10 - I14 - J15 - Greenfield - J19 - Keene - O21 - O22 - Concord.
 36 +1 (RINE) -2 (RRR) = 35

Builds
Up to 13 points excluding payments to rivals



OUTPOST 29

In space, no one can hear your comments.

GAME OVER

1st	Marcus Pratt	96 (900)
2nd	Pete Campbell	95 (870)
3rd	Lyndon Gurr	90 (815)
4th	Mark Stretch	87 (765)
5th	Willem Moene	53 (625)
6th	Jim Reader	38 (310)
6th	John Boocock	21 (120)

No one can hear your comments because no one felt like saying anything. Except me. Without checking back, I suspect this is the highest finishing score we have had, mainly because the game so nearly ended after round 16, with Lyndon just one point short of the end-game target.

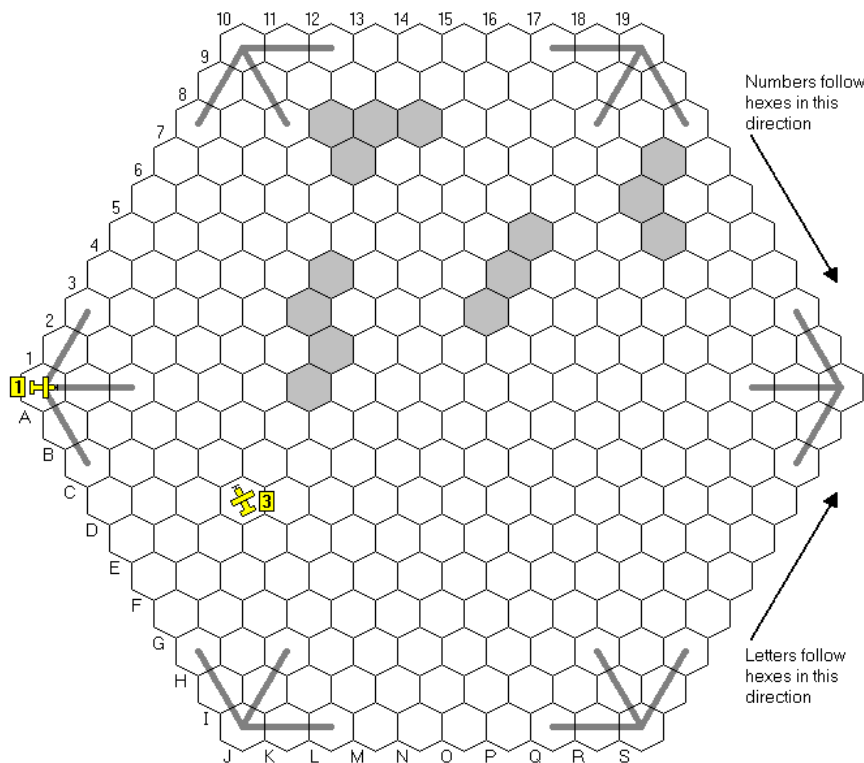


SOPWITH T353FW

One down, one up.

ROUND 23

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	B1-NW	A, Lands (2 kills) {Airfield: A1}	A1-E	16:11:36
3 <i>Wizard Prang</i> Jim Reader	J6-NW	LS, LS, A {Airfield: J19}	G4-NW	13:10:00



The clouds moved north east. *The Brown Baron* lands and is quickly re-armed with a full load of ammunition. He probably won't stay down for long with Wizard Prang getting ever closer...

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 or more. People are included if they have competed five or more games.

- ▲ Ken Boucher 3.485
- ▲ William Jockusch 3.400
- ▼ Pete Campbell 2.762
- David Hilbert 2.682
- ▼ Rob Thomasson 2.618
- ▲ Victor Cronshaw 2.500
- ▼ Nic Chilton 2.234
- ▼ Michael Graystone 2.191
- ▲ John Colledge 2.143
- ▲ John Boocock 2.103
- Mick Haytack 2.097
- ▲ Willem Moene 2,006

The rating system is:

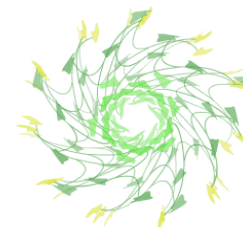
- 5 points for a win
- 3 points for second
- 1 point for third

⊛ Completed games and winners:

- 1825 e933 {1825-L30} Ken Boucher
- 1870 e939 {1870-N30} Ken Boucher
- 1830 e946 {1830-T30} William Jockusch
- Puerto Rico e981 Willem Moene
- Acquire e983 Willem Moene
- Acquire e986 John Colledge/Victor Cronshaw
- Ingenious e987 Hugo Griffin

⊛ New games and start dates:

- Saint Peterburg e989 Oct 29th
- 1830 e990 {1830-R33} Oct 31st
- Puerto Rico e991 Nov 5th
- Carcassonne e992 Nov 7th
- Ra e993 Nov 9th



ZINES RECEIVED

A summary of zines that I've received recently.

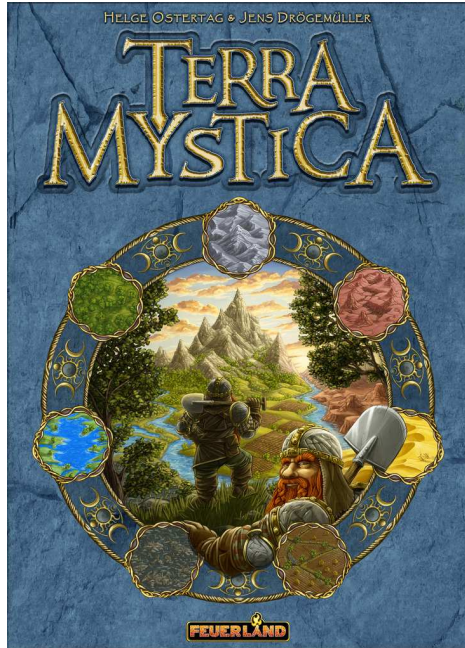
Date	Zine/Issue
Oct 21	Minstrel 364
Oct 23	...mais n'est-ce pas la gare? 135, The Tangerine Terror 59
Oct 28	Ode 335
Oct 31	Fury of the Northmen 14
Nov 5	Minstrel 365, Variable Piq 136

RATINGS

This is the list of subscribers with a rating of 2 or more. People are included if they have completed five or more games.

The rating system is:
 5 points for a win
 3 points for second
 1 point for third

- David Smith	3.478
- Lyndon Gurr	3.372
- Pete Campbell	3.133
- Marcus Pratt	2.911
- Mark Frueh	2.800
- Lionel Robbins	2.727
- Steve Thomas	2.611
- Tony Robbins	2.318
▲ Michael Graystone	2.313
- Rob Thomasson	2.225
▲ Bob Coull	2.089



WHO PLAYS WHAT

Howard Bishop	... HS1	Willem Moene	... 1825-X31, 1830-S32, 1861-F31, 1870-A32
Pete Campbell	... 7W1, 1829-A30, 1861-F31, 1861-E33, Bat5, BB-331-SCT, BB-333-CRO, RR-2206-NE	Marcus Pratt	... Bat5, OP29
John Colledge	... 6n16, Acq59	Jim Reader	... 6n16, 7W1, BA21, BB-331-SCT, BB-333-CRO, RR-2194-MN, RR-2205-M, Sop353
Bob Coull	... 6n16, Acq58, BB-333-CRO, BB-335-GMY, RR-2205-M	Mike Reeves	... 7W1, BA21, BB-335-GMY, RR-2206-NE
Dennis Frank	... BA21	Lionel Robbins	... 1825-X31, 1829-A30, 1861-F31, 1870-A32
Mark Frueh	... 1856-E31	Adam Romoth	... 1830-S32, 1856-E31, 1870-A32
Michael Graystone	6n16, Acq58, Acq59, BB-333-CRO, RR-2194-MN, RR-2206-NE, Sop353	Don Shailer	... 6n16, BB-331-SCT, RR-2205-M
Lyndon Gurr	... 7W1, 1861-F31, 1861-E33 1870-A32, Acq59	Colin Sharpe	... 6n16, Acq59, BB-335-GMY, RR-2205-M
Steve Ham	... Bat5, RR-2194-MN, RR-2206-NE	John Shelley	... 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-E33, 1870-A32
Mike Hutton	... 1825-X31, 1861-E33	Don Smith	... 1830-S32, 1856-E31, 1861-F31, 1861-E33
Kevin Lee	... 7W1, 6n16, Acq58, BB-333-CRO, RR-2194-MN	Allan Stagg	... 7W1, Bat5, BA21
Michael Longdin	... HS1	Mark Stretch	... Bat5, BA21, BB-331-SCT
John Marsden	... Acq58, Bat5, BB-335-GMY, RR-2194-MN, RR-2205-M	Rob Thomasson	... 1829-A30, 1856-E31, BA21, HS1
		Roger Trethewey	... BB-331-SCT, BB-335-GMY, RR-2206-NE
		Tony Wilcock	... Acq58, Acq59



OUTSIDE EDGE

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

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DEADLINES

Wednesday December 12th 2012

18xx games - Friday December 7th

Future deadlines:

18xx games: January 4th

Other games: January 9th

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.
