

The 18xx games are in order of starting from p2 onwards. Railway Rivals RR2539WR ends on p5 Outpost M21 is on p6, St. Petersburg M8 is on p7. The Games That You Play is on p7. 1856P45 comments are below.

New Games: an 1835 starts below. I will for reals soon send some RR map suggestions to those on the waiting list - apologies for not having done that before now.

This is another delayed issue with an unchanged deadline so please advise of that causes any problems.

The week of the first Wednesday of the month is always a week of load for me - but the next planned publication week will not have that clash, so that is something.

I just searched the internet for "spacefiller" and the top results were for Conway's Game Of Life where "A **spacefiller** is a pattern that [grows at a quadratic rate](#) by filling the [plane](#) with an [agar](#)". Now there is a rabbit hole that I can fall down ... but I will at least get this sent out before I do.

**1835K46**
**GAMESTART**

You are ... in dealing order ... John Webley, John Shelley, Tony Sait, Graham Lee,

As usual in Minstrel this will be a Half Thompson game. So ... the rules are as published [2nd Edition - English translation by John Webley] except that \_

- The whole Start Packet is available at once.
- The dealing order for the Start Packet is 1234554321123...
- When the Start Packet has been sold the ByE and SxE are available.
- Once all the ByE and SxE have been bought then the WtE, BaE & HeE all become available.
- After all the WtE, BaE & HeE have been bought the MsE & OLE are available.
- The PrE shares are available after a share in one of the WtE, BaE & HeE has been bought.

You each have 475M and hope for the future. Fare thee well ... the start is an email sent to players.

1835K46 – HALF THOMPSON

NEXT TIME – SR1 (BY EMAIL)

**1856P45**
**COMMENTS**

Mike B 1<sup>st</sup>

Thanks to all for an interesting game and thanks to Rob for his efforts. Thanks to having four LPS shares in the bank pool, I was able to manoeuvre trains and cash to get two permanent trains in the GT. That, and I was also able to use the GT and TGB to pave over a bunch of towns to maximize my runs.

John W 4<sup>th</sup>

Thank God that's over. If anyone really wants to see how not to play 1856 they could do no better than to examine my orders. Congratulations to Mike.

1856P45

WON BY MIKE B

<b>WAITING</b>	1829 SOUTH   NORTH	David H, John S   David H
	1830	Mike B, John W
	1835	Graham L
	1846	~
	1856	Mark H, John S, John W
	1861	John S
	1870	Mike B, John S
	18EU	John S, David H
	RAILWAY RIVALS	Tony S, Brad M, Mike R, John W
	ST. PETERSBURG	Brad M, John W

**DEADLINE: FRIDAY 18<sup>TH</sup> JULY 2025**

**HOST : ROB THOMASSON**

Companies run and mostly pay ...

### Operating Round 10

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
CPR	JS	9:C13:3		F22	180	N	100B	590	4	A
NYC	MR	23:C19:1	[8]		350	Y	120D	155	5 3	B
B&M	TS				140	Y	100E	330	4	
B&O	MH	43:H14:3	[24]		200	Y	100E	274	4	
Erie	TS	68:D10:1	[59]		120	N	71F	410	4	
C&O	AM	8:H8:1			260	Y	75F	10	5 3	B
NYNH	JS	46:F18:2	[24]		320	Y	70G	311	5 3	B
PRR	MR	27:B18:1	[7]		330	Y	68H	869	3 3	B

**Notes** A \$40 to the Bank for a garrison B At Train Limit

<b>Tiles</b>	1/0	2/1	3/2	4/2	7/1	8/5	9/5	14/0	15/1	16/1	18/1	19/1
	20/1	23/2	24/3	25/1	26/1	27/0	28/1	29/1	39/1	40/1	41/1	42/2
	43/1	44/1	45/2	46/1	47/0	53/2	54/1	55/0	56/1	57/3	58/1	59/2
	61/0	62/0	63/1	64/0	65/0	66/1	67/1	68/0	69/0	70/1		
<b>Trains</b>	6/2(\$630)		then	D/6(\$1,100)								

Cash Flow	Start	OR10	End	Value	%	Certs	Max 13
Mark Hancock	300	132	432	1,302	14.7	8 - 8	
John Shelley	388	172	560	1,588	17.9	9 - 9	
Tony Sait	366	117	483	1,577	17.8	11 - 11	
Mike Ruffhead	699	420	1,119	2,427	27.4	12 - 12	
Andy Muir	605	325	930	1,958	22.1	11 - 11	

Portfolios	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Hancock	-	-	3	5P	-	-	1	-
John Shelley *	1	1	5P	2	-	-	2P	-
Tony Sait	1	-	-	-	-	6P	-	6P
Mike Ruffhead	4P	6P	-	1	1	1	1	-
Andy Muir	1	2	-	1	6P	-	1	1
Bank New	-	-	1	-	3	3	-	1
Par	67	82	100	100	67	67	71	76
Bank Pool	3	1	1	1	-	-	5	2
Quote	68H	120D	100B	100E	75F	71F	70G	100E
Credit	\$869	\$155	\$590	\$274	\$10	\$410	\$311	\$330
Tokens Left	1	2	2	-	1	2	-	-

The OR11 operating order is - NYC, B&M, B&O, CPR, C&O, Erie, NYNH, PRR - unless changed by SR7.

We reach the first of the 4 trains ...

#### Operating Round 4

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B&O	JS	53:115:1			100	Y	100A	740	3	
C&O	TS	14:H4:1	[57]		100	Y	82E	359	2 2 +3	A B
PRR	MB	8:H8:1			150	Y	82D	340	3 2 2	
RDR	DH	56:G17:5			150	Y	70G	156	3 2 2 +3	B C D

#### Operating Round 5

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B&O	JS	15:H10:3	[57]	H10	100	Y	112A	400	3 +4	G H I
C&O	TS	9:G3:1		H4	200	Y	90E	209	3 (2↓ 2↓)	E J J G K K L
PRR	MB	59:H18:6			210	Y	90D	20	3 (2↓ 2↓)	J J M K K
RDR	DH	8:113:2			260	Y	75F	202	3 3 (2↓ 2↓)	F J J K K

<b>Notes</b>	A	\$80 to Tony S for the CStL	G	\$40 to the Bank for a garrison
	B	\$180 to the Bank for a 3 Train	H	\$300 to the Bank for a 4 Train
	C	\$220 to David H for the M&H	I	4 Train purchase starts Phase 3
	D	At Train Limit	J	Has Delayed Obsolescence ↓ Train
	E	\$10 from the CStL Private	K	Delayed Obsolescence ↓ Train removed
	F	\$20 from the M&H Private	L	\$140 to Tony S for the D&H
			M	\$320 to Mike B for the C&A

<b>Tiles</b>	1/1	2/1	3/2	4/2	7/4	8/6	9/5	14/2	15/0	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	55/1	56/0
	57/3	58/2	59/1	69/0								
<b>Trains</b>	4/4(\$300)		then	5/3(\$450)	6/3(\$630)	D/6(\$900)						

Cash Flow	Start	OR4	OR5	End	Value	%	Certs	Max 17
Tony Sait	26	195	327	548	1,238	27.5	8 - 8	
David Hooton	27	345	177	549	1,089	24.2	5 - 5	
John Shelley	66	65	65	196	888	19.7	6 - 6	
Mike Bennett	46	125	496	667	1,282	28.5	6 - 6	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M	RDR
Tony Sait	D&H	-	-	-	-	6P	-	-	-	2
David Hooton	-	1	-	-	-	-	-	-	-	6P
John Shelley *	SVR	-	-	-	6P	-	-	-	-	-
Mike Bennett	-	5P	-	-	-	1	-	-	-	1
Bank New	-	4	10P	10P	4	2	10P	10P	10P	-
Par		82			100	76				90
Bank Pool	-	-	-	-	-	1	-	-	-	1
Quote		90D			112A	90E				75F
Credit		\$20			\$400	\$209				\$202
Tokens Left		1	3	3	1	1	2	1	1	-

Privates Owned by ShareCos : PRR - C&A | C&O - CStL | RDR - M&H.

The OR6 operating order is - B&O, C&O, PRR, RDR - unless changed by SR5.

Shares are bought in operational companies ...

### Stock Round 3

\* share from the pool

John Webley	Mike Ruffhead	John Shelley	Mike Bennett
+C&O	+GT*	+IC	+PRR*
~	+GT*	+IC	+GT

Cash Flow	Start	SR3	End	Value	%	Certs	Max 12
Mike Ruffhead	374	-274	100	909	26.9	5 - 5	
John Shelley	340	-300	40	849	25.1	5 - 5	
Mike Bennett	356	-261	95	976	28.9	6 - 6	
John Webley	172	-112	60	645	19.1	4 - 4	

Portfolios	Privates	B&O	C&O	GT	IC	NYC	PRR
Mike Ruffhead	-	-	-	5P	-	-	1
John Shelley	-	-	-	-	5P	-	1
Mike Bennett	-	-	-	1	-	-	6P
John Webley *	-	-	4P	-	1	-	-
Bank New	-	10P	6	4	3	10P	2
Bank Pool	-	-	-	-	1	-	-
Quote			112	137	137		124
Credit			\$299	\$481	\$626		\$149
Trains			4	4 2 2 2	3-5 2 2		3-5 2 2 2
Tokens Left		3	2	2	1	3	2

Privates Owned by ShareCos : C&O - O&I, TBC | GT - MC | IC - MPC, Mail | PRR - C&WI.

Rights Held by ShareCos : C&O - TBC | IC - Mail, \$30 MPC Token at I1.

Tiles	MC/2	MS/3	MZ/2	5/3	6/2	7/5	8/6	9/4	57/4	291/1	292/1	293/1
	14/3	15/5	16/2	17/1	18/1	19/2	20/2	21/1	22/1	23/3	24/3	25/2
	26/1	27/1	28/1	29/1	30/1	31/1	298/0	294/1	295/1	296/1	619/0	
Trains	[4(\$180) or 3-5(\$160)]/1					then [5(\$500) or 4-6(\$450)]/4			[6(\$800) or 7-8(\$900)]/9			

The OR5 operating order is - GT, IC, PRR, C&O.

1846F46 : STANDARD GAME : PHASE 2 : BANK - \$5,650

NEXT TIME - OR5 & OR6

SNOW wins as VMR is twice derailed. 3ER has a great round (despite losing against longer routes in 12.3) but it is all too late. GROW stays just behind VMR having twice beaten the odds in runs this time. VMR had the least desired starting point so a nod is deserved for that.

Comments welcomed for next time as any feedback on this newish map (and the impact of dragons and ships) will be welcomed by the designers.

Run	3ER David H - Black	SNOW Brad M - Blue	VMR Mike R - Red	GROW John W - Green
Dragon	Attack VMR 12.5	Attack VMR 12.1	Defend 12.2	Defend 12.4
12.1> 14 - 61 Karhold - Starfall		51 20 -7/VMR	Derailed  +7/SNOW	
12.2> 16 - 52 The Dreadfort - Silverhill   Goldengrove	+2/GROW	39 Silverhill 0 +4/GROW	31 Silverhill 15	39 Silverhill 15 -4/SNOW -2/3ER
12.3> 24 - 53 White Harbor - Cider Hall   Grassy Vale	27 Grassy Vale 0 -4/SNOW	29 Cider Hall 20 +4/3ER +3/GRW		30 Cider Hall 10 -3/SNOW
12.4> 26 - 32 Flint's Finger - The Eyrie		70 [36+34] 10 +2/GROW		28 20 -2/SNOW
12.5> 35 - 52 Harrenhal - Essos [Braavos   Pentos   Myr]	34 [18+16] Myr 20 -2/SNOW	+2/3ER	Derailed	
12.6> 41 - 65 Casterley Rock - Lemonwood	33 20 -2/VMR		+2/3ER	
12.7> 45 - 56 Bitterbridge - Pyke	22 [10+12] 20 +2/GROW	+1/GROW	24 [12+12] 10	36 [11+25] 0 -1/SNOW -2/3ER

## SNOW

Blue  
Brad Martin  
Ships: Oldtown 1, White Harbour 1  
329 Points = 270 +59/Runs

## VMR

Red  
Mike Ruffhead  
Ships: Lannisport 1, King's Landing 1, Oldtown 1, Deepwood Motte 1  
315 Points = 281 +34/Runs

## GROW

Green  
John Webley  
Ships: Oldtown 1  
309 Points = 278 +31/Runs

## 3ER

Black  
David Hooton  
Ships: Lannisport 1, Storm's End 1  
247 Points = 191 +56/Runs

It's here! Phase 2!

### Round 7 Actions

Mike Bought one Titanium Factory (o:4,5 w:9 t:12)  
 Mike Bought one Population Unit (w:4,7)  
 Tony Auctioned a Heavy Equipment for 30 and got it for 30 (w:30)  
 David Bought one Water Factory (o:1,3 w:8,8)  
 Mick Auctioned a Warehouse for 25. Dane bid 26 then dropped out.  
 Mick got it for 27 (o:2,3,4 w:4,5,10)  
 John Bought one Population Unit (o:2 w:8)  
 John Bought one Water Factory (o:2,4 w:7,7)  
 Dane Auctioned a Warehouse for 26 and got it for 26 reduced to 21 after Heavy Equipment discounts (o:2,3 w:6 t:10)  
 David Discarded o:2

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	Mike	2o,3w,2t	6p (8,0)	HE, Nod	2o,3w,2t	(47,10)	11	(55)
2	Tony	2o,4w	6p (8,0)	DL, HE, Nod	5o,1W	(45,10)	10	(70)
3	Mick	2o,3w	7p (8,0)	WH, WH, Nod	2o,3w	(27,20)	9	(75)
4	David	2o,6w	7p (8,0)	Nod	6w,1W	(72,10)	9	(25)
5	Dane	2o,4w,1t	5p (5,0)	WH, HE	2W,1t	(70,15)	8	(55)
6	John	2o,4w	5p (5,0)	DL, DL, DL	2o,1W	(36,10)	8	(45)

<b>On Offer</b>	Warehouse	1	(none left)	Robots	1	(3 more)
	Heavy Equipment	1	(none left)	Laboratory	1	(3 more)
	Scientists	0	(4 more)	Ecoplants	2	(2 more)
	Orbital Lab	0	(4 more)	Outpost	0	(4 more)

Sold Out - Data Library, Nodule

All the remaining aristocrats appear ...

### Buildings Actions

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
			Trade Observatory for Winter Palace from Hand [13]
Buy Customs House [5]	Observe Aristocrats Buy Administrator [6]	Buy Library [16]	Upgrade Administrator to Czar from Hand [17]

### The Cards for Next Time

Top Row | Bottom Row



### Cards Bought

\* indicates a Trading (Upgrade) Card

Brad M	Lumberjack [3-3-0] by 3, Gold Miner [4-3-0], Customs House [8-0-2] by 4, Library [17-0-5], Author [4-1-0] by 2
John W	Lumberjack [3-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0] by 5, Carpenter Workshop* [4-1/B-3], Fur Shop* [10-3-2], Market [5-0-1] by 4, Observatory [6-0-1/0], Potjomkin's Village [2/6-0-0], Pub [1-0-2 for 1], Administrator [7-2-0], Warehouse Manager [10-3-0] by 2, Controller [14-4-1]
Mick H	Gold Miner [4-3-0] by 2, Shepherd [5-3-0] by 4, Gold Smelter* [6-3&-1/A-0], Fur Shop* [10-3-2], Wharf* [12-6-1], Firehouse [11-0-3], Hospital [14-0-4], Library [17-0-5], Peterhof* [14-4-2], Warehouse [2-0-0], Pub [1-0-2 for 1], Warehouse Manager [10-3-0], Secretary [12-4-0], Judge [16-5-2], Mistress Of Ceremonies [18-6-3]
Mike R	Lumberjack [3-3-0], Gold Miner [4-3-0] by 2, Shepherd [5-3-0], Ship Builder [7-3-0] by 4, Wharf* [12-6-1], Theater [20,0-6], Bank* [13-5-1], Winter Palace* [19-2-5], Author [4-1-0], Administrator [7-2-0], Warehouse Manager [10-3-0], Secretary [12-4-0], Controller [14-4-1], Patriarch* [16-0-4], Minister Of Foreign Affairs* [20-2-4], Czar* [24-0-6]

### Cards In Hand

\* indicates a Trading (Upgrade) Card

Brad M	Secretary [12-4-0], Pope* [6-1-1]
John W	Author [4-1-0], Controller [14-4-1], Weapon Master* [8-4-0]
Mick H	Chambermaid* [8-0-2], Admiral* [18-3-3]
Mike R	

### Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 6 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	18	41	12r + 0v	0r + 13v	2r + 0v	Workers [0]
John W	3	25	21	27r + 2v	0r + 5v	14r + 1v	Buildings [0]
Mick H	4	27	41	30r + 4v	4r + 14v	18r + 5v	Aristocrats [0]
Mike R	3	7	34	30r + 1v	5r + 12/11v	16r + 15v	Trading [12]

Andy Muir	1830Z45
Brad Martin	RR2539WRSt. Petersburg M8
Dane Maslen	Outpost M21
David Hooton	1830E46, RR2539WR
David Smith	Outpost M21
Graham Lee	
John Shelley	1856P45, 1830Z45, 1830E46, 1846F46
John Webley	1856P45, 1846F46, RR2539WR, Outpost M21, St. Petersburg M8
Mark Hancock	1830Z45
Mick Haytack	Outpost M21, St. Petersburg M8
Mike Bennett	1856P45, 1830E46, 1846F46
Mike Ruffhead	1830Z45, 1846F46, Outpost M21, St. Petersburg M8
Tim Parkes	
Tony Sait	1830E46, 1856P45, 1830Z45, RR2539WR, Outpost M21

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It's here! Phase 2!

### Round 7 Actions

Mike Bought one Titanium Factory (o:4,5 w:9 t:12)  
 Mike Bought one Population Unit (w:4,7)  
 Tony Auctioned a Heavy Equipment for 30 and got it for 30 (w:30)  
 David Bought one Water Factory (o:1,3 w:8,8)  
 Mick Auctioned a Warehouse for 25. Dane bid 26 then dropped out.  
 Mick got it for 27 (o:2,3,4 w:4,5,10)  
 John Bought one Population Unit (o:2 w:8)  
 John Bought one Water Factory (o:2,4 w:7,7)  
 Dane Auctioned a Warehouse for 26 and got it for 26 reduced to 21 after Heavy Equipment discounts (o:2,3 w:6 t:10)  
 David Discarded o:2

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	Mike	2o,3w,2t	6p (8,0)	HE, Nod	2o,3w,2t	(47,10)	11	(55)
2	Tony	2o,4w	6p (8,0)	DL, HE, Nod	5o,1W	(45,10)	10	(70)
3	Mick	2o,3w	7p (8,0)	WH, WH, Nod	2o,3w	(27,20)	9	(75)
4	David	2o,6w	7p (8,0)	Nod	6w,1W	(72,10)	9	(25)
5	Dane	2o,4w,1t	5p (5,0)	WH, HE	2W,1t	(70,15)	8	(55)
6	John	2o,4w	5p (5,0)	DL, DL, DL	2o,1W	(36,10)	8	(45)

<b>On Offer</b>	Warehouse	1	(none left)	Robots	1	(3 more)
	Heavy Equipment	1	(none left)	Laboratory	1	(3 more)
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Sold Out - Data Library, Nodule