

By Popular Demand - page 2, Outpost M7 & M8 - page 11, Railway Rivals 2093BR below. 18xx games in order except 1829P24 on page 6. 1835O22 comments on page 2. St. Petersburg M1 Comments on page 12.

New Games: 1870E25 starts after 1870H23 on page 7 and St. Petersburg M2 starts on page 12.

I had a couple of days away on the south coast playing games recently. I went down with Keith and saw, but avoided playing with, Mike R & John W. Games new to me included Pandemic which is a high quality production where all the players work together against the game system which is attempting to spread a number of deadly diseases across the globe. If one or more of the diseases spread sufficiently to reach pandemic proportions then the players lose.

Each player has a role (specialist ability) and the games are quick and entertaining. It would do well as a game to play with "the family" or any group of casual gamers. As long as one person knows all the rules. The game mechanism works well so that although you don't know exactly where the next problem will be, you do get to learn where the likely trouble spots will be and you can maybe do something about it. It's all about keeping the lid on and the pressure grows as the game advances. There are enough decisions to make and "oh bummer" moments to keep a group engaged. It could be played solitaire but is more fun together and - assuming you don't lose too quickly - will take about 45 minutes, maybe 60 tops.

I also played Race For The Galaxy again. Another game where you play against the system, in this case the cards that you draw. You attempt to optimise your position based on what you have at your disposal. The only interaction is at the start of each round when each player chooses a role. Everybody can do every role chosen so you will check and opine on what other players might choose. Yes, this game does share some mechanisms with San Juan (in which the designer Tom Lehman was involved). I understand that one of the planned expansions will introduce more interaction between the players.

This is an appealing game, more so as I got to understand more about the strategies available, how the game mechanisms could be made to work together. There was too much to take in at first, so I got through my first game by focusing on one area, expanding on that in later games. This gives a strong replayability factor and some of you have played this game so many more times than me, a recommendation in itself.

RAILWAY RIVALS 2093BR

ROUND 3 [BUILDS 6,3,5]

GRIB should have paid 1 to FRITES instead of to TRIBE last time. Payments are easier this time ...

Builds

TRIBE	Black	(M9) - <u>Jette</u> - G12; (G12) - <u>Ganshoren</u> - D10; (D10) - A12, (Port de Namur) - U28
GBP	Brown	(M9) - <u>Jette</u> , (K5) - M4 - M3; (M3) - <u>Grimbergen</u> , (K5) - J4; (J4) - <u>Wommel</u>
FRITES	Red	(St. Catharine) - I19; (I19) - <u>Molenbeek-St.Jean</u> - F17; (F17) - <u>St.Agathe-Berchem</u> - D13
VROOM	Blue	(V23) - <u>Parc</u> - Le Sablon - P26; (P26) - Les Marollles - M25; (V19) - V17 - <u>Schaerbeek</u> , (M25) - L25 - K25
GRIB	Green	(O28) - <u>St. Gilles</u> ; (O27) - Le Sablon - Parc; (O22) - O21 - Nord; (N38)- <u>Uccle</u> - O42 - <u>St. Job</u>

Scores

TRIBE	Tony Bromley	28	=	19	+9		
GBP	David Hooton	60	=	45	+15		
FRITES	Mike Ruffhead	61	=	49	+12		
VROOM	Gina Teh	54	=	44	+12	-5/GRIB	+3
GRIB	John Webley	44	=	24	+18	-3/VROOM	+5

RAILWAY RIVALS 2093BR

NEXT TIME – ROUND 4 BUILDS – 4, 4, 6

WAITING	1829 South	John S
	1829 North	George L, Jeff E, David H
	1830	George L, Mike R, Don S, David R
	1835	Don S, John S
	1856	Lyndon G, George L, Roger K, David R, John S
	1870	Don S, John S
	18EU	David R, Stephen W
	RAILWAY RIVALS	Tony S

DEADLINE

ROB THOMASSON

FRIDAY 11TH APRIL, 2008

205 TOLCARNE DRIVE, PINNER, MIDDLESEX HA5 2DN

Red dominates three sets of the answers this time. It's blue for the first category and black and white for the Dali films (apart from Destino). Perfect scores were had by George, Steve, Mark, David S, Chris & Don.

Player	Candidate	UEFA	Rainbow	Dali Film	Planet	Score	Total	Pos
George Lucas	Clinton	Man Utd	Red	Spellbound	Mars	88	220	1
Mick Haytack	Obama	Man Utd	Red	Spellbound	Mars	83	213	2
Steve Thomas	Clinton	Man Utd	Red	Spellbound	Mars	88	210	3
Dane Maslen	Obama	Man Utd	Red	Spellbound	Mars	83	206	4
David Hooton	Obama	Man Utd	Red	Spellbound	Mars	83	202	5
Jeff Edmunds	Clinton	Man Utd	Red	Chien	Mars	78	199	6
Mark Hancock	Clinton	Man Utd	Red	Spellbound	Mars	88	197	7=
David Smith	Clinton	Man Utd	Red	Spellbound	Mars	88	197	7=
John Webley	Obama	Man Utd	Red	Vertigo	Mars	69	196	9
Chris Dawe	Clinton	Man Utd	Red	Spellbound	Mars	88	195	10
Tony Sait	Clinton	Liverpool	Red	Spellbound	Mars	74	193	11
Mike Ruffhead	Obama	Man Utd	Red	Chien	Mars	73	192	12
Don Smith	Clinton	Man Utd	Red	Spellbound	Mars	88	189	13
Graham Lee	Obama	Man Utd	Green	Spellbound	Mars	66	185	14
Tim Parkes	Obama	Arsenal	Red	Chien	Mars	58	184	15
Roger Krueger	Clinton	Man Utd	Green	Spellbound	Mars	71	179	16
John Shelley	Obama	Liverpool	Red	Spellbound	Mars	69	177	17
Lyndon Gurr	Clinton	Arsenal	Red	Spellbound	Mars	73	171	18
Sharon Khan	Clinton	Chelsea	Red	Tenorio	Mars	58	169	19
Mark Stretch	Clinton	Man Utd	Red	Chien	Mars	78	159	20
Keith Thomasson	Clinton	Liverpool	Indigo	Spellbound	Mars	56	143	21
Gina Teh	Obama	Man Utd	Yellow	Chien	Mars	55	137	22
Stephen Webb	Clinton	Man Utd	Red	Destino	Mars	74	134	23

US Presidential Candidate - Clinton 14, Obama 9. The Republicans are just not newsworthy right now.

UEFA Team - Man Utd 17, Liverpool 3, Arsenal 2, Chelsea 1. All the English teams get a mention but it's still all about Manchester United. Even if Liverpool, dare I say it, actually have more "association" with the UEFA Champions League. And now a record run of defeats by Man Utd in the Premier League.

Rainbow Colour - Red 19, Green 2, Indigo 1, Yellow 1. Red is clearly the first colour of the rainbow.

Dali Film - Spellbound 15, Un Chien Andalou 5, Destino 1, Don Juan Tenorio 1, Vertigo 1. Last Father's Day me and my "girls" went to the Dali in Film exhibition at the Tate Modern. Screenings included the excellent "aborted at the time but made posthumously" Disney collaboration Destino as well as Un Chien Andalou and L'Age d'Or made with Bunuel and the dream sequence from Spellbound. Un Chien Andalou is much more the Dali film but the popular vote (especially I guess from those googling for an answer) went to the mainstream Hitchcock film Spellbound with its Dali contribution.

Planet - Mars 23. I don't know if the red answer for the rainbow colour had an influence here but I was surprised to see Mars as the only answer here. I was expecting some sort of split with Venus and just maybe the odd mention of the large planets - maybe even some discredited ex-planets. Gina asked what I meant by asking for a planet in "our" solar system. I was just trying to help out by limiting the choice for you, although - as it transpired - that was hardly necessary.

The fourth set of five categories (there will be six sets) is:

1. An Ivy League University
2. A trumpet player of repute
3. An English motorway.
4. An opera by Wolfgang Amadeus Mozart
5. A continent on Earth, other than Europe.

Routes are optimised, holdings are topped up. Next time ... ORs to the end please ...

Operating Round 20

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	MR	24:F6:5	[9]	G7 - D5	540	Y	250	10	5 5	
GWR	JE			E7 - E5	330	Y	275	40	7	
Mid	TB	25:H8:1	[8]	I9 - J9	240	Y	275	0	4	
LSWR	JS	8:G7:1		G7 - C5	400	Y	100	210	7	
GNR	JS	23:G7:1	[8]	G5 - F4	320	Y	100	290	5	A
GER	MR	31:G6:2	[7]	H11 - H10	540	Y	126	0	5 4	
GCR	JE			G5 - G4	230	Y	29	30	4 +7	B C
L&YR	DR			-	460	Y	71	160	4 4	B
SECR	MR	41:G6:4	[31]	C12 - C11	290	Y	58	60	5	

Notes A £40 from the Hull Packet C £720 to the Bank for a 7 Train
B £40 from the Preston Packet

Tiles	1/2	2/2	3/2	4/6	5/4	6/4	7/3	8/5	9/9	10/3	12/3	13/3	14/2	15/0	16/1
	17/1	18/1	19/2	20/2	21/1	22/1	23/1	24/2	25/1	26/2	27/2	28/0	29/1	30/1	31/1
	32/1	33/1	34/1	35/0	36/1	37/0	38/0	39/1	40/0	41/0	42/0	43/1	44/1	45/0	46/0
	47/0	48/0	49/0	50/0	51/0	60/0	67/0								

Trains 7/1(£720)

Share Dealing Round 12

* share from the pool

Mike Ruffhead	Jeff Edmunds	Tony Bromley	David Roffey	John Shelley
~	+Mid*	+Mid*	+GNR*	~
~	+Mid*	[Totem]		

Cash Flow	Start	OR20	SDR12	End	Value	%	Certs	Max 17
Jeff Edmunds	1,534	699	-550	1,683	6,334	22.2	15 - 20	
Tony Bromley	1,510	525	-275	1,760	5,842	20.5	16 - 16	
David Roffey	3,376	579	-100	3,855	5,287	18.6	12 - 15	
John Shelley	1,468	700	0	2,168	4,351	15.3	17 - 17	
Mike Ruffhead	2,296	918	0	3,214	6,676	23.4	17 - 18	

Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	GER	GCR	L&YR	SECR
Jeff E (S&M), Holyhead		2	6D	5D	1	-	2	6D	-	-
Tony B * Hull, Dover		2	3	4	-	2	1	-	-	2
David R Preston		-	-	-	-	1	1	3	8D	2
John S		-	1	1	9D	7D	-	-	-	1
Mike R Harwich		5D	-	1	-	-	6D	1	2	5D
Bank New		-	-	-	-	-	-	-	-	-
Bank Pool		-	-	-	-	-	-	-	-	-
Tokens Left		2	3	3	3	2	1	2	-	1

1829G22 : SOUTH GAME, MSK1, PC RULE : PHASE 4 : BANK - £7,320 NEXT TIME - OR21 TO END

1835O22

COMMENTS

John W Not sure what happened in this one, a good Prussian set from the initial offering made things simple, push through the trains as quickly as possible, and then pick up one of the later companies and strip the Prussian money into it. Simple plan, doesn't usually work as easily as this. Thanks to all, especially Rob

GM John followed his instincts through this game and they paid off. He had the tempo and kept it to win. Thanks to all for the game.

1835O22 : HALF THOMPSON GAME : PHASE 3

WON BY JOHN W FROM MARK & JOHN S

All pretty orderly. The BBG is a new float and the previously floated companies are bought up entirely ...

Stock Round 7

* share from the pool

Roger Krueger	John Webley	David Roffey	Graham Lee	Lyndon Gurr
+BBG/P(180)	+CGR(100)	+CGR(100)	+CGR*(125)	+CGR*(125)
+BBG(90)	+CV(100)	+CGR*(125)	+CGR*(125)	+CGR*(125)
+BBG(90)	~	+CGR*(125)	+CGR*(125)	+CV(100)
+BBG(90)	~	+CV(100)	+CV(100)	+BBG(90)
+BBG(90)	~	+CV(100)	+BBG(90)	[Priority]

Cash Flow	Start	SR7	End	Value	%	Certs Max 11
John Webley	210	-200	10	870	12.7	4.0 - 4.0
David Roffey	568	-550	18	863	12.6	4.5 - 4.5
Graham Lee	916	-565	351	2,301	33.6	10.0 - 12.0
Lyndon Gurr	562	-440	122	1,647	24.1	9.5 - 11.5
Roger Krueger	565	-540	25	1,165	17.0	7.0 - 12.0

Portfolios	BBG	CV	GT	TGB	THB	WGB	CGR
John Webley	-	1	-	-	-	-	6P
David Roffey	-	2	-	-	-	-	5
Graham Lee	1	1	2	6P	-	-	6
Lyndon Gurr *	1	6P	2	2	-	-	3
Roger Krueger	6P	-	6P	2	-	-	-
Bank New	2	-	-	-	10P	10P	-
Par	90	100	75	90	-	-	100
Bank Pool	-	-	-	-	-	-	-
Quote	90B	110A	50F	150A	-	-	125A
Credit	\$900	\$500	\$145	\$130	-	-	\$526
Trains	-	5	D 5	6	-	-	5
Tokens Left	2	2	1	-	1	1	3

Tiles	1/1	2/1	3/3	4/3	5/2	6/0	7/6	8/9	9/4	14/4	15/2	16/1	17/1	18/1	19/1	
	20/1	23/4	24/4	25/1	26/0	27/1	28/1	29/1	39/1	40/1	41/3	42/3	43/2	44/1	45/2	
	46/1	47/2	55/1	56/1	57/0	58/3	59/1	63/2	64/1	65/1	66/1	67/1	68/1	69/1	70/1	
	120/1	121/1	122/1	123/1	124/0	125/3	126/1	127/1								
Trains	6/1(\$700) D/8(\$1,100)				The OR12 operating order is - TGB, CGR, CV, BBG, GT.											

1856V22 : STANDARD GAME : PHASE 6 : BANK - \$9,273

NEXT TIME - OR12 & OR13

1870H23 / 11

OR9 & SR7

The GMO & IC connect but the SSW is blocked from its destination ...

OR9	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
FW	MR	63:F5:1	[14]		200	Y	120D	603	3 (3)	
ATSF	GL	63:J5:1	[14]	J5	190	Y	120D	496	4 +3	A B
SLSF	DS	63:H13:1	[14]		170	Y	100F	80	4 3	
MKT	JW				100	Y	100E	220	3	
GMO	LG	9:E18:2			170	Y	82F	232	4 3	C D
GMO	LG	[Connection Run]			190	Y	90E	627	4 (3)	E
TP	MR	47:I4:2	[23]		150	Y	82C	225	4 +3	F
SP	GL	57:M2:2			100	Y	82C	41	5	
SSW	DS	9:I8:2		8:J7:6	150	Y	76D	250	5	C
IC	LG	14:C18:2	[6]		120	Y	68G	116	4	
MP	LG	57:B19:2		8:A20:3	130	N	55G	1	5 +3	G H
IC	LG	[Connection Run]			180	Y	72G	188	4	I

Notes	A	\$100 to the Bank for a garrison	F	\$275 to the FW for a 3 Train
	B	\$1 to the SP for a 3 Train	G	\$319 to the GMO for a 3 Train
	C	\$60 to Bank for a Tile lay	H	IC Connection Made - Base at A22
	D	GMO Connection Made - Base at C18	I	IC Connection Run - \$180 Paid
	E	GMO Connection Run - \$190 Paid		

Tiles 1/1 2/1 3/2 4/5 5/2 6/1 7/9 8/9 9/1 14/2 15/0 16/2 17/2 18/2 19/2
 20/2 23/3 24/4 25/3 26/2 27/2 28/2 29/1 39/1 40/2 41/3 42/3 43/2 44/1 45/2
 46/2 47/1 55/1 56/1 57/1 58/3 63/2 70/2 141/2 142/1 143/1 144/1 145/2 146/2 147/2
 170/4

Trains 5/1(\$450) then 6/3(\$630) 8/3(\$800) 10/2(\$950) 12/6(\$1,100)

Stock Round 7

* share from the pool

Mike Ruffhead	Don Smith	Lyndon Gurr	John Webley	George Lucas
+MP*(55)	+SLSF*(100)	+GMO(68)	+MP(68)	+SSW(76)
+SSW(76)	~	+IC(68)	+SP*(82)	+SSW(76)
+GMO(68)	~	+TP(82)	+SSW(76)	-SSW/2(152),+MP(68)
~	~	+MP(68)	+TP(82)	+MKT*(100)
~	~	+SP(90)	~	+TP(82)

Cash Flow	Start	OR9	SR7	End	Value	%	Certs	Max 13
Lyndon Gurr	177	307	-376	148	1,714	22.2	13 - 18	
John Webley	265	183	-308	148	1,617	20.9	13 - 14	
George Lucas	247	181	-250	178	1,765	22.8	12 - 13	
Mike Ruffhead	134	230	-199	165	1,850	23.9	13 - 14	
Don Smith	50	124	-100	74	782	10.1	7 - 7	

Portfolios	ATSF	FW	GMO	IC	MP	MKT	SP	SSW	SLSF	TP
Lyndon Gurr	-	-	6P	6P	6P	-	1	-	1	1
John Webley	2	1	1	1	1	5P	1	1	1	1
George Lucas	6P	-	-	-	1	1	5P	-	1	1
Mike Ruffhead *	-	7P	1	-	1	-	-	1	-	6P
Don Smith	-	-	-	-	-	-	-	6P	3P	-
Bank New	-	-	1	2	1	-	3	-	-	1
Par	76	68	68	68	68	72	90	76	100	82
Bank Pool	-	-	-	-	-	4	-	2	4	-
Quote	140C	140C	90E	72G	55G	100E	82C	68F	100F	82C
Redeemed	2	2	1	1	-	-	-	-	-	-
Credit	\$496	\$603	\$627	\$188	\$1	\$220	\$41	\$250	\$80	\$225
Tokens Left	-	0+D	-	1	2+D	1+D	2+D	1+D	1+D	0+D

The OR10 operating order is - FW, ATSF, SLSF, MKT, GMO, TP, SP, IC, SSW, MP.

1870H23 : STANDARD GAME : PHASE 4 : BANK - \$8,556

NEXT TIME - OR10 & OR11

18EUI23 / 11**OR9**

Operations are as expected. Dividends are on the rise, and the leader gets the most ...

Operations Round 9

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
NS	SW	58:E4:2			270	Y	200B	250	5 +P	A
SNCF	DR	142:U6:6	[3]				135C	9	8 +P	B A
KKOS	MR	513:R9:1	[611]	R9	500	Y	122D	13	8	
KPEV	DS	4:C6:2			420	Y	122D	84	8	
SNCB	SW	9:D5:2			470	Y	122D	484	P 5	
DR	MR	141:G8:5	[4]	R9	500	Y	110C	510	6	
KBS	DS	582:P13:5	[579]		270	Y	90E	265	6 +P	A
FS	DR	582:L7:6	[578]	L7	350	Y	82E	14	5 +P	A C

Notes A £100 to the Bank for a P Train C Buys 3 shares for £246
 B £800 to the Bank for a 8 Train

Tiles 3/8 4/3 7/3 8/6 9/7 14/1 15/3 57/7 58/8 80/4 81/3 82/4 83/3
 141/2 142/3 143/0 144/2 145/4 146/5 147/4 201/6 202/7 513/4 544/3 545/3
 546/3 576/3 577/4 578/3 579/3 580/1 581/2 582/4 583/0 584/0 611/8

Trains 8/5(£800)

Cash Flow	Start	OR9	End	Value	%	Certs	Max 16
Stephen Webb	74	736	810	3,462	34.3	16 - 16	
Don Smith	37	345	382	1,442	14.3	8 - 8	
Mike Ruffhead	47	728	775	2,661	26.4	14 - 14	
David Roffey	8	453	461	2,529	25.1	16 - 16	

Portfolios	Minor Cos	SNCB	NS	KBS	KPEV	KKOS	FS	SNCF	DR
Stephen Webb	-	6P	6P	-	1	4	-	-	1
Don Smith	-	-	-	5P	5P	-	-	-	-
Mike Ruffhead	-	1	1	1	1	5P	1	-	6P
David Roffey *	-	1	1	1	1	1	6P	6P	1
Bank New	-	2	2	3	2	-	3	-	2
Bank Pool	-	-	-	-	-	-	-	4	-
Quote		122D	200B	90E	122D	122D	82E	135C	110C
Tokens Left		2	1	4	2	1	1	2	1

The OR10 operating order is - NS, SNCF, KKOS, KPEV, SNCB, DR, KBS, FS.

18EUI23 : STANDARD GAME : PHASE 8 : BANK - £7,697

NEXT TIME - OR10 & SR5

1856P24 / 2

SR1 (COMPLETION)

This time four new companies are started without fuss. Next time we will stop after SR2 if any share is sold, or if any new company is started, in SR2.

Stock Round 1 (Completion)

Mark Hancock	Stephen Webb	Mark Stretch	Don Smith	Tim Parkes
+LPS/P(130)	+GW/P(130)	+CPR/P(160)	+WR/P(130)	~
+LPS(65)	+GW(65)	+CPR(80)	+WR(65)	~
~	+GW(65)	[Priority]		

Cash Flow	Start	SR1	End	Value	%	Certs	Max 13
Tim Parkes	180	0	180	300	20.1	2 - 2	
Mark Hancock	225	-195	30	295	19.7	3 - 3	
Stephen Webb	260	-260	0	300	20.1	4 - 4	
Mark Stretch	250	-240	10	300	20.1	3 - 3	
Don Smith	200	-195	5	300	20.1	3 - 3	

Portfolios	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tim P	FT, SCFTC	-	-	-	-	-	-	-	-	-	-	-
Mark H	GLSC	-	-	-	-	-	-	3P	-	-	-	-
Stephen W	WSR	-	-	-	-	-	4P	-	-	-	-	-
Mark S *	TCC	-	-	3P	-	-	-	-	-	-	-	-
Don S	NFSBC	-	-	-	-	-	-	-	-	-	3P	-
Bank New	-	10P	10P	7	10P	10P	6	7	10P	10P	7	10P
Par				80			65	65			65	
Bank Pool	-	-	-	-	-	-	-	-	-	-	-	-
Quote				80C			65F	65F			65F	
Credit				\$240			\$260	\$195			\$195	
Tokens Left		2	2	3	2	3	3	1	1	1	2	1

Tiles 1/1 2/1 3/3 4/3 5/2 6/2 7/7 8/13 9/13 55/1 56/1 57/4 58/3 69/1
 Trains 2/6(\$100) then 3/5(\$225) 4/4(\$350) 5/3(\$550) 6/2(\$700) D/9(\$1,100)

The OR1 operating order is - CPR, LPS, GW, WR.

1856P24 : STANDARD GAME : PHASE 1 : BANK - \$10,885

NEXT TIME - OR1, SR2, OR2 & SR3

Last time the GT ran for 210 in OR7, and not 190 as reported. Cash updated. This time ... five new companies floated ... all fired up and ready for a fun packed OR8 ...

Stock Round 6

* share from the pool

George Lucas	Don Smith	John S	Tony Bromley	Stephen Webb
-CA/4(400),-CPR(65), -GT(80),+TGB/P(200)	-GW/3(240), +CV/P(200)	+CA(65)	-CA(90),-LPS(80), +BBG/P(180)	+THB/P(200)
+TGB(100)	+CV(100)	+CPR(65)	+BBG(90)	+CA(65)
+TGB(100)	+CV(100)	+CA(65)	+BBG(90)	+WR*(30)
+TGB(100)	+CV(100)	~	+BBG(90)	+WR*(30)
+TGB(100)	~	~	+BBG(90)	+CPR*(60)
-TGB/3(300),+WGB/P(200)	~	~	~	-GT/2(160),+THB(100)
+WGB(100)	~	~	~	+THB(100)
+WGB(100)	~	~	~	-CPR(60),+THB(100)
+WGB(100)	~	~	-BBG(90),+GT*(80)	~
+WGB(100)	[Priority]			

Cash Flow	Start	SR6	End	Value	%	Certs Max 13
John Shelley	235	-195	40	740	15.0	9 - 9
Tony Bromley	417	-360	57	1,017	20.6	10 - 10
Stephen Webb	474	-465	9	1,219	24.7	11 - 13
George Lucas	368	-355	13	1,078	21.9	8 - 9
Don Smith	289	-260	29	879	17.8	7 - 8

Portfolios	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
John Shelley	-	2	6P	-	2	-	-	-	-	-	-
Tony Bromley	5P	-	-	-	6P	1	-	-	-	-	-
Stephen Webb	-	1	-	-	-	1	6P	-	5P	2	-
George Lucas	-	2P	-	-	-	-	-	3P	-	2P	6P
Don Smith *	-	-	-	5P	-	3P	1	-	-	1	-
Bank New	4	-	2	5	-	-	-	4	5	5	4
Par	90	65	65	100	65	70	75	100	100	65	100
Bank Pool	1	5	2	-	2	5	3	3	-	-	-
Quote	80C	90F	60H	100A	80F	80F	80F	75D	100A	30I	100A
Credit	\$540	\$280	\$246	\$500	\$469	\$87	\$60	\$600	\$500	\$0	\$600
Trains		4	4		3 3	4 3	5 4			3	
Tokens Left	2	-	3	2	2	2	-	1	1	2	1

Tiles 1/1 2/1 3/2 4/3 5/1 6/2 7/6 8/9 9/6 14/1 15/2 16/1 17/1 18/1 19/1
 20/1 23/4 24/3 25/1 26/1 27/1 28/1 29/1 39/1 40/1 41/3 42/3 43/2 44/1 45/2
 46/2 47/2 55/1 56/1 57/1 58/1 59/2 63/4 64/1 65/1 66/1 67/1 68/1 69/1 70/1
 120/0 121/0 122/1 125/4 126/1 127/1

Trains 3/1(\$225) 5/2(\$550) then 6/2(\$700) D/9(\$1,100)

The OR8 operating order is - CV, THB, WGB, CA, GW, LPS, GT, BBG, TGB, CPR, WR.

1856N23 : STANDARD GAME : PHASE 4 : BANK - \$7,970

NEXT TIME - OR8

Your are ... in dealing order ... David Hooton, Jeff Edmunds, Roger Krueger, Lyndon Gurr, Stephen Webb.

You each have the requisite \$420 and a will to win. I think you all have map and tile details but please advise if they - or anything else for that matter - is needed. Otherwise ... best of luck to each of you.

1870E25 : STANDARD GAME

NEXT TIME - SR1 (PRIVATE)

The dealing was restrained as it turned out ...

Stock Round 4

* share from the pool

Graham Lee	Ian Pendlebury	David Hooton	Stephen Webb
+CPR(70)	-GT(60),+CPR(70)	+LPS(70)	-GT(60),+GW/P(180)
+GT*(60)	-CPR/4(300),+GW(90)	~	+GW(90)
~	+GW(90)	~	+GW(90)
~	-GW/2(180),+CA/P(140)	~	-GW(75),+CPR*(60)
~	+CA(70),+CA(70),+CA(70)	[Priority]	

Cash Flow	Start	SR4	End	Value	%	Certs Max 16
Graham Lee	176	-130	46	466	23.6	6 - 6
Ian Pendlebury	96	-60	36	526	26.6	6 - 6
David Hooton	78	-70	8	488	24.7	6 - 6
Stephen Webb	323	-285	38	498	25.2	5 - 5

Portfolios	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Graham L	-	-	-	6P	-	1	-	-	-	-	-	-
Ian P	WSR, NFSBC	-	5P	-	-	-	-	-	-	-	-	-
David H *	GLSC	-	-	-	-	1	-	5P	-	-	-	-
Stephen W	-	-	-	1	-	2P	3P	1	-	-	-	-
Bank New	-	10P	5	-	10P	5	4	3	10P	10P	10P	10P
Par			70	70		65	90	70				
Bank Pool	-	-	-	3	-	1	3	1	-	-	-	-
Quote			70E	60H		60H	70E	70F				
Credit			\$350	\$25		\$143	\$450	\$24				
Trains				3 2 2		2 2		3 2 2				
Tokens Left		2	2	3	2	2	3	1	1	1	2	1
Tiles	1/1 2/1 3/3 4/3 5/1 6/2 7/7 8/12 9/10 14/4 15/4 16/1 17/1 18/1 19/1											
	20/1 23/4 24/4 25/1 26/1 27/1 28/1 29/1 55/1 56/1 57/2 58/2 59/2 69/1 120/0											
	121/2											
Trains	3/3(\$225)	then	4/4(\$350)		5/3(\$550)		6/2(\$700)		D/9(\$1,100)			

The OR4 operating order is - LPS, CA, GW, GT, CPR.

1856Z23 : STANDARD GAME : PHASE 2 : BANK - \$10,880

NEXT TIME - OR4 & OR5

Okay, that's all the 4 trains bought ... well, except for the last one of course ...

Operating Round 4

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B&M	GL	15:F22:6	[57]	F22			76C	420	+3 +3	C D D
PRR	MR	23:H14:3	[9]	H10	90	Y	82E	544	3 3 (2) [+2]	B C E
NYNH	MR	8:F18:4			180	N	67H	0	3 (2 2) [+2]	F
B&O	JS	14:H10:2	[57]	H10	150	Y	69G	345	(2 2) +4	A C G H
NYC	DS	57:E19:2					63G	460	+4	G
C&O	TS	55:G7:1					60H	410	+4	G

Notes	A	B	C	D	E	F	G	H
	\$10 from the CStL Private	\$15 from the D&H Private	\$40 to the Bank for a garrison	\$180 to the Bank for a 3 Train	\$1 to the NYNH for a 2 Train	\$321 to the PRR for a 2 Train	\$300 to the Bank for a 4 Train	4 Train purchase starts Phase 3

Tiles	1/0 2/1 3/2 4/2 7/4 8/7 9/6 14/2 15/1 16/1 18/1 19/1 20/1 23/2 24/3
Trains	25/1 26/1 27/1 28/1 29/1 53/1 54/0 55/0 56/1 57/1 58/2 59/2 69/1
Trains	4/1(\$300) then 5/3(\$450) 6/2(\$630) D/6(\$1,100)

Cash Flow	Start	OR4	End	Value	%	Certs	Max 13
John Shelley	26	75	101	580	18.8	6 - 6	
Don Smith	11	25	36	574	18.6	6 - 6	
Mike Ruffhead	38	45	83	694	22.5	6 - 6	
George Lucas	35	5	40	650	21.1	8 - 8	
Tony Sait	2	29	31	583	18.9	2 - 7	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
John Shelley	-	-	-	-	5P	-	-	2	-
Don Smith	C&A	-	6P	-	-	-	-	-	-
Mike Ruffhead	-	5P	-	-	-	-	-	3P	-
George Lucas	SVR	-	-	-	-	-	-	2	6P
Tony Sait *	M&H	1	-	-	-	6P	-	-	-
Bank New	-	3	1	10P	-	1	10P	3	4
Par	-	82	76	-	100	71	-	76	82
Bank Pool	-	1	3	-	5	3	-	-	-
Quote	-	82E	63G	-	69G	60H	-	67H	76C
Tokens Left	-	2	3	3	1	2	2	-	-

The OR5 operating order is - PRR, B&M, B&O, NYNH, NYC, C&O.

1830A24 : STANDARD GAME : PHASE 3 : BANK - \$9,530

NEXT TIME - OR5 & SR4

1835C24 / 5

OR4 & OR5

Trains and credit are shuffled as improved routes are laid down ...

Operating Round 4

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TS	207:H2:2	[202]		50	Y		0	2 +2	A
B-P	DS	209:E19:1			80	Y		180	(2)	
Mag	TP	8:D10:4			60	Y		20	2 [+2+2]	B
K-M	TS	201:I3:1			30	Y		75	2	C
B-S	DS	201:H20:2			50	Y		0	2 +2	D
A-K	GL	12:A11:5	[6]		70	Y		0	2 +2+2	E
ByE	TB	55:I17:6			140	Y	96E	224	2+2 2 2	
SxE	TP	14:F14:3	[5]	F14	150	Y	88D	89	3 2+2 +3 +2+2	F G H

Operating Round 5

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TS	208:I3:1	[201]		130	Y		160	2 (2)	
B-P	DS	23:F20:4	[8]					0	+3	G
Mag	TP	9:F16:3			70	Y		0	2 +2	I
K-M	TS	205:G5:5	[57]		40	Y		0	2 +2	J
B-S	DS	208:H20:2	[201]		160	Y		80	2 2	
A-K	GL	3:B14:5			90	Y		100	2+2	
ByE	TB	9:H18:2			140	Y	104E	224	2+2 2 2	
SxE	TP	20:H18:2	[9]	E19	370	Y	94D	29	3 3 2+2 2+2	K

Notes

- | | | | |
|---|--------------------------------|---|--------------------------------|
| A | 65M to the K-M for a 2 Train | G | 180M to the Bank for a 3 Train |
| B | 70M to the SxE for a 2+2 Train | H | 20M to the Mag for a 2+2 Train |
| C | 50M to Bank for a river | I | 55M to the A-K for a 2 Train |
| D | 65M to the B-P for a 2 Train | J | 95M to the B-M for a 2 Train |
| E | 95M to the SxE for a 2+2 Train | K | 60M to the Bank for a garrison |
| F | 40M to the Bank for a garrison | | |

Tiles

1/1 2/0 3/1 4/2 5/3 6/1 7/7 8/9 9/6 12/1 13/2 14/1 15/2 16/2 18/1
 19/2 20/1 23/2 24/3 25/3 26/2 27/2 28/2 29/2 55/0 56/1 57/2 58/1 69/2 87/2
 88/2 201/2 202/1 203/2 204/2 205/0 206/1 207/1 208/0 209/0 210/1 211/1 212/1 213/1 214/1
 215/1

Trains

3/1(180M) then 3+3/3(270M) 4/3(360M) 4+4/1(440M) 5/2(500M) ... more

Cash Flow	Start	OR4	OR5	End	Value	%	Certs	Max
Don Smith	68	104	119	291	775	19.2	4	12
Tim Parkes	44	90	183	317	773	19.2	4	12
George Lucas	23	120	218	361	1,087	26.9	7	12
Tony Sait	15	84	129	228	732	18.1	4	12
Tony Bromley	9	70	70	149	669	16.6	4	12

Portfolios	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Don Smith	Bra, B-P, B-S	-	10/1	-	-	-	-	-	-
Tim Parkes	Mag	-	-	40/3	-	-	-	-	-
George Lucas	Ost, Pfa, A-K	-	-	40/4	-	-	-	-	-
Tony Sait *	Han, B-M, K-M	-	10/1	-	-	-	-	-	-
Tony Bromley	-	-	50/4	-	-	-	-	-	-
Bank New	-	40/4	30/3	20/2	100/8	100/8	100/8	100/7	100/7
Bank Pool	-	-	-	-	-	-	-	-	-
Quote	-	-	104E	94D	-	-	-	-	-
Credit	-	-	224M	29M	-	-	-	-	-
Tokens Left	-	1	2	-	1	1	1	1	1

The OR6 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE - unless changed by SR5.

1835C24 : HALF THOMPSON GAME : PHASE 2 : BANK - 10,061M

NEXT TIME - SR5

1829I24 / 4

OR3 & SDR4

The dividends start and the GWR is rescued from receivership ...

Operating Round 3

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	AM	8:K5:4		K5 - J4	50	Y	100	780	2	A
GWR	BP	8:F6:4		F6 - G7			76	720	2	B
Mid	TO	9:I7:2		I7 - I8	60	Y	82	640	2	
LSWR	GL			E10 - D9			71	400	+2 +2	C C

Notes A £40 to Bank for a river C £180 to the Bank for a 2 Train
B Run by the receiver

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

Trains 2/2(£180) then 3/6(£300) 4/5(£430) 5/5(£550) 7/4(£720)

Share Dealing Round 4

* share from the pool

Tony Osborne	David Hooton	Andy Muir	Mike Ruffhead	George Lucas
-	-L&M,+GWR*,+GWR*,+GWR*	[Totem]		

Cash Flow	Start	OR3	SDR4	End	Value	%	Certs	Max 17			
Andy Muir	8	31	0	39	551	21.5	5 - 5				
Mike Ruffhead	5	38	0	43	564	22.0	6 - 6				
George Lucas	18	0	0	18	444	17.3	5 - 5				
Tony Osborne	3	36	0	39	531	20.7	5 - 5				
David Hooton	44	20	-48	16	472	18.4	5 - 5				
Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Andy Muir *	S&M	4D	-	1	-	-	-	-	-	-	-
Mike Ruffhead	C&HP	2	-	3	-	-	-	-	-	-	-
George Lucas	-	-	-	-	6D	-	-	-	-	-	-
Tony Osborne	-	-	-	6D	-	-	-	-	-	-	-
David Hooton	-	-	6D	-	-	-	-	-	-	-	-
Bank New	Hull	-	-	-	4	10D	10D	10D	10D	10D	10D
Bank Pool	C&W, L&M	4	4	-	-	-	-	-	-	-	-
Tokens Left		5	5	4	4	4	3	3	3	2	2

1829I24 : SOUTH GAME, MSK1, PC RULE : PHASE 1 : BANK - £19,845

NEXT TIME - OR4 & SDR5

One of the Robots goes, but the remainder prevent more high value Colony Cards appearing ...

Player Action

Sharon Auctioned an Outpost for 100. John joined at 101 & Mike at 102. Sharon dropped out at 135 and John at 143. Mike got it for 143 reduced to 103 after Heavy Equipment / Ecoplants discounts (o:2 w:6,7 t:44,44) plus a free Titanium Factory

Sharon Bought three Research Factories (o:3 w:30 t:44 r:14) and one Population Unit (t:8)

John Bought two Population Units (t:12)

Lyndon Auctioned a Scientists for 40. Chris joined at 41 and dropped out at 56. Lyndon got it for 56 reduced to 16 after Data Library discounts (w:7 r:9)

Chris Bought one Population Unit (w:5,6)

Mike Bought one Population Unit (w:5)

Jeff Auctioned a Moon Base for 200. Mick joined at 201 and Jeff got it for 202 (w:4,7,30 r:9,10,10,11,11,12,12,13,14,14,14,15,16)

Mick Auctioned a Moon Base for 200 and got it for 200 (o:3 w:6,6,8,8,9,30 r:13 m:15,16,17,17,17,17,18)

Dane Auctioned a Robots for 50 and got it for 50 (w:8 n:20,22) plus a free Robot

Dane Bought one New Chemicals Factory (o:1 w:9 r:12 n:14,24) and three Robots (w:30)

John Discarded o:1 o:2 w:30 t:11 t:13

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs
1	Jeff	2o,5w,5r	5p,5r (6,5)	WH, HE, Rob, Lab, MB	1w,1W,5r,1mo	(152,15)	44 (385)
2	Sharon	2o,4w,5t,4r	11p (13,0)	HE, Nod, Lab, Eco*2, OP	2w,1t,1T,4r	(120,15)	43 (295)
3	Mick	2o,7w	8p (9,0)	WH, Nod, Sci, OL*3, MB	4w,1W,1r,5m,1mo	(206,15)	41 (440)
4	John	2o,4w,7t	13p (13,0)	HE, Nod, Eco*2, OP	1W,3t,2T	(148,15)	38 (215)
5	Lyndon	2o,5w,3r	5p (5,0)	DL*4, WH, Sci*3, Lab*3	4w,15r	(223,15)	34 (445)
6	Mike	2o,3w,5t	10p (18,0)	HE*2, Nod, Eco, OP*2	3o,5w,1t,1T	(98,20)	34 (315)
7	Chris	2o,4w	6p (6,0)	WH, OL*2, MB	2o,2w,1W,6m,2mo	(252,15)	32 (325)
8	Dane	2o,6w,4n	8p,4r (8,8)	DL, WH, Nod, Sci, Rob	2o,2w,1W,2r,2n,1N	(204,15)	29 (155)

On Offer Robots 3 (none left) Space Station 1 (5 more)
 Outpost 1 (none left) Planetary Cruiser 1 (5 more)
 Moon Base 2 (1 more)

Sold Out - Data Library, Warehouse, Heavy Equip, Nodule, Orbital Lab, Laboratory, Scientists, Ecoplants.

Mike joins the Data Library club - all other Colony Card types remain without bidders ...

Player Action

David Auctioned a Data Library for 17. Mike joined at 18 and got it for 18 (o:{3} w:5,10)

David Bought one Water Factory (o:2,4 w:6,9)

Ian Bought one Population Unit (w:4,6) and one Water Factory (o:5 w:7,8)

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

Dane Bought one Water Factory (o:{3},3 w:7,7)

Gina Bought one Population Unit (o:{3} w:7) and one Water Factory (o:5 w:6,9)

Mick Bought two Population Units (w:5,6,10)

Mike Bought one Population Unit (o:3 w:8)

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs
1	David	2o,2w	3p (5,0)	DL, DL	1o,2w	(17,10)	5 (30)
2	Mike	2o,3w	4p (5,0)	DL	1o,3w	(24,10)	5 (15)
3	Mick	2o,3w	5p (5,0)	-	2o,4w	(34,10)	5 (0)
4	Gina	2o,3w	5p (5,0)	-	4o,3w	(33,10)	5 (0)
5	Ian	2o,3w	5p (5,0)	-	3o,3w	(30,10)	5 (0)
6	Jeff	2o,3w	4p (5,0)	-	4o,3w	(33,10)	4 (0)
7	Dane	2o,3w	4p (5,0)	-	3o,4w	(37,10)	4 (0)

On Offer Data Library 0 (2 more) Heavy Equipment 3 (2 more)
 Warehouse 1 (4 more) Nodule 3 (2 more)

Welcome to this second Minstrel game of St. Petersburg. You are Stephen Webb, Mike Ruffhead, Gina Teh & Mick Haytack. The first eight Workers are visible below and also the table which will show the current state of play. All pretty straightforward I reckon, but just ask if any questions.

We will usually have one phase at a time but to begin with we will have both the first Workers phase and also the first Buildings phase. The Buildings shown below are in order of availability - so if, say, only six Workers were bought then of course only the first six Buildings, counting from the left, will be available.

The Card Rows

Workers



Buildings



Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 1 Starters [Cards Left]
				Workers	Buildings	Aristocrats	
Stephen W	3	25	0	0r + 0v	0r + 0v	0r + 0v	Aristocrats [27]
Mike R	3	25	0	0r + 0v	0r + 0v	0r + 0v	Buildings [28]
Gina T	3	25	0	0r + 0v	0r + 0v	0r + 0v	Workers [23]
Mick H	3	25	0	0r + 0v	0r + 0v	0r + 0v	Trading [30]

Jeff I'm not sure the extra cards provided with this variant change much. It's still a bit luck dependent. Anyway, thanks to the others for the game, including Keith who managed to baffle me with his purchases every turn!

Mike Rats! I had hoped that Keith would do the "right" thing and maximise his score by taking an Administrator, but as he was last whatever he did, I can't really complain. So it's hats off to Jeff whose nicely balanced game paid off in the end. I needed that tenth aristocrat to catch him, and it just wouldn't come. I could moan about this or that turn of the cards, and especially the occasion when I was presented with the completely useless "Away with It", but in the end it's the result that matters, and as in any card game, there's an element of luck in the turn of the cards. I can't say I think the "Festival" card-set improves the game at all - it just adds a bigger element of uncertainty. Sometimes, less really is more. Thanks to Rob for running the game - it is one of my favourites and a welcome addition to the Minstrel stable.

GM I agree with both the correspondents above that the additional cards are really no good thing. Mike, for example, was at one point arranging it so that would get a choice of Aristocrat only to find that a new "Banquet" card appeared instead. That sort of extra random (or luck) factor is not compensated for by the extra features offered by the cards. Thanks to all for playing - especially Keith for staying the course after losing the tempo early on and thus not being in contention.