

The 18xx games are in order of starting from p3. RR2362EA is on p8, Outpost M17 is on p9. Puerto Rico M1 is on p11 & P12. The Games That You Play is below. Extensive Outpost M16 comments are on pages 9 & 10.

New Games: An 1835 starts below. We have three for an 1861 - a fourth would be welcome. Then the attention turns to 1856 where we could play with the four waiting or add a fifth contender.

Oooh, look at that, not much wittering space. Well, in that case I won't ... move on please, nothing to see here, go look at the game reports that await your inspection and reflection.

1835042

GAMESTART

You are ... in dealing order ... John Shelley, Tim Parkes, Mike Bennett, John Webley.

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 & OIE 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 a gleam in your eye. Have at it!

1835042

NEXT TIME – SR1 (START PACKET)

THE GAMES THAT YOU PLAY

Andy Muir	1856W41
Brad Martin	RR2363EA, Puerto Rico M1
Dane Maslen	Outpost M17
David Hooton	1830A42, 18EUE42, 1856K42, RR2363EA, Outpost M17, Puerto Rico M1
David Smith	
Graham Lee	1856W41, 1856K42
Ian Pendlebury	1856W41, Outpost M17
John Shelley	1835J41, 1835S41, 1856W41, 1870X41, 1830A42, 18EUE42, 1856K42
John Webley	1835S41, 1870X41, 1856K42, RR2363EA, Outpost M17, Puerto Rico M1
Mick Haytack	Outpost M17
Mike Bennett	1870X41, 1856K42
Mike Ruffhead	1830A42, 18EUE42, RR2363EA, Outpost M17, Puerto Rico M1
Stephen Webb	18EUE42
Tim Parkes	1835J41, 1835S41, 1856W41
Tony Bromley	1835J41, 1870X41
Tony Osborne	
Tony Sait	1835J41, 1835S41, 1830A42, RR2363EA, Outpost M17, Puerto Rico M1

WAITING	1829 SOUTH	Mike R, John S, David H
	1830	Mike R, Mike B, John S [4/5]
	1835	Mike B, John S, John W, Tim P – See above for a start
	1856	Tony S, Graham L, Brad M, Ian P
	1861	John S, Stephen W, Tim P
	1870	Tim P
	18EU	
	RAILWAY RIVALS	Christian B, John W, Mike R
	OUTPOST	
	PUERTO RICO	Mick H
	ST. PETERSBURG	Mick H

We are not quite done ... but we will be next time. Comments will be printed.

Operating Round 14

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	JS	24:L12:6	[8]		280	Y	288B	28	5+5	
PrE	TP	28:E11:1	[8]		560	Y	288B	107	6+6 5	
SxE	TS	7:D14:2			240	Y	192D	183	5 +6+6	A B D
HeE	TP	8:D12:3			410	Y	188B	1	4+4 4	D
WtE	JS	8:M11:6			200	Y	150B	1	4	
BaE	TS	8:H6:1			200	Y	102D	130	6	C
OIE	JW	5:D8:1			50	Y	102D	190	6	A
MsE	JW	8:C9:3			160	Y	82F	120	4	

Operating Round 15

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	JS	56:M7:4			280	Y	318B	28	5+5	
PrE	TP				560	Y	318B	107	6+6 5	
SxE	TS				550	Y	214D	183	6+6 5	D
HeE	TP	46:E11:3	[28]		420	Y	210B	1	4+4 4	D
WtE	JS				200	Y	168B	1	4	
BaE	TS				200	Y	112D	130	6	
OIE	JW			C11	220	Y	112D	130	6	E
MsE	JW				160	Y	88F	184	4	

Notes A 50M to Bank for a river D At Train Limit
 B 100M to the BaE for a 6+6 Train E 60M to the Bank for a garrison
 C 70M to Bank for a mountain

Tiles

1/1	2/0	3/1	4/1	5/2	6/3	7/6	8/3	9/7	12/1	13/2	14/0
15/0	16/1	18/1	19/1	20/1	23/2	24/0	25/1	26/2	27/2	28/1	29/0
39/1	40/1	41/2	42/2	43/0	44/2	45/2	46/0	47/1	55/1	56/0	57/2
58/2	63/1	69/0	70/1	87/0	88/2	201/2	202/2	203/2	204/0	205/1	206/1
207/2	208/2	209/1	210/1	211/1	212/0	213/1	214/1	215/1	216/0	217/2	218/0
219/1	220/0	221/0									

Trains 6+6/2(720M)

Cash Flow	Start	OR14	OR15	End	Value	%	Certs	Max
Tim Parkes	2,224	720	764	3,708	7,734	29.7	16	16
Tony Sait	1,255	428	645	2,328	5,337	20.5	16	16
John Shelley	1,523	484	515	2,522	7,110	27.3	17	17
John Webley	1,470	404	602	2,476	5,901	22.6	15	16

Portfolios	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Tim Parkes	50/5D	-	-	10/1	-	100/8D	-	20/2
Tony Sait *	5/1	-	70/6D	90/7D	10/1	-	20/1	-
John Shelley	10/2	80/7D	10/1	-	90/7D	-	-	-
John Webley	35/4	20/2	20/2	-	-	-	40/2D	80/5D
Bank New	-	-	-	-	-	-	-	-
Bank Pool	-	-	-	-	-	-	40/4	-
Quote	318B	318B	214D	112D	168B	210B	88F	112D
Credit	107M	28M	183M	130M	1M	1M	184M	130M
Tokens Left	2	-	-	1	-	-	-	-

The OR16 operating order is - ByE, PrE, SxE, HeE, WtE, BaE, OIE, MsE - unless changed by SR9.

We have another thrilling round. As ever, please check you orders against the published result.
 As a point of information, the CGR did accept two 4 trains to be alongside its inherited 6 train.
 I have asked for just OR10 next time, anticipating having OR11 & SR7 the time after.

Operating Round 9

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
LPS	[GL]	56:E18:2			150	Y	40K	0	(3)	A B
GW	[IP]	7:B15:2			330	Y	40K	0	(4 3)	C
CA	GL	63:D17:1	[15]		350	Y	110A	180	5 (4)	
TGB	[IP]	5:K8:5					40K	0	[+3]	A D
CV	JS	9:M12:2					80B	150	+5	E
BBG	[TP]						40K	0	[+5]	A E
WR	[JS]	65:N17:6	[59]		280	Y	40K	0	(4 3)	
THB	TP	58:K16:2					75C	699	+5	F
GT	[AM]	15:K8:5	[5]		140	Y	40K	0	(3) [+6]	G A H I J
CPR	IP	125:P9:3	[14]	N11	180	Y	75F	20	(4 3) +D	K L M

Notes	A	B	C	D	E	F	G	H	I	J	K	L	M
	Government Loan secured	\$50 to the bank for Tunnel Rights	\$50 to the bank for Bridge Rights	\$690 to the CPR for a 3 Train	\$550 to the Bank for a 5 Train	\$1 to the BBG for a 5 Train	GT reaches its destination - gains \$325	\$700 to the Bank for a 6 Train	6 Train purchase starts Phase 5	CGR formed from GT, WR, BBG, GW, TGB, LPS	\$100 to the Bank for a garrison	\$750+4 Train to the Bank for a Diesel	Diesel purchase starts Phase 6

Tiles	1/1	2/1	3/3	4/3	5/2	6/0	7/6	8/7	9/7	14/2	15/0	16/1
	17/1	18/1	19/1	20/1	23/3	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	56/0	57/4	58/1
	59/2	63/3	64/1	65/0	66/1	67/0	68/1	69/1	70/1	120/1	121/1	122/0
	123/1	124/1	125/3	126/0	127/1							

Trains 6/1(\$700) D/8(\$1,100)

Cash Flow	Start	OR9	End	Value	%	Certs	Max 10
Tim Parkes	6	32	38	788	14.9	6.5 - 6.5	
Ian Pendlebury	113	270	383	1,283	24.2	6.0 - 6.0	
Graham Lee	318	270	588	1,448	27.3	6.0 - 6.0	
Andy Muir	83	226	309	809	15.2	2.5 - 2.5	
John Shelley	55	142	197	977	18.4	6.5 - 6.5	

Portfolios	CA	CPR	CV	THB	WGB	CGR
Tim Parkes	-	1	-	5P	-	3
Ian Pendlebury *	-	4P	-	-	-	6P
Graham Lee	6P	-	-	-	-	2
Andy Muir	-	-	-	-	-	5
John Shelley	-	-	6P	-	-	3
Bank New	4	-	3	3	10P	-
Par	100	90	100	100	-	100
Bank Pool	-	5	1	2	-	1
Quote	110A	75F	80B	75C	-	100A
Credit	\$180	\$20	\$150	\$699	-	\$381
Trains	5	D	5	5	-	6
Tokens Left	2	1	2	1	1	3

Rights Held by ShareCos : CPR - Tunnel | CGR - Bridge, Tunnel.

The OR10 operating order is - CA, CGR, CV, CPR, THB.

The 8 trains emerge and (only) the GMO is left without a train ...

Operating Round 10

	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ATSF	JS	170:J5:1	[15]		210	Y	250A	1	5 [+4]	A
SLSF	TB	14:E12:2	[6]				140C	30	+6 +4	B C D
SLSF	TB	[Connection Run]			250	Y	160C	70	6 (4)	E
FW	MB	63:F5:1	[15]		220	Y	180C	48	(4) +5	F
MKT	MB	170:B11:3	[15]		230	Y	120D	185	5	
SP	JW	6:L11:4			340	Y	120A	242	6 (4)	G
GMO	TB	15:M20:6	[5]		90	Y	110B	371	(4)	
IC	MB	24:J17:2	[8]		50	Y	100A	390	6	
MP	JS	29:F7:5	[8]				64G	0	(4) +8	H I J
SSW	MB	63:H13:1	[15]				50F	360	+8	I
TP	JS	8:M12:1 57:M14:3		L11	230	N	50F	351	5	K L

Notes	A	B	C	D	E	F	G	H	I	J	K	L
	\$154 to the MP for a 4 Train	\$630 to the Bank for a 6 Train	\$196 to the GMO for a 4 Train	SLSF Connection Made - Base at M22	SLSF Connection Run - \$250 Paid	\$590 to the SSW for a 5 Train	\$60 to Bank for a Tile lay	\$116 from John Shelley for a train purchase	\$800 to the Bank for a 8 Train	8 Train purchase starts Phase 6	\$80 to Bank for a Tile lay	\$40 to the Bank for a garrison

Tiles	1/1	2/1	3/3	4/5	5/2	6/0	7/8	8/1	9/16	14/0	15/3	16/2
	17/2	18/2	19/1	20/2	23/2	24/0	25/3	26/2	27/1	28/1	29/1	39/1
	40/2	41/3	42/3	43/2	44/1	45/1	46/2	47/2	55/1	56/1	57/3	58/4
	63/1	69/1	70/2	141/2	142/2	143/1	144/1	145/2	146/2	147/2	170/1	171/1
	172/1											

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

Cash Flow	Start	OR10	End	Value	%	Certs	Max 16
Mike Bennett	269	300	569	3,269	31.5	15 - 20	
Tony Bromley	256	199	455	2,169	20.9	11 - 12	
John Webley	494	304	798	2,502	24.1	11 - 13	
John Shelley	165	32	197	2,447	23.6	10 - 14	

Portfolios	ATSF	FW	GMO	IC	MP	MKT	SP	SSW	SLSF	TP
Mike Bennett	-	6P	-	6P	-	6P	-	6P	-	-
Tony Bromley *	-	1	6P	-	1	1	-	-	4P	1
John Webley	1	1	1	-	1	1	6P	1	1	1
John Shelley	6P	1	-	-	5P	-	-	-	-	5P
Bank New	-	1	3	4	-	1	4	3	1	2
Par	76	90	90	100	68	90	100	72	100	72
Bank Pool	-	-	-	-	2	1	-	-	3	1
Quote	250A	180C	110B	100A	64G	120D	120A	50F	160C	50F
Redeemed	3	-	-	-	1	-	-	-	1	-
Credit	\$1	\$48	\$371	\$390	\$0	\$185	\$242	\$360	\$70	\$351
Tokens Left	1+D	1	1+D	1+D	-	1+D	1+D	-	1	0+D

The OR11 operating order is - ATSF, FW, SLSF, MKT, SP, GMO, IC, MP, SSW, TP.

The last 4 train is bought ... eventually ...

Operations Round 7

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
1	JS				150	H		215	3	E
15	DH							2		
KBS	SW	57:16:3			250	Y	150C	652	P 4	
DR	MR	576:G10:5	[201]	F5	200	Y	150C	502	P 3	A
KKOS	DH	8:J9:1			160	Y	135C	754	3	B
NS	JS	14:F5:3	[57]	F5	310	Y	122D	603	P 4	
FS	DH	14:T5:1	[57]		280	Y	122D	561	4 3	C
KPEV	MR				150	Y	122D	580	3	
SNCF	SW	83:L3:3	[8]				90C	1	+4	D

Notes A Sells 1 share to Bank Pool for £150 D £300 to the Bank for a 4 Train
 B £60 to Bank for a Tile lay E At Train Limit
 C Sells 1 share to Bank Pool for £122

Tiles 3/7 4/5 7/3 8/9 9/10 14/2 15/3 57/5 58/4 80/4 81/4 82/3
 83/1 141/5 142/3 143/0 144/2 201/5 202/8 576/1 577/3 578/2 579/2 580/0
 581/0

Trains P/2(£100) 5/3(£500) then 6/2(£600) 8/8(£800)

Cash Flow	Start	OR7	End	Value	%	Certs	Max 16
David Hooton	3	295	298	2,062	28.3	12 - 12	
John Shelley	89	322	411	1,678	23.1	9 - 9	
Stephen Webb	64	150	214	1,564	21.5	9 - 9	
Mike Ruffhead	0	249	249	1,975	27.1	11 - 11	

Portfolios	Minor Cos	SNCB	NS	KBS	KPEV	KKOS	FS	SNCF	DR
David Hooton *	15	-	1	-	-	6P	6P	-	-
John Shelley	1	-	6P	1	-	1	-	-	1
Stephen Webb	-	-	-	6P	-	-	-	5P	-
Mike Ruffhead	-	-	1	-	6P	-	1	-	5P
Bank New	-	10P	1	3	4	2	2	5	2
Bank Pool	-	-	1	-	-	1	1	-	2
Quote			122D	150C	122D	135C	122D	90C	150C
Credit			£603	£652	£580	£754	£561	£1	£502
Tokens Left			2	3	4	1	2	4	1

The OR8 operating order is - 1, 15, KBS, DR, KKOS, NS, FS, KPEV, SNCF.

We achieved a 3 train in OR1 so we stopped after SR2.

Operating Round 1

	Dir	Lay	[Rep]	Base	Run Pay	Quote	Credit	Loan	Trains	Notes
GW	JW	5:F17:1		F17		75C	90	100	+2 +2	A B C C
WR	DH	5:O16:5				70D	15	100	+2 +2 +2	C C A C
CV	JS	9:M12:2				65E	130	100	+2	A C
LPS	GL	57:C14:6				60F	85	100	+3	A D E F

Notes
 A Government Loan secured
 B \$40 to the Bank for a garrison
 C \$100 to the Bank for a 2 Train
 D \$225 to the Bank for a 3 Train
 E 3 Train purchase starts Phase 2
 F \$40 to Graham L for the FT

Tiles

1/1	2/1	3/3	4/3	5/0	6/2	7/7	8/13	9/12	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

Trains

3/4(\$225)	then	4/4(\$350)	5/3(\$550)	6/2(\$700)	D/9(\$1,100)
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Stock Round 2

* share from the pool

John Webley	David Hooton	John Shelley	Mike Bennett	Graham Lee
~	~	+CV(70)	+LPS(65)	+LPS(65)
~	~	~	+LPS(65)	[Priority]

Cash Flow	Start	OR1	SR2	End	Value	%	Certs	Max 13
Mike Bennett	145	30	-130	45	315	20.8	4 - 4	
Graham Lee	20	45	-65	0	300	19.8	4 - 4	
John Webley	20	10	0	30	295	19.5	3 - 3	
David Hooton	5	15	0	20	300	19.8	3 - 3	
John Shelley	60	20	-70	10	305	20.1	3 - 3	

Portfolios	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Mike B	TCC, SCFTC	-	-	-	-	-	-	2	-	-	-	-
Graham Lee *	-	-	-	-	-	-	-	5P	-	-	-	-
John Webley	WSR	-	-	-	-	-	3P	-	-	-	-	-
David Hooton	GLSC	-	-	-	-	-	-	-	-	-	3P	-
John Shelley	NFSBC	-	-	-	3P	-	-	-	-	-	-	-
Bank New	-	10P	10P	10P	7	10P	7	3	10P	10P	7	10P
Par	-	-	-	-	70	-	80	65	-	-	75	-
Bank Pool	-	-	-	-	-	-	-	-	-	-	-	-
Quote	-	-	-	-	65E	-	75C	60F	-	-	70D	-
Credit	-	-	-	-	\$200	-	\$90	\$150	-	-	\$15	-
Loans	-	-	-	-	100	-	100	100	-	-	100	-
Tokens Left	-	2	2	3	2	3	2	1	1	1	2	1

Privates Owned by ShareCos : LPS - FT.

Rights Held by ShareCos : None

The OR2 operating order is - GW, WR, CV, LPS.

As this game starts you have your first chance to bemosn (or quietly celebrate) the production card draws ...

Round 1 Actions

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

Round 2 Actions

Mick Bought one Population Unit (o:{3},{3} w:4)
 Mike Bought one Population Unit (o:2 w:8)
 Ian Bought one Population Unit (o:{3} w:7)
 David Bought one Population Unit (o:{3} w:7)
 Tony Bought one Population Unit (o:1 w:9)
 John Bought one Population Unit (o:{3} w:7)
 Dane Bought one Population Unit (w:10)

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	David	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
2	Ian	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
3	Mike	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
4	John	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
5	Tony	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
6	Mick	2o,2w	4p (5,0)	-	3o,3w	(30,10)	4	(0)
7	Dane	2o,2w	4p (5,0)	-	5o,3w	(36,10)	4	(0)

On Offer	Data Library	1 (4 more)	Heavy Equipment	3 (2 more)
	Warehouse	0 (5 more)	Nodule	3 (2 more)

OUTPOST M17: EXPERT : PHASE 1 [PHASE 2 AT 10 VPs] ROUND 3

My thanks to Dane & Ian for the following comments ...

Dane - First

Thank goodness I'm not as bad at playing Outpost as I am at judging the likely outcome as the game progresses! Just how poor I am at the latter can best be revealed by revisiting comments I made to Rob with my orders:

Round 11: There's still plenty of time to be proved wrong or to cock things up, but my impression is that I ought to be able to convert this position into a win, unless I'm underestimating Mike's position. Although David Smith and Ian have slightly better incomes than me, they'll soon have to invest in Colony Upgrade cards to be able to expand further, whereas I should be able to concentrate on increasing income by buying research factories and operators for a few rounds, by which time the big cards should be available.

Round 12: It turns out I was indeed underestimating Mike's position. And David Smith has become more of a threat thanks to how cheaply he got the Orbital Lab.

Round 13: David can save everything and get a Moon Base next round. I can't. I think that puts him in pole position.

Round 17: It's going to be a tight finish, but contrary to my earlier predictions it will be Ian, not Mike or David S, that will be the main threat. I could yet lose to him on the tie-break, though his production cards don't allow him much scope to optimise VPs after buying a Moon Base.

Once Mike had bought the first two Data Libraries, I felt it was important that he should not get all five as such a position is too powerful, so thereafter I competed whenever he was top bidder until I had succeeded in depriving him of one. At that stage his income was very poor compared to most players', but he did of course have great potential to increase it at low cost whenever a Scientists or a Laboratory appeared, and that's what brought him back into the race later in the game.

Dane - First (continued)

Ian's surge from the rear at the end of the game shows how dangerous it can be to overlook players towards the rear of the field that have high incomes. After my cursory dismissal of his chances with my orders for round 11 I didn't spot the threat he posed until I saw the round 16 report, instead concentrating on David and Mike as the dangers. I don't know why David's challenge fizzled out, but I suspect it was down to an unfortunate order of appearance of the big cards.

Ian - Second

I would like to thank Rob for the substantial time and effort he spent on moderating this game. The game went very smoothly except when my old computer died and all three modems owned by me decided to reduce their performance by 98% (from 11mbps down to 0.22mbps).

Congratulations to Dane on achieving his excellent victory. Dane had a solid score of 89 VPs after seventeen rounds. I was pleased to finish only three VPs behind Dane in second place.

After a regular start in the first three rounds, both Dane and Ian purchased a Nodule in Round 4. In Round 5, Ian purchased a water factory and retained a w4 card. In the same round, Dane purchased a Data Library for 16 and a water factory retaining an ore card. I realised that the game was not going very well. I continued internalising until Round 8 when I was obliged to purchase one of the two remaining Warehouses. With an average card game of Outpost, my expected holding in Round 9 would be just over eighty. Unfortunately I held 79 and failed to win the Scientists auction, but could not purchase the available Laboratory. In Round 9, Dane purchased one of two Laboratories. In Round 10, Dane purchased a Robots and I finally managed to win a Scientists auction. I was now on a late starting New Chemicals strategy which is good for income, but hopeless for generating VPs. It also has warehousing problems plus the requirement to overpay with clunky card holdings. I competed unsuccessfully for a Robots in Round 12, but bought one in Round 13. In Round 14, I purchased my fourth New Chemicals factory while reaching a miserable 30 VPs. In Round 14, the other players purchased two Space Stations and one Planetary Cruiser.

After the vagaries of the early rounds, I had been receiving well above average cards for five or six rounds. Although my expected holding in Round 15 was below Dane's, I actually held twelve above average and gambled on winning the Moon Base auction. I did win the Moon Base auction and Dane was unlucky to lose the Planetary Cruiser auction to David Smith. There were no other big colony cards available which left Dane in a difficult position. Fortunately for Dane, his Guardian Angel stepped in and surprisingly let him win an Ecoplants auction (and 5 VPs) for a miserly 42. In Round 16, I held the fourth highest total of 214 with Dane's expected being 332, David H's 265 and Mick's 242. The two Moon Bases were the first items to be auctioned and I expected Dane and David H to win the auctions with bids in excess of Mick's wad. Unfortunately, Dane's Guardian Angel was controlling the auction and surprisingly Mick did not bid on either Moon Base. In Round 17, the last three Moon Bases were all available for auction. The top three expected cash holders were Dane 332, Ian 301 and David S 295. Mick had the fourth highest expected holding with 262 and should have been setting the price of a Moon Base. This scenario did not happen and David S explained that his orders did not include the words "pass but not out" when bidding on a Moon Base. Ignoring David S's bidding accident, I did not like the bidding of either Dane or David S. If you are competing for three Moon Bases and you 'know' you will buy one them, it reasonable to have special orders for the first two Moon Bases. However for the final Moon Base, it would be reasonable to order "bid from 200 up to hand limit". If this had happened, Dane would have won the final auction with a bid of 290+ instead of his actual bid of 240.

Dane's Guardian Angel should be expecting a very large Xmas bonus this year.

Your orders covered all that arose - thank you. Some points were scored - everybody has some.

Where I say, for example, "Indigo" I am referring to the Good or to the Plantation. The buildings will always be fully named ... so, for example, "Small Indigo Plant". The manual updating of the information is a fraught process so please always check that you see what you expect to see. This time the presentational excitement is limited, I hope, to a new shade for Sugar.

- John is a Prospector** John [+2].
- Tony is the Captain** Tony [+1] +Corn on 6 Ship, David +Corn on 6 Ship, Mike +Corn/2 on 6 Ship.
- David is the Builder** David +Small Warehouse [-2], Brad +Small Indigo Plant [-1],
John +Coffee Roaster [-6], Tony +Large Market [-5].
- Mike is the Settler** Mike +Quarry, Brad +Coffee (Hacienda) +Corn, John +Sugar, Tony +Coffee,
David +Tobacco.
- Brad is the Mayor** Brad Quarry+ Corn+, John Coffee+ Small Market- Coffee Roaster+,
Tony Small Indigo Plant+ Corn- Indigo+, David Corn+, Mike Hospice+.

Brad Martin	Doubloons	1	Spare Colonists	0	VP Chips	0	Score	2
Plantations	c	-	-	-	-	-	-	c
	0	0	0	0	0			
Small Indigo Plant	-	Hacienda	c	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

John Webley	Doubloons	0	Spare Colonists	0	VP Chips	0	Score	4
Plantations	-	-	c	-	-	-	-	-
	0	0	0	0	0			
Coffee Roaster 2c	c	Small Market	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

Tony Sait	Doubloons	0	Spare Colonists	0	VP Chips	2	Score	5
Plantations	-	c	-	-	-	-	-	-
	0	0	0	0	0			
Small Indigo Plant	c	Large Market	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

David Hooton	Doubloons	1	Spare Colonists	0	VP Chips	1	Score	3
Plantations	c	c	-	-	-	-	-	-
	0	0	0	0	0			
-	-	Small Market	c	-	-	-	-	-
-	-	Small Warehouse	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

Mike Ruffhead	Doubloons	0	Spare Colonists	0	VP Chips	2	Score	4
Plantations	c	-	-	-	-	-	-	-
	0	0	0	0	0			
-	-	Hospice	c	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

Builder	+0	Captain	+0	Craftsman	+0	Mayor	+0	Settler	+0	Trader	+2	Prospectors	+0	+1
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Cargo Ship 6	4	Plantations								35 Left	Quarries	6
Cargo Ship 7	0	Goods	6	11	11	9	9				VP Chips	117
Cargo Ship 8	0	Trading House	-	-	-	-					Colonists Supply-Ship	82-6

1 VP Buildings	Cost-#	2 VP Buildings	Cost-#	3 VP Buildings	Cost-#	4 VP Buildings	Cost-#
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Small Indigo Plant	1-2	Indigo Plant 3c	3-3	Tobacco Storage 3c	5-3	Guild Hall	10-1
Small Sugar Mill	2-4	Sugar Mill 3c	4-3	Coffee Roaster 2c	6-2	Residence	10-1
Small Market	-	Large Market	5-1	Factory	7-2	Fortress	10-1
Hacienda	2-1	Hospice	4-1	University	8-2	Customs House	10-1
Construction Hut	2-2	Office	5-2	Harbour	8-2	City Hall	10-1
Small Warehouse	3-1	Large Warehouse	6-2	Wharf	9-2		