

The 18xx games are in order of starting from p3 onwards. Railway Rivals RR2416NIL is on p10, Puerto Rico M2 is on p11 & p12, St. Petersburg M6 is on p13. The Games That You Play is on p12. 1856K42 comments are below. 1835S42 comments are on p9. Outpost M17 comments are on p2.

New Games: Outpost M18 starts below. The new 1856 is now a 5 player game and also starts below. The two player 1835P43 starts with an prescribed round 1 on p12.

Crumbs, three new games - although one is a 2 player endeavour. Nevertheless, it is some sort of record. We Also have endgame comments for three games ... most notably Ian P's analysis of the last Outpost game. All are welcome for the new Outpost starting below. Just indicate willingness by the next deadline and say whether you will use the automated start - normally everybody does.

OUTPOST M18**GAMESTART**

The players for this game are Ian P, David H, Tony S, Mike R plus anybody else who sends orders for next time. All players start with the same average cards – four 3 Ore and two 7 Water.

As usual for Minstrel games, I proffer the “Automated Start” facility (as kindly provided by Ian P) whereby players automatically buy a Water factory on the first turn and the second turn purchase is made dependent upon the cards you receive in the first round. The details are enclosed with the Minstrel 446 mailing.

Please decide whether you like this automated start, which does save some time & thinking. If you don't want the automated start then please send me orders for how you want to handle rounds 1 & 2.

OUTPOST M18 : EXPERT : STANDARD CARDS NEXT – ROUNDS 1 & 2 [AUTOMATED OR BY ORDERS]

1856O43**GAMESTART**

You are ... in dealing order ... Mike Bennett, David Hooton, Ian Pendlebury, John Shelley, Mark Hancock.

Any queries let me know ... otherwise, please consider your \$300 and invest it wisely ...

1856O43

NEXT TIME – SR1 (PRIVATES)

1856K42**COMMENTS**

John W 3rd

Graham contacted me after the start and suggested cooperation. I knew that meant that he would walk away with the game, but given my record at the game, it also meant that I would undoubtedly improve my normal position. And so it proved, Graham sent me a list of excellent moves each turn, I could never see anything better, he wins and I come third. Congratulations to him, thanks to Rob as always, but I don't think I'd agree to a similar arrangement again.

Mike B 4th

Congratulations to Graham and thanks to Rob. The only good thing I can say about my game is that I somehow managed to not finish fifth.

1856K42 : STANDARD GAME

WON BY GRAHAM

WAITING	1829 SOUTH	Mike R, John S, David H
	1829 NORTH	David H
	1830	Mike B
	1835	Tim P
	18EU	John S, David H
	RAILWAY RIVALS	David H
	ST. PETERSBURG	David H

DEADLINE: FRIDAY 12TH FEBRUARY 2021

HOST : ROB THOMASSON

Ian 1st

I would like to thank Rob for the substantial time and effort he spent on moderating this game. I would also like to apologise to Rob for producing an overly complex set of orders for Round 16. I was attempting to cater for every possible scenario, but ended up causing Rob unreasonable brain fatigue.

The winning score of 86 VPs was modest for a seven player game finishing after seventeen rounds. Mick and Dane finished in second and third places with the same solid score of 83 VPs. Given that every colony card had been sold by the end of the game, it was surprising that the last three places scored only 58, 57 and 57 VPs.

From my perspective, the history of the game was as follows :-

- Rounds 1 to 4. Reach five men and four water factories.
- Round 5. No Nodules or Data Libraries remain. Buy a Heavy Equipment.
- Round 6. Buy a titanium factory. (income = 40).
- Round 7. Still in Phase One. Any strategy followed will usually require a Warehouse which costs me only 20.
- Round 8. Orbital Lab only significant card available which costs me 72. (income = 57).
- Round 9. Make defensive bids on two Scientists but take no further action. (income = 57).
- Round 10. I have the largest cash holding. Three critical cards are available :- Scientists, Laboratory, Orbital Lab. Choosing the Orbital Lab would require me to buy at least one more Orbital Lab plus a Robots card. A full set of three Orbital Labs, four water factories and six titanium factories would only give me an income of 145. Buying the Scientists would leave me only requiring a Robots card. One Scientists, one Orbital Lab, one ore factory, four water factories, one titanium factory and four new chemicals factories would give me an income of 161. I bid up to 90 on the Scientists but lose the auction to Mick. This left me buying the Laboratory for the basic price of 80 still requiring the purchase of a later Robots card. (income = 61). One Orbital Lab, four water factories, one titanium factory, one research factory and four new chemicals factories would give me an income of 158.
- Round 11. Three Robots are available. I buy one at cost price plus two more robots. (income = 76).
- Rounds 12 to 14. Buy two more robots and four new chemicals factories (income = 158).
- Round 15. I have the largest cash holding which is over 200. Sadly, there are zero Moon Bases available. Fortunately, the Space Stations are auctioned first. Dane sets the price of a Planetary Cruiser at 176. I also buy a man for the PC. (income = 198).
- Round 16. There are three Moon Bases and three Planetary Cruisers plus one Laboratory available. Five players have expected holdings in excess of 200. The other two players cannot afford a Planetary Cruiser. If I purchased a Moon base for more than 220, I would not be able to afford a Moon Base in the last round. With poor cards in the last round, I might not even be able to afford the Planetary Cruiser. With this in mind, I chose to bid just enough to eliminate David from any Moon Base auction. After Mick, Mike and Dane won the Moon Base auctions, I would buy a Planetary Cruiser at cost price. Mick, Mike and Dane won the Moon base auctions as expected and the PC cost me 162 I also purchased a man and three robots. (income = 244).
- Round 17. Nominally, I had the highest cash holding of 284 which was actually 272. I purchased a Moon Base for 250 plus a man and an ore factory.

At the start and end of the game, I had below average cards. In the middle of the game, I had above average cards. However, even when holding poor cards they will still good enough to perform the required standard action.

In several Outpost games, I noticed that after Dane purchased a Laboratory he sometimes followed a mixed factory strategy. I was very impressed by his combination of research factories and new chemicals factories. In the critical Round 10, my analysis showed that the purchase of a Laboratory was a viable proposition.

In this game, I only used the Heavy Equipment to buy one titanium factory and obtain a discount on a Warehouse. I never used the Laboratory ability. I spent 80 on a research factory which came with an attached 5 VPs.

Mike 4th

Congratulations to Ian who seems likely to win unless I've miscalculated. I think I probably finish fourth. Rats - but huge thanks to Rob for running the game as always.

Tony 5th

Final Words. Not a lot really. I do enjoy Outpost... just seem to be pants at it!! Well done to Ian and thanks, again, to Rob. Stick my name down for the next one: practice makes perfect or lambs to the slaughter!!

Tony funds a duo of diesels. The CPR and B&M do not act in the best interest of the Erie and NYC - but who would have it any other way?

I have asked for orders all the way to SR11 - but we will stop after OR16 if any train purchase was made during OR15 or OR16. Other conditional stop requests could be made.

Operating Round 14

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
C&O	MR	63:H4:1	[14]				180B	175	+6	A
PRR	JS	63:H16:1	[15]		200	Y	185C	72	(4) +D	B C
CPR	TS	66:D10:2	[59]				142A	0	+D	D E F
B&O	MB	61:I15:3	[53]		190	Y	170C	133	5	
NYNH	TS	63:E19:1	[14]				120D	0	+D	G H F
NYC	JS	23:E13:2	[9]		180	Y	142A	1	5	
Erie	MR	7:F12:1			110	Y	142A	0	5	
B&M	MB	15:F22:6	[57]	F22	190	Y	82B	39	6	I

Notes	A	B	C	D	E	F	G	H	I
	\$630 to the Bank for a 6 Train	\$800+4 Train to the Bank for a Diesel	Diesel purchase starts Phase 6	Tony S sold C&O(200)	\$825 from Tony Sait for a train purchase	\$1,100 to the Bank for a D Train	Tony S sold NYNH(120), PRR/3(660)	\$776 from Tony Sait for a train purchase	\$40 to the Bank for a garrison

Tiles	1/0	2/0	3/2	4/1	7/2	8/3	9/1	14/2	15/0	16/1	18/0	19/1
	20/1	23/0	24/0	25/0	26/1	27/0	28/0	29/0	39/1	40/1	41/2	42/2
	43/2	44/1	45/2	46/2	47/1	53/2	54/1	55/1	56/0	57/3	58/2	59/1
	61/0	62/0	63/0	64/1	65/0	66/0	67/1	68/1	69/1	70/1		

Trains D/3(\$1,100)

Cash Flow	Start	OR14	End	Value	%	Certs	Max 16
John Shelley	40	261	301	3,011	27.1	15 - 15	
Tony Sait	645	-505	140	2,014	18.1	11 - 11	
Mike Ruffhead	542	141	683	3,516	31.7	16 - 16	
Mike Bennett	65	257	322	2,560	23.1	15 - 15	

Portfolios	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
John Shelley	6P	6P	1	-	1	3	-	-
Tony Sait *	-	1	6P	2	1	-	3P	-
Mike Ruffhead	1	2	1	1	6P	6P	1	-
Mike Bennett	-	1	1	6P	1	1	1	6P
Bank New	-	-	1	-	-	-	-	3
Par	100	100	100	100	82	100	67	100
Bank Pool	3	-	-	1	1	-	5	1
Quote	185C	142A	142A	170C	180B	142A	120D	82B
Credit	\$72	\$1	\$0	\$133	\$175	\$0	\$0	\$39
Tokens Left	1	2	2	2	-	1	-	-

The OR15 operating order is - PRR, C&O, B&O, CPR, NYC, Erie, NYNH, B&M.

The GT started OR10 with \$296 credit & 6 loans (as per Minstrel 461) and not \$206 & 5 loans (as per M 462).

Some tales from the adjudicating table. One order was phrased "Sell x train to xxx (hopefully for around \$xxx?)". The amount offered was different but I took the sell statement to be definite and the value in the parentheses to be an expectation or even an aspiration. Another order was to sell a train for all but xx credits (presumed to mean all but xx of the buyer's credits). The buyer wanted to redeem a loan and then buy the train for all but xx credits. However, the redemption happens after the purchase. The buyer's intention was clear so he bought for all but 1xx of the credits held at the time. The seller therefore sold for "all but xx of the available credits". In both cases the alternative was to fail the sale which was not anybody's intention.

Meanwhile, in other news, no diesel has yet been purchased (the GW was just \$9 short of converting its 4 train to a diesel) so OR11 next time and OR12 & SR8 the time after.

Operating Round 10

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
LPS	[GL]	14:H15:2	[6]		300	Y	40K	0	(3 3)	A
CA	[TS]	9:K14:2			160	Y	40K	0	3 [+4]	B C
CPR	[IP]	125:N3:3	[15]		150	N	40K	0	3 [+4]	D
BBG	GL	57:L13:2			210	Y	110A	791	5 +4	E L
TGB	AM	8:M2:4		N11	200	Y	110A	40	5 +5	F G H L
CV	IP	58:J9:2			170	Y	110A	126	4 +6	I J K L
GW	BM	63:H15:1	[14]		190	Y	100E	41	4 +6	I L

- Notes**
- A \$50 to the bank for Tunnel Rights
 - B \$40 to Bank for a mountain or lake
 - C \$343 to the BBG for a 4 Train
 - D \$178 to the TGB for a 4 Train
 - E \$1 to the CA for a 4 Train
 - F \$40 to the Bank for a garrison
 - G \$517 to the CV for a 5 Train
 - H Government Loan redeemed
 - I \$700 to the Bank for a 6 Train
 - J 6 Train purchase starts Phase 5
 - K CGR formed from CPR, LPS, CA, GT
 - L At Train Limit

Tiles

1/1	2/0	3/3	4/1	5/2	6/1	7/7	8/6	9/5	14/4	15/4	16/1
17/1	18/1	19/1	20/1	23/3	24/4	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	55/0	56/1	57/3	58/1
59/2	63/0	64/1	65/1	66/1	67/1	68/1	69/1	70/1	120/1	121/2	122/0
123/1	124/1	125/0	126/0	127/0							

Trains 4/1(\$350) D/9(\$1,100)

Cash Flow	Start	OR10	End	Value	%	Certs	Max 13
Ian Pendlebury	249	142	391	1,646	23.4	8.5 - 8.5	
Graham Lee	179	343	522	1,777	25.2	8.5 - 8.5	
Brad Martin	8	134	142	852	12.1	6.0 - 6.0	
Tony Sait	60	240	300	1,240	17.6	6.0 - 6.0	
Andy Muir	63	214	277	1,532	21.7	8.5 - 8.5	

Portfolios	BBG	CV	GW	TGB	THB	WR	WGB	CGR
Ian Pendlebury *	-	6P	-	2	-	-	-	3
Graham Lee	6P	1	-	1	-	-	-	3
Brad Martin	-	-	6P	1	-	-	-	-
Tony Sait	4	-	-	-	-	-	-	4P
Andy Muir	-	2	-	6P	-	-	-	3
Bank New	-	1	-	-	10P	10P	10P	-
Par	100	100	75	100	-	-	-	125
Bank Pool	-	-	4	-	-	-	-	7
Quote	110A	110A	100E	110A	-	-	-	125A
Credit	\$791	\$126	\$41	\$40	-	-	-	\$173
Loans	0	0	0	0	-	-	-	0
Trains	5 4	6 4	6 4	5 5	-	-	-	-
Tokens Left	2	1	2	-	1	2	1	4

Rights Held by ShareCos : CGR - Bridge, Tunnel.

The OR11 operating order is - CGR, BBG, TGB, CV, GW.

Most of the 5 trains are bought and another company connects to its destination point ...

Operating Round 7

	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
SLSF	MB	25:H15:6	[8]		90	Y	180B	565	3 [+3]	E F
MKT	JS	8:G4:6			210	Y	140C	538	(4) 3	C G
SSW	TP	14:H17:3	[6]		120	Y	110A	398	4	
TP	JW	6:J5:6					90A	467	+4 [+5]	H I J K
IC	MB	24:J17:5	[9]		320	Y	100E	383	4 3	S
MP	JW	8:I8:6			100	Y	90E	1	3 +5	B L M N S
MP	JW	[Connection Run]			260	Y	100E	1	5 3	O S
GMO	TP	8:L13:1			270	Y	90E	236	4 3	A D P S
ATSF	JS	170:B11:6	[14]				76C	41	+5 +4	I Q S
FW	MB	6:J3:5					64F	269	+3 +5	R I S

Notes	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
	\$5 from the GRSC Private	\$10 from the MRBC Private	\$10 from the SCC Private	\$15 from the GSC Private	\$20 from the MKT Private	\$1 to the IC for a 3 Train	\$40 to Bank for a Tile lay	\$300 to the Bank for a 4 Train	\$450 to the Bank for a 5 Train	5 Train purchase starts Phase 4	5 Train purchase closes the Privates	\$60 to Bank for a Tile lay	\$217 to the TP for a 5 Train	MP Connection Made - Base at J5	MP Connection Run - \$260 Paid	\$80 to Bank for a Tile lay	\$329 to the MKT for a 4 Train	\$1 to the SLSF for a 3 Train	At Train Limit

Tiles	1/1	2/1	3/3	4/6	5/1	6/0	7/8	8/4	9/13	14/1	15/0	16/2
	17/2	18/2	19/2	20/2	23/4	24/1	25/2	26/2	27/2	28/2	29/1	39/1
	40/2	41/3	42/3	43/2	44/1	45/2	46/2	47/2	55/1	56/1	57/3	58/3
	63/5	69/1	70/2	141/2	142/2	143/1	144/1	145/2	146/2	147/2	170/3	
Trains	5/1(\$450)	then	6/3(\$630)	8/3(\$800)	10/2(\$950)	12/6(\$1,100)						

Cash Flow	Start	OR7	End	Value	%	Certs	Max 16
Tim Parkes	1	315	316	2,066	26.4	14 - 14	
John Shelley	8	158	166	1,562	20.0	11 - 11	
John Webley	43	225	268	1,588	20.3	11 - 11	
Mike Bennett	6	276	282	2,602	33.3	16 - 16	

Portfolios	ATSF	FW	GMO	IC	MP	MKT	SP	SSW	SLSF	TP
Tim Parkes *	-	-	7P	-	1	-	-	6P	2	-
John Shelley	6P	-	-	1	-	6P	-	-	-	-
John Webley	-	-	-	-	6P	-	-	-	1	6P
Mike Bennett	-	5P	-	6P	-	1	-	-	7P	-
Bank New	4	4	-	3	-	-	10P	4	-	4
Par	82	72	68	76	68	90	-	100	100	100
Bank Pool	-	1	-	-	3	1	-	-	-	-
Quote	76C	64F	90E	100E	100E	140C	-	110A	180B	90A
Redeemed	-	-	3	-	-	2	-	-	-	-
Credit	\$41	\$269	\$236	\$383	\$1	\$538	-	\$398	\$565	\$467
Tokens Left	2+D	1+D	1	-	1	1+D	2+D	1+D	1+D	1+D

Rights Held by ShareCos : GMO - Open Port Token at M20 | MKT - Cattle Token at B11.

The OR8 operating order is - SLSF, MKT, SSW, IC, MP, GMO, TP, ATSF, FW.

We gain the first Public Company and three more Minor Companies ... John put both the M-B and E up for auction before securing the D for himself.

Merger Round 2

- K-R, K-K Merge to form MK - Par is 120D ~ Stephen Webb buys 1 Cert of MK for R120

Stock Round 3

* share from the pool

John Shelley	Tim Parkes	Stephen Webb
~	~	+M-B(270)
~	+E(280)	~
+D(240)	[Priority]	

Cash Flow	Start	MR2	SR3	End	Value	%	Certs	Max 21
Stephen Webb	465	-120	-270	75	865	32.6	4 - 4	
John Shelley	255	0	-240	15	850	32.1	5 - 5	
Tim Parkes	370	0	-280	90	935	35.3	6 - 6	

Portfolios	Privates	N	StP-W	M-NN	R-O	O-K	M-K	K-B	M-B	D	E	MK
Stephen W	-	-	2D	-	-	-	-	-	2D	-	-	3D
John S	MRR	2D	-	-	2D	-	2D	-	-	2D	-	-
Tim P *	BSSC, WVR	-	-	2D	-	2D	-	2D	-	-	2D	-
Bank New	Minor Cos	-	-	-	-	-	-	-	-	-	-	7
Bank Pool	-	-	-	-	-	-	-	-	-	-	-	-
Quote		100F	80F	90F	70F	60H	90F	70F	135C	120D	135C	120D
Credit		R0	R1	R31	R35	R4	R80	R30	R270	R240	R280	R242
Loans		0	0	0	0	0	0	100	0	0	0	0
Trains		3 2	2	2	2	2 2	2	3	-	-	-	3 2 2 2
Tokens Left		-	-	-	-	-	-	-	-	-	-	1

Privates Owned by ShareCos : MK - TSR, MYR.

Available Minor | Public Companies [Merge/Convert only] : V, T-R, S-V | GRR, NW, SW, SE, MVR, MKV, MKN.

Tiles	3/2	4/3	5/2	6/2	7/~	8/~	9/~	14/1	15/1	16/2	17/2	18/2
	19/2	20/2	21/2	22/2	23/5	24/5	25/4	26/2	27/2	28/2	29/2	30/2
	31/2	57/2	58/2	87/2	88/2	201/3	202/4	204/1	207/2	208/1	619/2	621/2
	622/2	624/1	625/1	626/1	635/0	637/0						
Trains	3/4(R225)	then	4/4(R350)	5/4(R550)	6/2(R650)	7/2(R800)	8/9(R1,000)					
			2+2/2(R600)		5+5E/2(R1,500)							

The OR5 operating order is - M-B, E, D, N, M-K, M-NN, StP-W, R-O, K-B, O-K, MK.

The B&O and the CPR are floated ...

Operating Round 2

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
NYNH	JS	1:F20:2					76C	580	+2 +2 +2	Paid \$240
PRR	MR	9:H14:3					71D	680	+2	Paid \$80
C&O	TS	9:G5:2					71D	680	+2	Paid \$80

Stock Round 3

* share from the pool

Mark Hancock	Mike Ruffhead	Tony Sait	John Shelley
+B&O(100)	~	+B&O(100)	[Priority]

Operating Round 3

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B&O	MH	57:J14:2					90A	840	+2	A B C
NYNH	JS	57:F22:3		F22	110	Y	82C	460	2 2 2	A D
PRR	MR	57:H16:3		H16	30	Y	76D	60	2 +3	D E F G H
C&O	TS	57:H4:2			50	Y	76D	500	2 +3	E

Notes
 A \$80 to Bank for a river
 B \$80 to the Bank for a 2 Train
 C Train purchase closes the B&O Private
 D \$40 to the Bank for a garrison
 E \$180 to the Bank for a 3 Train
 F 3 Train purchase starts Phase 2
 G \$320 to Mike R for the C&A
 H \$80 to Mike R for the CStL

Tiles

1/0	2/1	3/2	4/2	7/4	8/8	9/5	14/3	15/2	16/1	18/1	19/1
20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	53/2	54/1	55/1	56/1
57/0	58/2	59/2	69/1								

Trains 3/3(\$180) then 4/4(\$300) 5/3(\$450) 6/2(\$630) D/6(\$1,100)

Stock Round 4

* share from the pool

John Shelley	Mark Hancock	Mike Ruffhead	Tony Sait
+C&O(76)	~	-PRR/2(152),+CPR/P(200)	~
~	~	+CPR(100) 4 times	[Priority]

Cash Flow	Start	OR2	SR3	OR3	SR4	End	Value	%	Certs	Max 16
Mark Hancock	65	35	-100	35	0	35	595	20.5	6 - 6	
Mike Ruffhead	10	35	0	453	-448	50	918	31.6	8 - 8	
Tony Sait	89	15	-100	45	0	49	665	22.9	7 - 7	
John Shelley	18	20	0	86	-76	48	726	25.0	7 - 7	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Hancock	SVR	-	-	-	6P	-	-	-	-
Mike Ruffhead	-	4P	-	6P	-	-	-	-	-
Tony Sait *	D&H	-	-	-	1	6P	-	-	-
John Shelley	M&H	-	-	-	-	1	-	6P	-
Bank New	-	4	10P	4	3	3	10P	4	10P
Par	-	76	-	100	100	76	-	82	-
Bank Pool	-	2	-	-	-	-	-	-	-
Quote	-	67F	-	100A	90A	76D	-	82C	-
Credit	-	\$60	-	\$1,000	\$840	\$500	-	\$460	-
Tokens Left	-	2	3	3	2	2	2	-	1

Privates Owned by ShareCos : PRR - CStL, C&A.

The OR4 operating order is - CPR, B&O, NYNH, C&O, PRR.

The Bye was floated in SR2 with Tony as director - but we carried on through to SR3 thanks to your responses. In that very SR3 the ByE directorship passed to John S and the SxE was floated with Mike as director.

Let us try again for four rounds. We will stop after SR4 if a 3 train was bought in OR3 and/or if there is a change of director in SR4. If you don't want to go that far then please advise soonest.

Operating Round 1

	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TS	202:H2:5						0	+2	Paid \$80
B-P	JW	8:E17:3						90	+2	Paid \$80
Mag	TS	57:F14:3						0	+2	Paid \$80
K-M	JS	57:G5:2						80	+2	Paid \$80
B-S	MB	8:D18:4						0	+2	Paid \$80
A-K	MB	9:B10:4						0	+2	Paid \$80

Share Round 2

* share from the pool

Mike Bennett	Tony Sait	John Shelley	John Webley
~	+ByE/D(184)	[Loco]	

Operating Round 2

	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TS	56:H4:5			40	H		20	2	
B-P	JW	8:D16:6						90	2	
Mag	TS	8:F16:6			40	H		20	2	
K-M	JS	58:F6:3			30	H		95	2	
B-S	MB	8:C19:5			50	H		25	2	
A-K	MB	6:A11:6			60	H		30	2	
ByE	TS	202:O15:28:N16:1					86C	380	+2	Paid \$80

Tiles 1/1 2/1 3/2 4/3 5/3 6/2 7/8 8/10 9/11 55/1 56/0 57/0
58/3 69/2 201/2 202/0

Trains 2/2(80M) then 2+2/4(120M) 3/4(180M) 3+3/3(270M) 4/3(360M) 4+4/1(440M)
5/2(500M) 5+5/1(600M) 6/2(600M) 6+6/4(720M)

Share Round 3

* share from the pool

John Shelley	John Webley	Mike Bennett	Tony Sait
+ByE/10(92)	~	+SxE/10(88) 3 times	[Loco]

Cash Flow	Start	OR1	SR2	OR2	SR3	End	Value	%	Certs	Max
John Shelley	45	25	0	40	-92	18	706	26.8	5	15
John Webley	15	25	0	25	0	65	787	29.9	6	15
Mike Bennett	185	25	0	80	-264	26	580	22.0	5	15
Tony Sait	155	30	-184	70	0	71	563	21.4	5	15

Portfolios	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE	
John Shelley	Ost, Pfa, K-M	-	30/2D	-	-	-	-	-	-	
John Webley	N-F, L-D, B-P	-	10/1	20/2	-	-	-	-	-	
Mike Bennett	Bra, B-S, A-K	-	-	30/2D	-	-	-	-	-	
Tony Sait *	Han, B-M, Mag	-	20/2	-	-	-	-	-	-	
Bank New	-	-	40/4D	40/4	50/5	100/8D	100/8D	100/8D	100/7D	100/7D
Bank Pool	-	-	-	-	-	-	-	-	-	
Quote				86C	88D					
Credit				472M	440M					
Tokens Left			1	4	2	1	1	1	1	

The OR3 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, SxE, ByE.

A two player game with an agreed distribution of (most of) the Start Packet ...

Share Round 1

Garahm Lee	Tim Parkes
+B-M(80)	+N-F(100) & ByE/10
	+Ost(120) & ByE/10
+B-P(170)	
+K-M(160)	+Pfa(150) & ByE/10
	+L-D(190) & SxE/D
+B-S(80)	
+A-K(80)	+Mag(80)
	+ByE/D(184)
+Han(160)	[Loco]

Cash Flow	Start	SR1	End	Value	%	Certs	Max
Graham Lee	850	-730	120	850	39.5	6	28
Tim Parkes	850	-824	26	1,302	60.5	10	28

Portfolios	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Graham L	Han, B-M, B-P, K-M, B-S, A-K	-	-	-	-	-	-	-	-
Tim P *	N-F, Ost, Pfa, L-D, Mag	-	50/4D	20/1D	-	-	-	-	-
Bank New	Bra	40/4D	50/5	80/8	100/8D	100/8D	100/8D	100/7D	100/7D
Bank Pool	-	-	-	-	-	-	-	-	-
Quote			92C						
Credit			460M						
Tokens Left		1	4	2	1	1	1	1	1

Tiles	1/1	2/1	3/2	4/3	5/3	6/3	7/8	8/16	9/12	55/1	56/1	57/2
	58/4	69/2	201/2	202/2								

Trains	2/9(80M)	then	2+2/4(120M)	3/4(180M)	3+3/3(270M)	4/3(360M)	4+4/1(440M)
			5/2(500M)	5+5/1(600M)	6/2(600M)	6+6/4(720M)	

The OR1 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, ByE.

1835S42 : HALF THOMPSON GAME : PHASE 1 : BANK - 10,744M NEXT TIME - OR1, SR2, OR2 & SR3

1835S42

COMMENTS

Graham L 1st

- Thanks to Tim for a close game of 1835 - which taught me a lot about the game. (I think it's easier to see new things in games with fewer players.) I reckon it proves that 1835 can be played as a 2 player version.

N.B. Based on the views of Rob, Tim, myself and George Lucas, it is recommended to play Half-Thompson rules in the 2 player version. The first round game start used in 1835S42 also looks best (though it might be interesting to try without that.)

Tim P 2nd

My congratulations to Graham and my thanks to Rob for the administration of this game. One of the aspects of the 18xx games which I enjoy is the trade-off between capital growth and income. Graham's commitment to capital growth by buying up all the ByE shares in the early rounds paid off well. Well done!

1835S42 : HALF THOMPSON GAME

WON BY GRAHAM FROM TIM

GRIND is our leading earner this time, even after missing out in the lottery of run 11.2. Overall earnings are much more even so just one change in the order and REDLINE’s lead remains vibrant going into the last round.

Runs

11.1> Damanhur - Talkha Abu Kebir	REDLINE [14:Talkha] 20 BIEN [16:Talkha] 10 -2/CLEOPATRA -1/GITCO CLEOPATRA +2 GITCO +1
11.2> El Mahalla el Kuora - Minerals [G67 G68]	DELTA [23:G68] 20 -7/GRIND REDLINE [21:G68] 10 -4/GRIND GRIND [22:G68] 0 +11
11.3> Shirbin El Salhiya - Heliopolis Cairo Airport	GRIND [El Salhiya:14:Cairo Airport] 20 GITCO [El Salhiya:18:Heliopolis] 10 CLEOPATRA [Shirbin:21:Cairo Airport] 0 DELTA [Shirbin:26:Heliopolis] 0
11.4> Minuf Shibin el Qanatir - Helwah Adabiya	DELTA [Shibin:9:Helwan] 15 -4/GITCO -4/CLEOPATRA GITCO [Shibin:9:Helwan] 15 -3/CLEOPATRA +4 GRIND [Minuf:14:Helwan] 0 CLEOPATRA [Shibin el Qanatir:9:Helwan] 0 +7
11.5> Port Said - Tukh Bilbeis	GRIND [26:Blibeis] 20 -1/BIEN BIEN [29:Bilbeis] 10 +1 DELTA [35:Tukh] 0
11.6> Fayid Bir Hooker - West to Libya	CLEOPATRA [Fayid:51:L2] 20 GITCO [Fayid:45:L2] 10
11.7> Alexandria - Tanta el Santa	BIEN [19] 20 -4/REDLINE REDLINE [19] 10 +4 GITCO [22] 0

Earnings - CLEOPATRA 29, BIEN 34, DELTA 20, GRIND 50, REDLINE 40, GITCO 37

Builds

Cost

CLEOPATRA	Brown	None
BIEN	Orange	None
DELTA	Purple	None
GRIND	Green	None
REDLINE	Red	None
GITCO	Blue	None

Scores			Runs	11.1	11.2	11.3	11.4	11.5	11.6	11.7	Build
CLEOPATRA	Brad Martin	167 = 138	+2				+7		+20		
BIEN	Christian Bien	133 = 99	+7					+11		+16	
DELTA	David Hooton	124 = 104			+13		+7				
GRIND	John Webley	222 = 172			+11	+20		+19			
REDLINE	Mike Ruffhead	312 = 272	+20	+6						+14	
GITCO	Tony Sait	148 = 111	+1		+10	+16			+10		

Runs for Round 12 - Enter up to 4

12.1> 13-65	Kafr el Dauwar Fuwa - Giza	12.5> 25-46	Kair el Zaiyat Zifta - Suez
12.2> 15-45	Hosh Isa Abu Hummus - Suez	12.6> 51-S3	Zagaziq - South to Sudan
12.3> 21-36	Disuq Sidi Salem - El Mansura	12.7> 62-S2	Cairo - East to Palestine
12.4> 32-52	El Manzala El Qantara - Shibin el Kom Minya el Qamh		

Prospecting, Shipping, Building, Mayoring, more Prospecting ... you can do it all ...

- Brad is a Prospector** Brad [+3]
- Mark is the Captain** Mark Indigo/5 to Ship 8, Mike Corn/2 to Ship 7, Mick Corn/2 to Ship 7, John Indigo/2 to Ship 8, Brad Indigo to Ship 8, Mark Corn to Ship 7, John Sugar to Ship 6, Brad Discard Indigo/1 [Ship 8 Indigo Full - Sail]
- Mike is the Builder** Mike [+1] +Residence [-6], Mick +Tobacco Storage [-2], Brad + Guild Hall [-10], Mark +Large Market [-4]
- Mick is the Mayor** Mick Sugar+ Small Sugar Mill+ Small Indigo Plant+, John Sugar+ Sugar Mill+, Brad Coffee Roaster+ Corn+, Large Market+, Mike Sugar Mill+
- John is a Prospector** John [+2]

John Webley	Doubloons	4	Spare Colonists	0	VP Chips	6	Score	11
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Plantations	c	c	c	c	-	-	-	-	-	-	-	-	-	Goods	0	0	0	0	0
Indigo Plant 3c	ccc	Small Market		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sugar Mill 3c	cc	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Brad Martin	Doubloons	0	Spare Colonists	0	VP Chips	5	Score	14
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Plantations	c	c	c	c	c	c	-	-	-	-	-	-	-	Goods	0	1	0	0	0
Indigo Plant 3c	ccc	-	-	-	-	-	Guild Hall		-	-	-	-	-	-	-	-	-	-	-
Coffee Roaster 2c	cc	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Mark Hancock	Doubloons	0	Spare Colonists	0	VP Chips	10	Score	15
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Plantations	c	c	c	c	-	-	-	-	-	-	-	-	c	Goods	0	0	0	0	0
Indigo Plant 3c	ccc	Hacienda		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	Large Market		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Mike Ruffhead	Doubloons	1	Spare Colonists	0	VP Chips	8	Score	18
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Plantations	c	c	c	c	-	-	-	-	-	-	-	-	c	c	c	Goods	0	0	0	0	0
Sugar Mill	c	-	Construction Hut		-	-	-	-	-	-	-	-	-	Residence		-	-	-	-	-	
-	-	-	Hacienda		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
-	-	-	Large Market		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

Mick Haytack	Doubloons	0	Spare Colonists	0	VP Chips	4	Score	11
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Plantations	c	-	c	-	-	-	-	-	-	-	-	-	c	c	c	Goods	0	0	0	0	0
Small Indigo Plant	c	Small Market		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Small Sugar Mill	c	Small Warehouse		c	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Tobacco Storage	---	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

Central Information

Builder	+0	Captain	+0	Craftsman	+1	Mayor	+0	Settler	+1	Trader	+1	Prospectors	+0	+0
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Cargo Ship 6	1	Plantations							18 Left	Quarries	1
Cargo Ship 7	5	Goods	5	10	10	9	9	VP Chips	89		
Cargo Ship 8	0	Trading House	-	-	-	-	Colonists Supply-Ship	41-9			

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

THE GAMES THAT YOU PLAY

- Andy Muir 1856Y42
- Brad Martin 1856Y42, RR2416NIL, Puerto Rico M1, Puerto Rico M2
- Christian Bien RR2416NIL
- Dane Maslen
- David Hooton 1856O43, RR2416NIL, Outpost M18
- Graham Lee 1856Y42
- Ian Pendlebury 1856Y42, 1856O43, Outpost M18
- John Shelley 1830T42, 1870B43, 1861E43, 1830I43, 1835L43, 1856O43
- John Webley 1870B43, 1835L43, RR2416NIL, Puerto Rico M2
- Mark Hancock 1830I43, 1856O43, Puerto Rico M2
- Mick Haytack Puerto Rico M2
- Mike Bennett 1830T42, 1870B43, 1835L43, 1856O43
- Mike Ruffhead 1830T42, 1830I43, RR2416NIL, Outpost M18, Puerto Rico M2
- Stephen Webb 1861E43
- Tim Parkes 1870B43, 1861E43
- Tony Sait 1830T42, 1856Y42, 1830I43, 1835L43, RR2416NIL, Outpost M18

Games just finished are kept on the list as a prompt for any comments

Brad holds back and is rewarded with the chance of a Mistress Of Ceremonies ...

Workers Actions

Mike Ruffhead	Brad Martin	John Webley	Mick Haytack
Buy Lumberjack [3]	Buy Shepherd [5]	Buy Shepherd [5]	Buy Shepherd [5]
Buy Fur Trapper [6]	~	Buy Fur Trapper [6]	Buy Ship Builder [7]
Buy Ship Builder [7]			

Buildings Actions

Mick Haytack	Mike Ruffhead	Brad Martin	John Webley
Buy Potjomkin’s Village [2]	~	~	Buy Market [5]
~	~	~	Buy Market [4]
Buy Market [5]			

The Cards for Next Time

Top Row | Bottom Row



Cards Bought

* indicates a Trading (Upgrade) Card

Brad M	Shepherd [5-3-0]
John W	Shepherd [5-3-0], Fur Trapper [6-3-0], Market [5-0-1] by 2
Mick H	Shepherd [5-3-0], Ship Builder [7-3-0], Potjomkin’s Village [2/6-0-0]
Mike R	Lumberjack [3-3-0], Fur Trapper [6-3-0], Ship Builder [7-3-0], Market [5-0-1]

Cards In Hand

* indicates a Trading (Upgrade) Card

Brad M	
John W	
Mick H	
Mike R	

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 1 Start [Cards Left]
				Workers	Buildings	Aristocrats	
<u>Brad M</u>	3	23	0	3r + 0v	0r + 0v	0r + 0v	Aristocrats [23]
John W	3	11	2	6r + 0v	0r + 2v	0r + 0v	Trading [30]
Mick H	3	17	0	6r + 0v	0r + 0v	0r + 0v	Buildings [20]
Mike R	3	13	1	9r + 0v	0r + 1v	0r + 0v	Workers [23]