

The 18xx games are in order of starting from p2 onwards. RR2489HS2 is on p7, Outpost M18 is on p8, St. Petersburg M6 is on p9. The Games That You Play is on p10. Comments on 1830I43 & 1835L43 are below. Comments on 1835P43 are with the game on p3.

New Games: None. The 1830 waiting list is the nearest to quoration.

This actually got done quicker than usual despite my time away. But then a key factor is fewer games. Two of the 18xx finished last time and another this time without there being any replacements. I am sure that will be the general trend for the 18xx games and one decision is whether I look around for other games to pique interest - as was last done with Puerto Rico which gave us a couple of games. Or I could just let "nature take its course". I don't need masses of games and there can be a limit on how many times you want to play the same people at the same game. In that light I will mention and applaud Tim P & Tony S for recently trying out titles new to them. Similarly, a thank you to Mark H for returning and also braving the curve of (re-)learning against qualified and registered skillful opposition.

What I will do this time is open a list for In The Year Of The Dragon. That game has played before in Minstrel and is quite suited to this medium.

1830I43**COMMENTS**

Mike R Getting three companies is often a mixed blessing in 1830, but if you can survive the train-rush without having to fund a diesel then you're a very happy President. Lucky me, I guess. Commiserations to John in particular - it is so rare for the investment in a diesel to pay off - and once again it didn't!

Tony I swear I am getting the hang of 18XX games, but there are just too many good players out there. In 1830 I seem to not have got the knack of controlling two companies, so that will have to be my next major learning curve. Thanks to Rob for GMing and congrats to Mike for the runaway win.

Mark I think it's fair to say that I was the whipping boy of this game. Perhaps I have been an inactive player for too long now. In any case congratulations to Mike.

1830I43 : STANDARD GAME

WON BY MIKE R

1835L43**COMMENTS**

Mike B Thanks to all for an interesting game and thanks to Rob for his work. I managed to get two good minors and sort of stole the SxE, which allowed me to push the trains and maximize the runs of minor companies. I was surprised to get two 3+3's (I usually get none.), and even more surprised that they survived until the end of the game.

Tony I take great comfort in the fact that for the last two rounds I was earning far and away more than anyone else, and given another, what, 16 rounds, I could have caught up!! Too bad the bank closed so soon :(Well done to Mike and thanks to Rob for GMing.

1835L43 : HALF THOMPSON GAME

WON BY MIKE B

WAITING	1829	David H [North]
	1830	Mike R, Mark H, John W
	1835	John W
	1856	Ian P, John W
	1861	John S
	1870	Mike B, John S
	18EU	John S, David H
	OUTPOST	Ian P, John W
	ST. PETERSBURG	David H, John W
	IN YEAR OF DRAGON	

DEADLINE: FRIDAY 21ST JANUARY 2022

HOST : ROB THOMASSON

The BBG purchases the first 6 train and sends ripples. The THB & CPR are required to buy a 4 train and the WGB cannot buy a train. The CGR has \$44 credit, one 5 train and two 4 trains.

Operating Round 10

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
LPS	[JS]	125:C14:6	[15]		390	Y	40K	0	(5 4)	
GT	[DH]	14:K8:3	[6]		270	Y	125E	0	(4 3)	
GW	[IP]	125:F17:3	[15]		190	N	40K	0	(4) [+3]	A B
CA	[MH]	25:D15:2	[8]		360	Y	40K	0	(4 3)	
BBG	IP	43:E16:5	[23]	C14	240	N	90A	0	5 +6	A C D E F G H L
TGB	JS	63:K8:1	[14]	N11			90A	260	+6	I E
THB	MB	14:L13:1	[6]	N11			90A	610	+4	I J
WGB	DH	5:J11:5					90A	1,000		
CV	MB	125:L13:2	[14]		160	Y	100B	25	5	
CPR	MH	57:N3:2					80B	310	+4	K J

Notes	A	B	C	D	E	F	G	H	I	J	K	L
	Government Loan secured	\$326 to the BBG for a 3 Train	\$100 to the Bank for a garrison	\$50 to the bank for Tunnel Rights	\$700 to the Bank for a 6 Train	6 Train purchase starts Phase 5	\$85 from Ian Pendlebury to BBG to redeem loans	CGR formed from GW, LPS, CA, WR, GT	\$40 to the Bank for a garrison	\$350 to the Bank for a 4 Train	\$40 to Bank for a mountain or lake	At Train Limit

Tiles	1/1	2/0	3/3	4/2	5/0	6/2	7/6	8/7	9/9	14/1	15/2	16/1
	17/1	18/1	19/1	20/1	23/3	24/4	25/0	26/1	27/1	28/1	29/0	39/1
	40/1	41/3	42/3	43/1	44/1	45/2	46/2	47/2	55/1	56/1	57/3	58/1
	59/0	63/2	64/1	65/1	66/1	67/1	68/1	69/1	70/1	120/1	121/2	122/0
	123/1	124/1	125/1	126/0	127/1							

Trains D/9(\$1,100)

Cash Flow	Start	OR10	End	Value	%	Certs	Max 11
Mike Bennett	22	80	102	1,362	21.2	10.0	10.0
David Hooton	75	198	273	1,323	20.6	8.5	8.5
Ian Pendlebury	141	32	173	1,153	17.9	7.0	7.0
John Shelley	23	156	179	1,209	18.8	9.0	9.0
Mark Hancock	225	243	468	1,388	21.6	7.0	7.0

Portfolios	BBG	CPR	CV	TGB	THB	WGB	CGR
Mike Bennett	-	-	5P	-	6P	-	2
David Hooton	2	-	-	-	-	6P	3
Ian Pendlebury	6P	-	-	-	-	-	4P
John Shelley	-	-	-	6P	2	1	2
Mark Hancock *	-	6P	-	-	-	-	4
Bank New	2	3	4	4	2	3	-
Par	100	100	100	100	100	100	110
Bank Pool	-	1	1	-	-	-	5
Quote	90A	80B	100B	90A	90A	90A	110A
Credit	\$0	\$310	\$25	\$260	\$610	\$1,000	\$44
Loans	0	0	0	0	0	0	0
Trains	6 5	4	5	6	4		5 4 4
Tokens Left	-	3	1	-	-	1	2

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

The OR11 operating order is - CGR, CV, BBG, TGB, THB, WGB, CPR.

No new track, just maximum use of what is already there. Tim takes the win in style.

Tim says ... I would like to thank you, Rob, for indulging a couple of old men in a friendly rivalry which is now comfortably into its sixth decade. I would like to thank Graham for a friendly rivalry which has continued for over half a century and which covers a host of board games. Long may all these games continue to be played.

Graham says ... Congratulations to Tim on his victory. Just a few rounds before the end, I was heading for the win until Tim found the excellent play of sacrificing \$560 to force through the 6+6 trains!

P.S. I think this is a playable version of 1835

I say ... Thus ends the second of these head-to-head games of 1835 that seem to be eminently playable as Graham says. The same set of starting holdings prevails again - but without making it seem inevitable. The combined final player values were higher in this game - 30,668M compared to 30,051M - but not significantly enough for use as the basis for a thesis. No numbers are more important than people.

Operating Round 15

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
PrE	GL				290	Y	418A	46	6	
ByE	TP				210	Y	384B	2	5	
SxE	TP				520	Y	382A	2	5+5 5	A
HeE	GL				380	Y	172D	331	4 4	A
BaE	GL				190	Y	166A	0	4	
MsE	GL				240	Y	114E	514	4+4	
WtE	TP				280	Y	96E	160	6	
OIE	TP				360	Y	94D	80	6+6	

Notes A At Train Limit

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

Trains 6+6/3(720M)

Final Cash Flow	Start	OR15	End	Value	%	Certs	Max
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Tim Parkes	4,521	1,390	5,911	15,623	50.9	32	32
Graham Lee	6,335	981	7,316	15,045	49.1	32	32

Portfolios	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Graham Lee	85/10D	-	-	100/8D	-	80/7D	100/7D	-
Tim Parkes *	-	100/9D	100/9D	-	80/6D	20/1	-	100/7D
Bank New	-	-	-	-	-	-	-	-
Bank Pool	15/2	-	-	-	20/2	-	-	-
Quote	418A	384B	382A	166A	96E	172D	114E	94D
Credit	46M	2M	2M	0M	160M	331M	514M	80M
Tokens Left	2	3	1	-	-	-	-	-

The Receiver is brought back to manage the LBSC. In OR11 the LBSC SP will move to G10 intending to move to C8 (preferably) or D11 in OR11. Tile actions will be promotions of D9 & C10 if and when possible.

Share Dealing Round 9

* share from the pool

Tony Sait	David Hooton	Mike Ruffhead	John Shelley
-LBSC/2,+LNWR*	+GER*	+GNR*	+GER*
+GNR*	-LBSC,+LSWR*	+GNR*	+GCR
~	-LBSC,+LSWR*	+GNR*	~
~	-LBSC/2,+GNR*	+GCR,+GCR	[Totem]

Cash Flow	Start	SDR9	End	Value	%	Certs Max 18
Mike Ruffhead	365	-323	42	1,475	25.2	18 - 18
John Shelley	181	-128	53	1,750	29.9	16 - 16
Tony Sait	160	-111	49	1,173	20.0	10 - 10
David Hooton	118	-66	52	1,454	24.8	12 - 12

Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Mike Ruffhead	S&M	-	-	-	5D	8D	-	5D	2
John Shelley *	C&HP	-	7D	-	-	-	-	3	7D
Tony Sait	C&W	2	-	6D	-	1	-	1	-
David Hooton	-	5D	-	-	5	1	1	1	-
Bank New	Hull	-	-	-	-	-	-	-	1
Bank Pool	L&M	3	3	4	-	-	9R	-	-
Quote		160	142	90	82	67	58	67	61
Credit		£20	£300	£300	£10	£10	£0	£170	£20
Trains		5 3	3	3	4 3	4 3		4 3	4
Tokens Left		4	3	3	3	4	2	2	3

Tiles	1/1	2/2	3/2	4/5	5/3	6/1	7/3	8/3	9/6	10/2	12/2	13/2
	14/0	15/1	16/1	17/1	18/1	19/1	20/0	21/1	22/1	23/4	24/4	25/2
	26/1	27/2	28/0	29/1	30/1	31/1	32/1	33/1	34/1	35/1	36/1	37/1
	38/5	39/1	40/1	41/2	42/2	43/1	44/1	45/1	46/1	47/2		
Trains	5/3(£550)		then	7/4(£720)								

1829R43 : SOUTH GAME, MSK1, PC RULE : PHASE 3 : BANK - £19,804

NEXT TIME - OR11 & OR12

All companies are now out in the open. Can we manage two ORs next time? How about saying that we stop after OR9 if a 6 train is bought during OR9. Let me (and thus everybody) know if you have other suggestions for a conditional stop ...

Stock Round 8

* share from the pool

Mike Bennett	Andy Muir	Tony Sait	John Shelley
-C&O/2(280),-PRR(110), +B&M/P(200)	-C&O(120),-B&O(112),-PRR(100), +CPR/P(200)	+Erie*(90)	+B&O(100), -B&O/2(200)
+NYC*(80)	+CPR(100)	+NYNH(100)	+Erie(100)
+B&M(100)	+CPR(100)	+Erie(100)	+NYNH(100)
+B&M(100)	+CPR(100)	~	+NYC*(80)
+B&M(100)	+CPR(100)	~	~
+B&M(100)	[Priority]		

Cash Flow	Start	SR8	End	Value	%	Certs Max 16
Mike Bennett	308	-290	18	1,658	30.2	13 - 13
Andy Muir	363	-268	95	1,257	22.9	11 - 11
Tony Sait	317	-290	27	1,099	20.0	11 - 11
John Shelley	217	-180	37	1,477	26.9	13 - 13

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mike Bennett	-	-	1	-	-	3P	-	6P	6P
Andy Muir *	-	-	6P	6P	1	-	-	-	-
Tony Sait	-	1	1	-	6P	1	2	1	-
John Shelley	-	6P	1	-	-	1	6P	1	-
Bank New	-	-	-	4	-	-	2	2	4
Par		82	82	100	100	76	100	100	100
Bank Pool	-	3	1	-	3	5	-	-	-
Quote		100E	80F	100A	82D	120D	90B	100A	100A
Credit		\$92	\$96	\$1,000	\$670	\$88	\$367	\$400	\$1,000
Trains		4 3	4 3		3	3	4	4 3	
Tokens Left		1	2	3	2	-	1	-	1

Privates Owned by ShareCos : PRR - C&A | NYC - SVR, D&H | B&O - CStL | C&O - M&H.

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

The OR9 operating order is - C&O, PRR, NYNH, B&M, CPR, Erie, B&O, NYC.

We stop before SR5 as advertised. A 3 train has been bought so green tiles are go in OR5 ...

OR3	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TP	58:K3:1			40	H		40	2	
B-P	JW	8:D14:3			70	H		75	2	A
Mag	GL	57:H16:1			40	H		40	2	
K-M	TS	2:H4:2			60	H		45	2 2	E
B-S	JS				50	H		50	2	
A-K	TP	58:B12:1			60	H		60	2	
SxE	TP	56:I17:2202:H20:5		H20			84D	160	+2+2 +2+2	B C D C
ByE	JS				100	Y	90E	356	2+2 2 2 +2+2	C E

Notes A 50M to Bank for a river D Train purchase closes the L-D Private
 B 40M to the Bank for a garrison E At Train Limit
 C 120M to the Bank for a 2+2 Train

Share Round 4

* share from the pool

John Shelley	Graham Lee	John Webley	Tony Sait	Tim Parkes
+ByE/10(92)	+SxE/10(88)	+ByE*/10(90)	+ByE*/10(90)	+SxE/10(88)

OR4	Dir	Lay(s)	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TP	8:K5:6			40	H		60	2	
B-P	JW				70	H		110	2	
Mag	GL	4:G11:2			40	H		60	2	
K-M	TS	9:F8:3			60	H		75	2 2	C
B-S	JS				50	H		75	2	
A-K	TP	4:B14:3			60	H		90	2	
ByE	JS				100	Y	96E	448	2+2 2+2 2 2	C
SxE	TP	7:H18:5 3:I15:2			130	Y	88D	156	2+2 2+2 +3	A B

Notes A 180M to the Bank for a 3 Train C At Train Limit
 B 3 Train purchase starts Phase 2

Tiles

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

Trains 3/3(180M) then 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)

Cash Flow	Start	OR3	SR4	OR4	End	Value	%	Certs	Max
John Shelley	43	80	-92	90	121	855	25.3	6	12
Graham Lee	64	50	-88	89	115	619	18.3	5	12
John Webley	56	55	-90	65	86	544	16.1	4	12
Tony Sait	85	70	-90	80	145	727	21.5	5	12
Tim Parkes	38	70	-88	102	122	634	18.8	5	12

Portfolios	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE	
John Shelley *	Ost, Pfa, B-S	-	40/3D	-	-	-	-	-	-	
Graham Lee	Han, Mag	-	-	30/3	-	-	-	-	-	
John Webley	B-P	-	30/3	-	-	-	-	-	-	
Tony Sait	N-F, Bra, K-M	-	20/2	-	-	-	-	-	-	
Tim Parkes	B-M, A-K	-	-	40/3D	-	-	-	-	-	
Bank New	-	-	40/4D	10/1	30/3	100/8D	100/8D	100/8D	100/7D	100/7D
Bank Pool	-	-	-	-	-	-	-	-	-	
Quote			96E	88D						
Credit			448M	156M						
Tokens Left		1	4	1	1	1	1	1	1	

The OR5 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE - unless changed by SR5.

L&M6 invades the NE and, in the process, treads all over GRAB's hope of avoiding more interest payments. GITCO tunnels under the HS line running up from London and MikeRail secures his route through the Chilterns to London.

We have two unconnected destinations which doesn't seem too bad, although one player did ask for a build allowance nearer to 25 than the total that can be achieved with 3 dice. In the event - you have 15 building points for the last round before racing commences.

I use a program wot I wrote to roll the dice and manage the races ... but for this game I shall have to either update it to recognise HS track or resort to manual methods.

Builds

L&M6	Orange	(G28) - <u>Gloucester</u> ,
	aka	(V12) - <u>Lincoln</u> , (T12) - T9
	Purple	(T9) - T7 - <u>Doncaster</u> - S6
GRAB	Green	(Y18) - W17 - W15
		(W15) - W12 - U11 [cut short]
		(W12) - Lincoln, (Z23) - <u>Cambridge</u> , (U11) - S10 - S9 [cut short]
MikeRail	Red	(J24) - I25 - I28
		(I28) - Gloucester, (L28) - O30 - <u>Oxford</u>
		(Oxford) - Q29 - U31, (Gloucester) - G29
GITCO	Blue	(C4) - C6, (Q22) - Coventry - P23
		(P23) - P24, (C6) - B6 - B7
		(P24) - P28

Scores		End	=	Start	Towns	HS	Payments	Rec	Int
L&M6	David Hooton	48	=	33	+12	-0		+3	
GRAB	John Webley	-11	=	-12	+6	-0	-3/L&M6		-2
MikeRail	Mike Ruffhead	24	=	18	+6	-0			
GITCO	Tony Sait	12	=	12	+0	-0			

"Rec" is receipts from other players for parallel payments and "Int" is interest charged at 20% rounded up.

Building Allowances

The building allowance for each of rounds 1-6 will be derived from three die rolls in the range 4 to 6 with no one round ever having more than one roll of 4. The building allowance in round 7 will be 12 points (plus payments to rivals) and will then decrease by 2 for each subsequent round.

Just 5 colony cards available for next time as we approach phase 3 ...

Round 13 Actions

Mike Bought one New Chemicals Factory (o:3 t:44 r:13)
 Mike Bought one Titanium Factory (o:1 w:4,7,8 t:10)
 Mick Auctioned an Orbital Lab for 50. Dane joined at 62, Ian at 66. Ian & Mike dropped out at 77. Dane got it for 77 (o:1,1 w:30,30 m:15)
 Mick Auctioned an Orbital Lab for 50. Ian joined at 60 and dropped out at 71. Mick got it for 71 (o:2 w:7 t:8,10,44)
 Mick Bought two Population Units (t:10,10)
 John Auctioned an Outpost for 100 and got it for 100 reduced to 75 after Heavy Equipment / Ecoplants discounts (w:7,9,30 t:8,9,12) plus a free Titanium Factory
 Dane Passed
 Tony Auctioned a Scientists for 40. Ian joined at 60 and dropped out at 67. Tony got it for 67 reduced to 27 after Data Library discounts (w:4,8 r:15)
 Tony Auctioned a Robots for 50 and got it for 50 (o:4 w:30 r:17) plus a free Robot
 Tony Bought one Research Factory (r:11,13,15)
 David Auctioned an Ecoplants for 44 and got it for 44 (n:20,24)
 David Bought one New Chemicals Factory (w:30 r:11 n:20)
 Ian Bought one New Chemicals Factory (w:6 t:44 r:10)
 Ian Bought three Robots (o:2,2 w:8 n:18)

Pos	Player	Factories	Operators (Limits)	Production	Total
1	Mike	2o,3w,6t,1n	10 (15) 0 (0)	1o,3w,2t,1T,1r,1n	(121,25)
2	Tony	2o,5w,4r	8 (8) 1 (8)	1w,1W,6r	(115,15)
3	John	2o,6w,4t	9 (18) 0 (0)	1w,1W,1T	(81,25)
4	Mick	2o,3w,8t	12 (13) 0 (0)	1o,4w,4t,1T,1m	(132,20)
5	David	2o,5w,4n	5 (5) 3 (5)	1w,1W,1r,1N	(138,10)
6	Dane	2o,8w	8 (8) 4 (8)	2o,2W,7m	(185,10)
7	Ian	2o,4w,4t,2n	8 (8) 4 (8)	2o,2w,1W,1T,1r,2n	(147,15)

Pos	Player	Colony Cards	VPs	Purchases
1	Mike	WH, HE, Sci, Eco, OP, OP	37	(325)
2	Tony	DL, DL, DL, DL, WH, Nod, Sci, Sci, Rob, Lab	32	(320)
3	John	WH, HE, Nod, Eco, OP, OP	32	(310)
4	Mick	WH, HE, Nod, OL, OP	32	(230)
5	David	DL, HE, Sci, Rob, Rob, Eco	31	(215)
6	Dane	Nod, OL, OL, OL, Rob, Eco	29	(255)
7	Ian	WH, HE, Nod, Sci, Rob	29	(170)

On Offer
 Orbital Lab 1 (none left) Laboratory 3 (1 more)
 Ecoplants 1 (none left)
 Sold out - Data Library, Warehouse, Heavy Equipment, Nodule, Scientists, Robots, Outpost

All the available Aristocrats were acquired. That is and was all.

Workers Actions

Mike Ruffhead	Brad Martin	John Webley	Mick Haytack
Take Warehouse Manager Into Hand	Buy Administrator [7]	Buy Warehouse Manager [9]	Buy Controller [14]

The Cards for Next Time

Top Row | Bottom Row



Cards Bought

* indicates a Trading (Upgrade) Card

Brad M	Gold Miner [4-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0], Carpenter Workshop* [4-3&-1/B-0], Market [5-0-1] by 2, Customs House [8-0-2], Pub [1-0-2 for 1], Author [4-1-0], Administrator [7-2-0], Mistress Of Ceremonies [18-6-3]
John W	Lumberjack [3-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0], Wharf* [12-6-1], Market [5-0-1] by 2, Warehouse [2-0-0], Author [4-1-0], Warehouse Manager [10-3-0] by 2
Mick H	Gold Miner [4-3-0] by 3, Ship Builder [7-3-0] by 2, Weaving Mill* [8-6-0], Customs House [8-0-2] by 2, Firehouse [11-0-3], Pub [1-0-2 for 1], Bank* [13-5-1], Author [4-1-0], Warehouse Manager [10-3-0], Secretary [12-4-0], Controller [14-4-1]
Mike R	Lumberjack [3-3-0] by 2, Gold Miner [4-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0] by 2, Wharf* [12-6-1], Observatory [6-0-1?], Smolny Cathedral* [17-4-3], Author [4-1-0] by 2, Administrator [7-2-0], Controller [14-4-1], Judge [16-5-2]

Cards In Hand

* indicates a Trading (Upgrade) Card

Brad M	Senator* [12-2-2]
John W	Fur Trapper [6-3-0], Ship Builder [7-3-0], Weaving Mill* [8-6-0]
Mick H	Admiral* [18-3-3]
Mike R	Warehouse Manager [10-3-0], Minister Of Foreign Affairs* [20-2-4]

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 5 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	9	24	12r + 0v	0r + 4v	9r + 3v	Aristocrats [11]
John W	4	17	9	15r + 1v	0r + 2v	7r + 0v	Trading [16]
Mick H	3	13	10	21r + 0v	5r + 8v	12r + 1v	Buildings [5]
Mike R	3	19	14	24r + 1v	4r + 3/4v	13r + 3v	Workers [8]

THE GAMES THAT YOU PLAY

Andy Muir	1830Y43
Brad Martin	St. Petersburg M6
Christian Bien	
Dane Maslen	Outpost M18
David Hooton	1856O43, 1829R43, RR2489HS2, Outpost M18
Graham Lee	1835P43, 1835B44
Ian Pendlebury	1856O43, Outpost M18
John Shelley	1856O43, 1829R43, 1830Y43, 1835B44
John Webley	1835B44, RR2489HS2, Outpost M18, St. Petersburg M6
Mark Hancock	1856O43
Mick Haytack	Outpost M18, St. Petersburg M6
Mike Bennett	1856O43, 1830Y43
Mike Ruffhead	1829R43, RR2489HS2, Outpost M18, St. Petersburg M6
Stephen Webb	
Tim Parkes	1835P43, 1835B44
Tony Sait	1856Y42, 1829R43, 1830Y43, 1835B44, RR2489HS2, Outpost M18
