

TINAMOU #54

"News is what powerful people want to keep hidden; everything else is publicity." Bill Moyers, his last broadcast, December 17, 2004.

"The trouble with the world is that the stupid are cocksure and the intelligent are full of doubt" - Bertrand Russell

Welcome to Tinamou #54, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: rebhuhn@rocketmail.com). Tinamou now appears on the web in conjunction with TAP. The web page has everything you'll find here including maps. Go to Jim's index page <http://www.diplom.org/DipPouch/Postal/Zines/TAP> and check it out, your comments and suggestions are welcome!

It's a sad fact that in today's world, especially the business world, if you aren't constantly striving to better your position and move up the ladder, then you are suspect. You lack drive and ambition. Never mind that what you are currently doing may be perfectly suited to your abilities and desires. If you're not trying to move up, there's something wrong with you. This is elegantly described in the Peter Principle (put forth in a book by L. Peter) which states: *in a hierarchically structured administration, people tend to be promoted up to their "level of incompetence"*. And since you can't demote someone in today's business, there they stay, in a job they can't handle, or they get downsized. And now, in continuing this trend, we introduce the Condoleeza Corollary to the Peter Principle, which states: *After having risen to your "level of incompetence", and having demonstrated said incompetence, thou shalt be promoted further up the ladder.*

Game Openings:

We are on the verge of opening greatness:

- **One more to start a regular Dip game.**
- **One more to start Industrial Waste**
- **One more to start Snowball fighting .**
- **Two more to start Perestroika Diplomacy**
- **Three more for Gunboat with Press**

Gunboat with press: Four signed up so far. **Reconfirm for me if you are interested in this.**

Perestroika Diplomacy: Add an economic twist to the classic game. Centers generate revenue, armies and fleets must be maintained, and treasuries can be sacked! Rules are available on request.

Signed up: Art Schleinkofer, Phil Reynolds, Harold Reynolds, Karl Schmit, Graham Wilson

Standard Diplomacy: That's it, the one and only original

Signed up: Fred Wiedermeyer, Hank Alme, Cary Nichols, Graham Wilson, Karl Muller, Matt Sundstrum, John Power

Yes I know this is 7 players, but I'm waiting for confirmation from Cary who does not have email, and I haven't gotten it. Everyone else please confirm, and if someone wants to join please let me know.

Just the results please: Don't really know what to call this one as I just came up with it. Perhaps it's been tried before. The twist for this variant is that each season only the ending unit positions are published, not the orders. You'll know who went where, but not who helped whom, or what may have been tried unsuccessfully.

Signed up: Phil Reynolds, Doug Kent, Graham Wilson

Industrial Waste:

A new game for 3-4 players. Manage your factory and build your products, but beware, increased production means more waste, and if you aren't careful you'll find that working in a sludge pit affects your productivity and the bottom line.

Game Opening: Jim Tretick, Graham Wilson, Dennis Menear. **Need ONE more.**

Game Opening – Card trading variant. Contact Dave or Richard Weiss.

Railway Rivals: Anyone have a favorite map they'd like to try?

Outpost: Sign up for the next game to start when the current one finishes.

Snowball fighting: Current game is over. Anyone interested in another go? 4 signed up so far

Golden Strider: It is to running what Breaking Away is to bike riding. See Tom's szine off-the-shelf at <http://www.olympus.net/personal/thowell/o-t-s/index.html> for some games in progress.

Signed up: Tom Howell, Dennis Menear

Sopwith: Snoopy just started. I'll start taking names now for the next game if anyone's interested.
Brendan Whyte

Reader's Choice: I'm open to anything, just send me the rules and if I think I can run it, I'll offer it.

Deadline: Monday, Feb 21.

2001 A Gaming ΟΔΨΣΣΕΨ

Orphaned from Deny Everything

HELD OVER -- Anyone heard from Mike?

Breaking Away: Fat Bottomed Girls

It's all over but the counting.

BOOB to GM: I think Cutler still will score, still will score.

GM to BOOB: He should, but will it count for anything, for anything?

BOOB to GM: But it will ONLY be two darn little points, not enough to get me out of third place....

GM to BOOB: Ahh, you've already answered that question.
BOOB to MIKE: Yes, well, Langford WINS the race, winning the race counts for something, like having the Yellow Jersey! And Rumsfeld gets 8 measly points, and more than enough Homegrown Evil to go around. Donald needs ALL the help he can get right now!! You lost Ashcroft already.

JON LANGFORD EXULTS: Fear and whiskey to all, eat my dust!!

DANS - PARTRIDGE: So what kind of bird are you enjoying on this Thanksgiving Day?

Partridge - DANS: One sculpted out of garlic mashed potatoes of course.

CHAPS - FIELD: Looks to me as though it'll come down to that 8th place rider. I'm hangin' back with Persia to try to get a windbreak from Tom's riders.

GM - CHAPS: Looks to me like Cutler's got it locked up if he wants it. The only one who still has an energy bar left for that last sprint.

TEAM PHYSICIAN - BOOB: Grats on crossing the line first. Your rider didn't have much left in the tank; he left it all on the course!

Tom to Whom It May Concern: Contrats to Eric! As for me, equal first after losing my concentration: don't ask me how it happened - I sure don't deserve it. Gonna take a training break. Be back when computer is fixed and house is not so hectic.

Rick - Boob: Was Zero Boy taunting us last time? How bizarre.

Rick - Mike: Sorry, I guess Rumsfeld is scoring some points. We'll call you 'Eight Ball' from now on.

Puddy - Elaine: Got a question? Ask the Eight Ball!

MIKE to TOM: Wanna come to my place with your rented excavator? We could make my next croquet course much tougher, and more fun.

GM - Mike: My sisters and I used to play what we called "environmental croquet". We'd divide up the wickets and place them in rotation, each person getting to decide where to put them and what direction you had to go through them. Given that we had many acres of woods, fields and streams around the house there were some epic courses. Best wicket I remember was the one my sister stuck in some styrofoam and floated out in the pool!

MIKE AGREES WITH: "Washington is a city of Southern efficiency and Northern charm." (ascribed to JFK; I don't have the original at hand to confirm.)

GM to ALL: Thank you all for playing. Next race starts soon, get a drink, take a steroid shot and sign up!

:Black Bottomed Girls (Brendan Whyte) 5 points

A	3	Black Pudding Bertha	3	3	5	3
B	3	Big bad Bobbette	3	5	3	
C	3	Bo Dacious Derek	3	6	3	
D	3	Barbarella Eden	3	4	3	

Homegrown Evil (Mike Barno) 8 points

A	6	Dick Cheney	3	4	3	
B	3	John Ashcroft	3	3	3	
C	4	Karl Rove	3	3	3	
D	12	Donald Rumsfeld	D	O	N	E

Thin Bottomed Girls (Tom Howell) 36 points

Manager: Edith

A	3	Abigail	3	3	3	3
B	9	Babette	D	O	N	E
C	10	Camilla	4	5	4	
D	3	Dagmar	3	4	4	

The Four Kingdoms of Daniel Chapter Seven (Eric Brosius) 34 points

A	11	Babylon	D	O	N	E
B	4	Persia	7	7	6	
C	6	Greece	3	4	3	
D	5	Rome	D	O	N	E

The Front Men (Jim Burgess) 35 points

Manager: Ian Curtis

A	3	Jon Langford	D	O	N	E
B	4	Richard Barone	4	7	8	
C	8	Mark Cutler	3	13	3	
D	5	Tjinder Singh	4	4	3	

The Team About Nothing (Rick Desper) 26 points

Manager: Frank Costanza

A	13	Jerry Seinfeld	4	7	3	5
B	7	Elaine Benes	3	7	3	
C	5	Cosmo Kramer	3	5	6	
D	5	George Costanza	3	4	4	

Square	RIDERS	CARD
	LANGFORD(20), ROME(16), BABETTE(12), BABYLON(10), RUMSFELD(8)	
	FINISH LINE	
120		
119		
118		
117	GREECE	3
116	CAMILLA	4
115		
114		
113		
112		
111	ABIGAIL	3
110	DAGMAR	4
109	JERRY	5
108		
107	ROVE, ELAINE, CUTLER	3
106	PERSIA, KRAIMER	6
105	BARONE	8
104		
103		
102		
101		
100	SINGH	3
99	GEORGE	4
...		
93		
92	BERTHA, BOBBETTE, BO DACIOUS, BARBARELLA, CHENEY	3
91		
90	ASHCROFT	3

Carrier Pigeon (2003E), Standard Diplomacy, Postal negotiations only

The vultures gather. Germany disappears from the map, and Italy retains a home center only because the carrion eaters are squabbling over the remains. Italy continues its move to a new home in the west while the Balkan wars do what Balkan wars do best, achieve nothing.

Map on Page 10

Country	Player	Address
Austria	Alexander Woo	2322 Shattuck Ave. #308 Berkeley, CA 94704
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	Karl Schmit	1452 Seville Dr. #3 Green Bay, WI 54302-5559
Germany	Hank Alme	506 Paige Loop Los Alamos, NM 87544
Italy	John Power	18 Tilton Court Baltimore, MD 21236
Russia	Doug Kent	Unit F #30694-177 Federal Correctional Institution McKean PO Box 8000 Bradford, PA 16701

Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA
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Fall 1905

A strange and interesting turn. The Anglo-Russian alliance finishes off Germany, but while the Russians are pushing south, the English pivot to the north. Austria and Turkey continue to bounce around without any change with Bulgaria playing the beleaguered garrison. France walks out of Munich and Russia strolls in behind him. France moves on from Rome to Naples, and Austria strolls into Rome behind him, leaving Venice still in Italian hands. France retakes Marseille by force of arms, and then Italy hands him Spain back as well. Rarely have I seen so many centers freely surrendered!

COUNTRY	MOVES
Austria	A VEN – ROM , F ION – GRE, A RUM - BUL A SER – RUM, A BUD S A SER - RUM
England	F EDI- NWG, F KIE- DEN, A RUH S A HOL- KIE F DEN- SKA, F NTH S F KIE- DEN, A HOL- KIE
France	F BRE-MAO, F POR-SPA/SC, A BUR-MAR A GAS S A BUR-MAR, A MUN-TYR, F ROM-NAP
Germany	OUT
Italy	F SPA-WMS, F WMS-TYN, A MAR-PIE, A NAF HOLD
Russia	A PRU – SIL, A BER – MUN, F BAL - BER F NWY H, A SEV S F ARM, F ARM S A SEV
Turkey	A ANK – ARM, F BLA S A BUL - RUM A BUL – RUM, A GRE – BUL, F AEG - GRE

Adjustments

Country	Centers	Adjustments
Austria	TRI, BUD, VIE, SER, RUM, ROM	BUILD 1
England	LON, EDI, LVP, BEL, HOL, DEN, KIE	BUILD 1
France	BRE, PAR, SPA, POR, ROM , MUN, MAR, NAP	EVEN
Germany	KIE, BER	OUT
Italy	VEN, NAP , TUN, MAR	DISBAND 2
Russia	SEV, WAR, MOS, STP, SWE, NWY, MUN, BER	BUILD 2
Turkey	CON, ANK, SMY, BUL, GRE	EVEN

Press:

England to all- The King sends his regrets to all regarding his lack of communication this season. He blames the holiday rush and a princess from another kingdom for his shortcomings. He hopes to return to normal operations next season.

Russia - Turkey: We can keep bumping heads forever, or you can write back!

Austria to Sultan Fred - If you expect me to bite you need to write.

Austria to King Robert - Here's hoping you're doing something other than waiting your turn to die.

GM to Austria: Does allemande left count?

Plutocrats (Outpost)

TURN 13

- MMC puts the Space Station up for bid, which he wins for 120 (MWa, Mi19, Mi18, Mi16, Re16, Re14, Wa6, Or1). He then buys a pop to man it (Or2, Or3).
- Diadem busy a Ti Factory (MWa) and two Robots (Re13, Ti7), manning the new Ti factory and an idle Ore Factory.
- Bartertown opens the bidding on the Outpost, which he wins for 100 (35Dis, Mi17, Ti13, Ti8, Ti8, Wa8, Wa7, Or4).
- Plundercorp buys a New Chemicals factory (Wa10, Re10, Re10, Re15, Re15) and a robot to work it (Or2, Or3, Wa5).
- HDBC buys a Ti Factory (Ti12, Ti11, Wa7) and 2 population (Ti11, Wa9) to man it and an idle Wa Factory.

MMC and Diadem take MegaWater cards. Diadem takes a MegaTitanium card.

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Re	NO, DL, OL, OL, OL, EP, LA, SS	41
2	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	HE, NO, WH, EP, EP, OL, OU	35
3	Diadem	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Re	NO, HE, RO, EP, WH, LA	32
4	Plundercorp	Chris Hassler	Or, Or, Wa, Wa, Wa, Re, NC	DL, DL, DL, WH, SC, SC, SC, LA, RO	28
5	HBDC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti	WH, HE, RO, OU	24

HDBC: Heavenly Bodies Development Corporation

MMC: Mud Mining Corporation

Just arrived: Outpost, Moon Base

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	0	0	25
Nodule	0	0	25
Scientists	0	0	40
Orbital Lab	0	0	50
Robots	0	0	50
Laboratory	0	0	80
Ecoplants	0	0	30
Outpost	1	0	100
Space Station	0	3	120
Planetary Cruiser	1	3	160
Moon Base	3	1	200

Three Mile Island -- Turn 3.1

Andy with the first choice takes set 2. Harold opts for set 1. Set 5 was his backup. Eric thinks Harold has the priorities reversed as he chooses set 5, with 1 and then 4 as his next picks. Richard agrees with the rest on what's valuable and finds himself back to his fourth choice of set 4. His preferences were 2 then 5 then 1.

Set 1 (Harold)	Set 2 (Andy)	Set 3	Set 4 (Richard)	Set 5 (Eric)
Order	Growth	Waste Disposal	Raw Materials	Advisor
Innovation	Raw Materials	Raw Materials	Order	Innovation
Waste Disposal	Advisor	Order	Advisor	Order

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Ration al-ization	(Build-ing) Raw Mater-ials	(Build-ing) Waste Reduc-tion	Waste Dis-posal	Saved Card	V P S
Eric Brosius	3	\$11M	\$0M	5	14	5	5/1	5/1	4/3	0	Innovation	24
Richard Weiss	4	\$12M	\$0M	6	17	5	5/1	4/3	5/1	6		28
Andy York	1	\$9M	\$0M	5	16	5	5/1	4/3	5/1	3	Order	25
Harold Reynolds	2	\$9M	\$0M	5	16	3	4/3	5/1	5/1	1		25

3MI Discard Pile

Order

Boston Harbor (Industrial Waste) Turn 4.2

Karl	Brad	Richard	Andy
Growth	Growth	Hiring/Firing	Waste Disposal
Innovation	Order	Innovation	Growth
Hiring/Firing	Waste Removal	Order	Raw Materials
	Raw Materials	Advisor	

- 4.2.a)
- Brad plays Growth moving to 16.
 - Richards plays Innovation and Advisor and pays \$10 to reduce his Raw Materials usage to 1.
 - Andy plays Growth moving to 19.
 - Karl plays Growth moving to 17.
- 4.2.b)
- Brad processes an Order, using 3RM, gaining \$16 and generating 5 waste.
 - Richard process an Order, using 1RM, gaining \$15 and generating 5 waste.
 - Andy auctions of his raw materials (5). Karl bids \$1M, Brad jumps it up to \$7M. Richard passes and Andy takes out a loan to buy them from the bank for \$8M.
 - Karl plays Innovation, paying \$5M to reduce his Rationalization to 3.
- 4.2.c)
- Brad auctions off his raw materials(3). Richard bids \$4M, Andy and Karl pass and Brad buys them from the bank for \$5.
 - Richard passes.
 - Andy passes.
 - Karl plays Hiring/Firing and reduces his work force to 3.
- 4.2.d)
- Brad pays \$5M in end of turn costs
 - Richard pays \$5M in end of turn costs
 - Andy pays \$4M in end of turn costs
 - Karl pays \$3M in end of turn costs

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build -ing) Rationalization	(Build -ing) Raw Materials	(Build -ing) Waste Reduction	Waste Disposal	Saved Card	V P S
Richard Weiss	1	\$11M	\$0M	4	15	5	5/1	1/15	5/1	5	Hiring/Firing	37
Andy York	2	\$5M	\$10M	5	19	4	4/3	5/1	4/3	1	Waste Disposal	18
Karl Schmit	3	\$3M \$8M	\$0M \$10M	5	17 16	3	3/6	5/1	5/1	10		26 18
Brad Martin	4	\$18M	\$0M	3	16	5	5/1	3/6	5/1	7	Waste Removal	33

The accident card was drawn, so the discard pile will be reshuffled. Karl is in the yellow zone, so his growth is reduced to 16, and he has to pay \$5M to the bank, which results in his needing to take a loan. These affects are reflected in the table in **this font**. Order for choosing sets is Richard, Andy, Karl, Brad.

Set 1	Set 2	Set 3	Set 4	Set 5
Raw Materials	Growth	Waste Disposal	Innovation	Advisor
Waste Removal	Raw Materials	Innovation	Order	Innovation
Waste Disposal	Advisor	Order	Bribery	Growth

Simple Fantasy Football

Weekly Picks

We end with a very close finish with Rick and I coming in with 14 correct picks and Karl and Goz right behind us with 13.

Week	Warren Goesle (13)	Bob Dowrey (8)	Paul (8) Rauterberg	Rick Desper (14)	Karl Schmit (3)	Karl Muller (13)	Dave (14) Partridge	Jack Sinnott (4)
1	PHI	PHI	SEA	STL	MIN	STL	STL	NE
2	BAL	GB	GB	GB	GB	NE	NYJ	GB
3	SEA	DEN	PHI	DEN	SEA	SEA	ATL	STL
4	GB	NYJ	NE	NYJ	PHI	PHI	NE	CAR
5	IND		NYJ	NE		IND	IND	PIT
6	NYJ	BUF		ATL	DET	NYJ	PHI	IND
7	MIN	IND	IND	MIN		MIN	MIN	DET
8	SD	SEA	MIN	PHI		SD	SD	
9	NYG	NYG		NYG		NYG	NYG	
10	NE	NE	PIT	IND		PIT	KC	
11	JAX	BAL	ATL	SEA		ATL	TB	ARZ
12	PIT		SF	PIT		DEN	DEN	
13	STL		SD	CAR		BUF	CAR	
14	DEN	SD	OAK	SD		GB	PIT	
15	ATL		SD	TB			WAS	
16	BUF		NYG	BUF		CIN	BUF	BUF
17	HOU	HOU	MIN	BAL			BAL	

Simple Fantasy Football

This one was about as tight as they come. Rick made a nice charge in the last quarter to share the podium with the Karls.

Player	Weeks				TOTAL
	1-4	5-8	9-12	13-17	
Warren Goesle	NE (3), BUF (0)	NE(3), JAX(2)	KC(0), NE(4)	JAX(3), NE(4)	19
Bob Dowrey	TEN(1), ATL(4)	TEN(2), ATL(2)	TEN(1), ATL(3)	TEN(1), ATL(2)	16
Paul Rauterberg	GB(1), DEN(3)	GB(3), DEN(2)	GB(3), DEN(2)	GB(3), DEN(3)	20
Rick Desper	CAR(1), STL(2)	CAR(0), NYJ(3)	PIT(4), NYJ(2)	PIT(5), SD(4)	21
Karl Schmit	PHI(4), MIN(2)	PHI(3), MIN(3)	PHI(3), MIN(2)	PHI(3), MIN(1)	21
Karl Muller	BAL(2), IND(3)	BAL(2), IND(1)	BAL(3), IND(4)	BAL(2), IND(4)	21
Dave Partridge	SEA(3), KAN(1)	SEA(1), NYG(2)	SEA(2), NYG(0)	BUF(4), TB(1)	14
Jack Sinnott	MIA(0), DAL(2)	MIA(1), DAL(1)	MIA(1), DAL(1)	MIA(2), DAL(2)	10

Railway Rival Games

For those who are interested, the maps can be seen on the web. They don't reproduce well here unfortunately as there is a lot of detail and it really needs color to differentiate the different rail lines. Towns in uppercase denote the first player to connect the town (6 point bonus).

Kypinka (RR1993UA) Ukraine – Round 2

www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/kypinka.htm

Kirovohrad is the destination of choice this time. TSR sends a spur north. OBAMA plays alone in the east.

Player	Email	Company	Colour
Conrad von Metzke	cvonmetzke of yahoo.com	OBAMA (Old Boys Are Marching Again)	Green
Mike Barno	Mpbarno of lightlink.com	UKR (Ukraina Kyiv Railways)	Purple
Brad Martin	Westfront of westnet.com.au	RUS (Real Ukrainian Service)	Brown
Brendan Whyte	Bwhyte of unimeib.edu.au	C&O (Chernobyl & Odessa Railroad Co. Ltd.)	Yellow
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Blue

Rolls for round 3: 3, 6, 4

Player	Seg 1 (2)	Seg 2 (4)	Seg3 (6)	Score
Conrad von Metzke	B65 - - B67	B67 - B68 - - - DONETSK	B65 - - - - DNIPRO-DZERZHYNISK ; B65 - DNIPRO-PETROVSK	26 +18(cities) = 44
Mike Barno	(E55) - E56 - D56	(D47) - - - D44 - LVIV	(D56) - - B57 - B58 - Kirovohrad - N19 - N20. [3-TSR][1-C&O]	26 +6(cities) = 32
Brad Martin	(K18) - - MIKOLAYIV	(A57) - - KIROVOHRAD ; (Mikolayiv) - - KHERSON	(Kirovohrad) - - - A62 - Kryvyy Rih - - NIKOPOL [9-C&O]	32 + 24(cities) - 6(builds) = 50
Brendan Whyte	(B54) - - B56 [1-RUS]	(B56)-B57-A58-Kirovohrad-A60 [2-RUS]	(A60) - - A62 - KIRVY RIH ; (A62) - - - Dneipr-Dzerzhinsk	20 +6(cities) +7(builds) = 33
Andrew Glynn	(Kyyiv) - - I57	(I57) - J57; (F55) - - -C57 [4-UKR]	(Kamyanets-Podilskyy) - - - - A45 - B44 - IVANO-FRANKIVSK	32 +6(cities) - 1(builds) = 37

Bronzewing (RR1989QL) Queensland -- Round 2

www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/bronzewing.htm

Player	Email	Company	Start	Colour
Rip Gooch	Rippingpubs@yahoo.ca	TURN (Terminally Undernourished Rail Network)	Normanton	Green
Michael Pargman	michael.pargman@tele2.se	QOQC (Queen of Queensland Company)	Townsville	Red
Brad Martin	Westfront of westnet.com.au	JOH (Just on Holidays)	Maryborough	Brown
Brendan Whyte	Bwhyte of unimelb.edu.au	TIK (The Iron Kangaroo)	Rockhampton	Black
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Mackay	Blue

Rolls for round 3: 2, 5, 5

Player	Seg 1 (4)	Seg 2 (6)	Seg 3 (5)	Score
Rip Gooch	(Q16) - Q17 - R17 - HUGHENDEN - T18	(T18) - - - - - Z21	(Z21) - - B72 - - - B75	20 +6(cities) = 26
Michael Pargman	(W28) - - - -A80	(A80) - BLACKWATER - - EMERALD ; (Townsville) - N23 - - INGHAM	(Ingham) - K23 - J22 - INNISFAIL ; (A80) - - C81	29 +15(cities) +16(builds) = 60
Brad Martin	(Maryborough) - - BUNDABERG ; (L84) - DALBY	(Roma) - - L77 - MITCHELL - - - K74	(J88) - - - GYMPIE - - M90	29 +18(cities) = 47
Brendan Whyte	V30 - -V28 - -T27	T27 - Collinsville - - - S24 - - Charters Towers [1-QOQC]	Charters Towers - P22 - - N23 - - Ingham [5-QOQC][5-TSR]	14 - 11(builds) = 3
Andrew Glynn	(R28) - R27 - COLLINSVILLE ; (Bowen) - Q27 - P26	(P26) - - - AYR - O25 - Townsville - N23 [5-QOQC]	(N23) - - Ingham - K23 - J22 - Innisfail [10-QOQC] *	41 +6(cities) - 10(builds) = 37

* I am still relatively new to RR GMing, so please let me know if my calculations were wrong here. In segment 2, TSR owes QOQC 1 for a junction, 2 for a half hex of pre-existing track, and 1 for a junction and 1 for a half hex of new track from this turn. In segment 3, TSR owes QOQC 7 for 7 half hexes of new track from this turn and 3 for 3 junctions. The maximum payment to a rival in a turn is 15, so TSR is charged the full 15. The maximum to receive from a rival in a turn is 10, so QOQC receives only 10 of the 15. Note that there were errors in the calculations of payments last time (forgot to charge for junctions for each hex) and the scores were adjusted accordingly.

PRESS

MIKE to DAVE: "Kypinka": Ukrainian to Arabic translation?? How many people do that conversion for the words "bathroom" or "rifle", let alone "partridge"? No wonder you stumped the panel.

DAVE to MIKE: Hey, you expect it to be easy? Anyone can google nowadays. Besides, I found it on Google!

UKR: "...But I think of great Lobachevsky, and I get idea, aha!

I have a friend in Minsk, who has a friend in Pinsk, whose friend in Omsk has friend in Tomsk, with friend in Okhmolinsk! His friend in Alexandrovsk has friend in Petropovlosk, whose friend somehow is solving now the problem in Dnyepropetrovsk! And when his work is done, ha ha! begins the fun,

from Dnyepropetrovsk to Petropovlosk
 by way of the East and other assist,
 to Alexandrovsk to Okhmolinsk,
 to Tomsk to Omsk to Pinsk to Minsk to me the news will run..."
 "... and pretty soon my name in Dnyepropetrovsk is cursed when he finds out I published first..."
 (from "Lobachevsky", Tom Lehrer)

Perdu (1902TC) Transcontinental USA Round 12

www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/perdu.htm

Some of you have taken to specify cities to build to by number or even hex rather than name. Given how crowded the map is this is probably a good idea, and it avoided confusion in at least one place where the player had the wrong name matched with the city. HUBRIS builds our second west coast city.

Rolls for Round 13: 6, 3, 3

Player	Seg 1 (2)	Seg 2 (6)	Seg 3 (6)	Score
Rip Gooch TURN	(X48) - X49 - Moyock	(Alberta) --- --- T43 [1-SPIKE]	(T43) --- Q42 --- Q39 [1-HUBRIS][1-SPIKE] [2-COB][2-ARAB]	41 -5(builds) + 49(races) = 85
Brendan Whyte ARAB	O30 -- M32	M32 - - - - - G29	G29 - Minto, G29 - Hatton, B87 --- B84, Y48 - X47 [1-COB][1-TURN]	423 +5(builds) + 70(races) = 498
Mike Barno HUBRIS	(I18) - H17 - WOLF POINT.	(I29) -- HATTON - MINTO; (M35) --- J33.	(J33) - RED CLIFF; (S22) - - - - - X24. [1-TURN];	339 + 24(cities) +2(builds) + 12(races) = 377
Eric Brosius SPIKE	(P36) - P35 - O35.	(O35) -- Madison --- J32 - J31.	(J31) --- G30 -- Hatton; (G29) - Minton. (3-ARAB)	546 + 55(races) = 601
Conrad Von Metzke COB	P46 - O47 [1-ARAB]; X25 - Chester	O47 --- --- O49 [1-HUBRIS]	Z39 - Smyrna; Q39 - - - - Q35 - P34 [1-ARAB][1-HUBRIS][1-SPIKE]	230 +6(cities) - 2(builds) + 36(races) = 270

TURN is Transcontinental Urbanising Rail Network
 HUBRIS is Have U Been Railroadng In Snow?

SPIKE is Special Purpose Industrial Kartage Enterprise

ARAB is American Railway Agglomeration of Baghdad
 COB is Cambria or Bust

Results for races from Round 12

46) 35 (Springfield OH R40) -- 42 (Hillsville VA V44)
 ARAB: (6+2mtn) 20[-1 HUBRIS][+2 COB] = **22**
 COB: (6+2mtn) 10[-3 SPIKE][-2 ARAB] = **5**
 SPIKE: (6+2mtn) 0 [+3 COB] = **3**
 HUBRIS: [+1 ARAB] = **1**

51) 36 (Palatka FL H96) -- 8 (Richmond VA T47)
 SPIKE: (14) 20 [+1 TURN] = **21**
 TURN: (15+1mtn) 10 [-1 TURN] = **9**
 ARAB: (15) **0**

52) 4 (Baltimore MD Q49) -- 32 (Courtland VA V48)
 ARAB: (5) 20 [+1COB][+1 SPIKE] = **22**
 SPIKE: (5) 5 [-1 COB][-1 ARAB][+1 COB] = **4**
 COB: (5) 5 [-1 SPIKE][-1 ARAB][+1 SPIKE] = **4**
 HUBRIS: 10(+3mtn) = **0**

Conrad strains credulity in this race by once again stalling out trying to get into the mountains, turning the triple city he created last time into our first quadruple city. Get yourself some traction for that train Conrad!

53) 54 (Franklin VA W49) -- 46 (Franklin OH S40)
 SPIKE: (12+1mtn) 20 [-3 HUBRIS][-3 COB][+1 COB] = **15**
 ARAB: (11+3mtn) 10 [-2 COB][+4 COB] = **12**
 HUBRIS: (15+2mtn) 0 [+2 COB][+3 SPIKE] = **5**
 COB: (11+3mtn) 0 [-1 SPIKE][-4 ARAB][+2 ARAB]
 [+3 SPIKE] = **0**

54) 43 (Boonville MO S30) -- 6 (Wilmington DE P50)
 SPIKE: (27+1mtn) 20 [-6 ARAB][-2 HUBRIS] = **12**
 COB: (29+1mtn) 10 [-5 HUBRIS][-1 ARAB] = **4**
 ARAB: (39) 0 [+1 COB][+6 SPIKE] = **7**
 HUBRIS: 0 [+5 COB][+2 SPIKE] = **7**

55) 33 (Elk Valley TN X40) -- 55 (Rome GA A91)
 COB: (5) 20 [-1 ARAB][+4 ARAB] = **23**
 ARAB: (5) 10 [-4 COB][+1 COB] = **7**

56) 73 (Hawthorn CA N1)-- Any East Coast City
 TURN (-> Al Quodo d'Utopia): **40**

Press

GM - HUBRIS: You surprised me this time, I was expecting builds to N2 and H5 to set you up to take place in the transcontinental race. As it is, the only possible entrant is TURN, not that he couldn't use the points!

MIKE to DAVE: Well, Turn 10 I reread the West Coast Operations variant rule and planned for it. Then Turn 11 I rushed my orders on my way out of town, built to the west coast myself so I wouldn't have to meet someone at N2 or H5, and forgot it was time I could build a city. I don't feel so bad knowing that Conrad apparently did the same thing.

HUBRIS: Race 53, Franklin to Franklin! Of course I'll run the Franklin to Franklin race. Frankly, it's electrifying. Inventive. Diplomatic. Almanac-worthy.

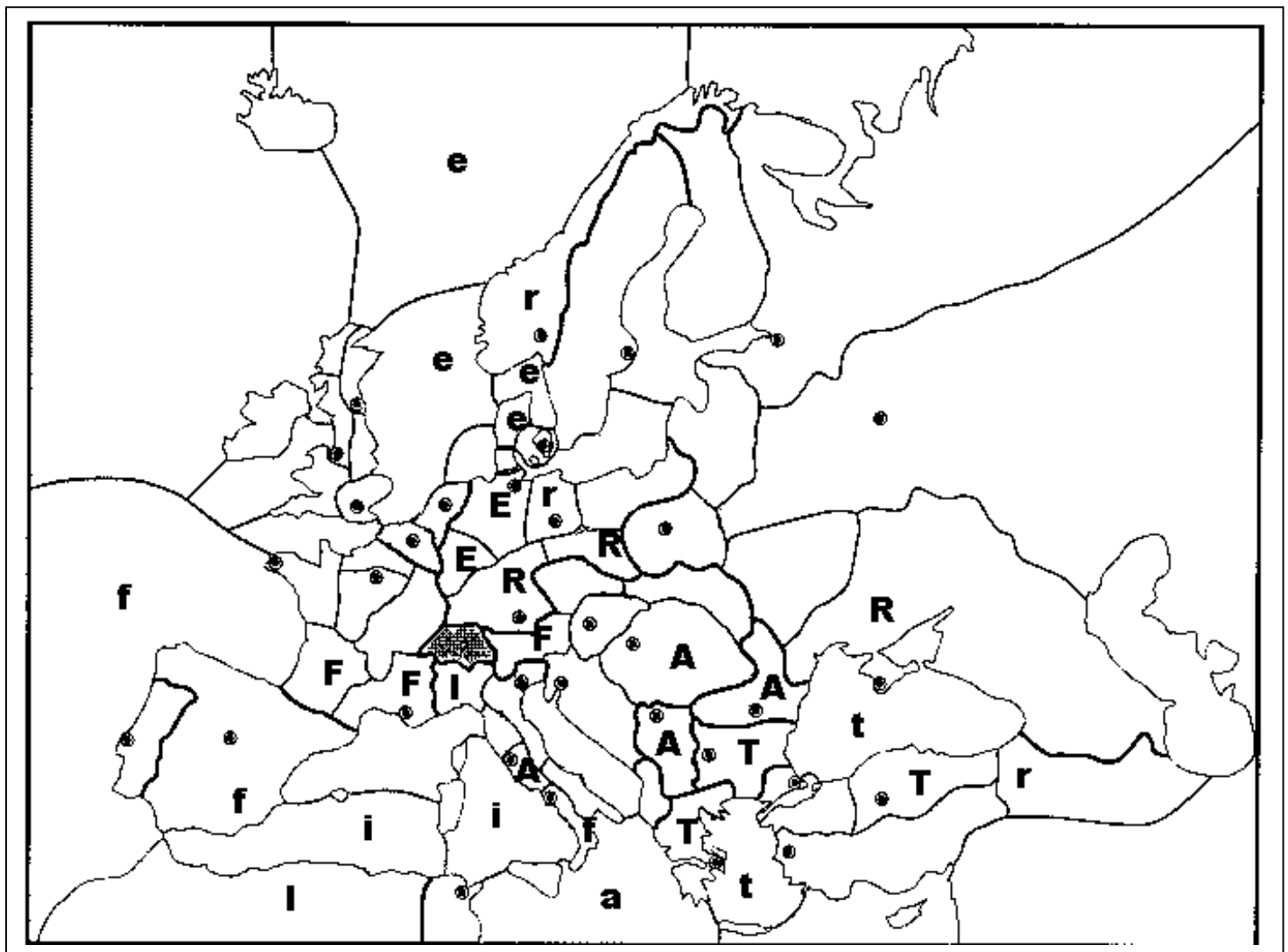
City No.	Hex	Name	Created	City No.	Hex	Name	Created
1-2	E95	Al Quodo d'Utopia	Start	43	S30	Boonville, MO	R7
3	B96	East Cambria	Start	44	R44	Albany, OH	R7
4-5	Q49	Baltimore, MD	Start	45	M49	Bath, NY	R7
6	P50	Wilmington, DE	R0	46	S40	Franklin, OH	R7 race
7	S46	Winchester, VA	R0	47	T39	Florence, KY	R7 race
8	T47	Richmond, VA	R0	48	R39	Lynn, OH	R8
9	Z47	Charlotte, NC	R0	49	A80	Mena, AR	R8
10	J49	Oswego, NY	R0	50	U42	Ashland, KY	R8
11	V47	Dinwiddie, VA	R1	51	Y43	Walnut, NC	R8
12	H95	Gainesville, FL	R1	52	P50	Wilmington, DE	R8 race
13	O45	Cleveland, OH	R1	53	A95	Saluda, NC	R8 race
14	V49	Portsmouth, VA	R1	54	W49	Franklin, VA	R8 race
15	E55	Bingham, ME	R2	55	A91	Rome, GA	R8 race
16	H39	Mackinaw City, MI	R2	56	C83	Bastrop, LA	R9
17	W43	Big Stone Gap, VA	R2	57	M49	Bath, NY	R9
18	A96	Columbia, SC	R2	58	Y25	Chester, OK	R9
19	B55	Van Buren, ME	R3	59	M32	Decorah, IA	R9
20	K98	West Palm Beach, FL	R3	60	Z38	Smyrna, TN	R9 race
21	O51	Philadelphia, PA	R3	61	O51	Philadelphia, PA	R10
22	K53	Providence, RI	R3	62	W46	Danville, VA	R10
23	W49	Franklin, VA	R3 race	63	C56	Mars Hill, ME	R10
24	S48	Bowling Green, VA	R3 race	64	I33	Red Cliff, WI	R10
25	W47	Alberta, VA	R3 race	65	V46	Pohatan, VA	R11 race
26	T47	Richmond, VA	R3 race	66	V46	Pohatan, VA	R11 race
27	L48	Warsaw, NY	R3 race	67	J49	Oswego, NY	R11 race
28	W50	Moyock, VA	R4	68	V46	Pohatan, VA	R11 race
29	U39	Brandenburg, KY	R4	69	E77	Waco, TX	R11
30	T47	Richmond, VA	R4	70	G28	Hatton, ND	R11
31	L38	Grand Haven, MI	R4	71	G18	Wolf Point, MT	R11
32	V48	Courtland, VA	R4 race	72	F28	Minto, ND	R11
33	X40	Elk Valley, TN	R5	73	N1	Hawthorn, CA	TURN build
34	L51	Waterbury, CT	R5	74	M34	Madison, WI	R11 race
35	R40	Springfield, OH	R5	75	V46	Pohatan, VA	R12 race
36	H96	Palatka, FL	R5	76	W20	Andrix, CO	R12
37	D92	Columbus, GA	R6	77	A82	Hot Springs, AK	R12
38	X31	Whitehall, OH	R6	78	M23	Arabia, NE	R12
39	R42	Mountain Home, AR	R6	79	Z29	Jay, OK	R12
40	X42	Rogersville, TN	R6	80	I3	Redwood N.P.	HUBRIS build
41	R45	Salem, WV	R6 race				
42	V44	Hillsville, VA	R7				

Races for Round 13

57) 18 (Columbia, SC [A96] - 13 (Cleveland, OH [O45])
58) 19 (Van Buren, ME [B55]) - 14 (Portsmouth, VA [V49])
59) 40 (Rogersville, TN [40]) - 74 (Madison, WI [M34])

60) 46 (Bath, NY [M49]) - 17 (Big Stone Gap, VA [W43])
61) 42 (Hillsville, VA[V44]) - 69 (Waco, TX [E77])

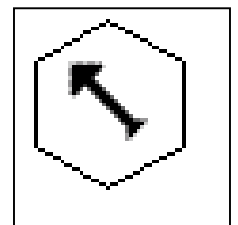
Carrier Pigeon: Fall 1905



SOPWITH: Snoopy, Turn 3

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Capt. Ralph notes those muzzle flashes behind him and cranks his plane around. Captain Phil finishes off the last pesky sea gull. Bartholomey Bandy and Captain Chaos continue to chase each other around, then suddenly find themselves looking back at each other across a stream of Lt. Lucy's tracers while the Uber-Zpt mars Captain Chaos's finish with a few rounds. It's getting crowded around there all of a sudden!



		Wind Dir								
	<u>Player</u>	<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>	<u>P1</u>	<u>P2</u>	<u>P3</u>
A	Brad Martin	Captain Ralph	D7	NE	16	12	0	LT	LT	LT
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	G15	SE	15	12	0	A	A	A, FLA
C	Robert Dowrey	Bartholomew Bandy	M16	SE	13	9	3	RS	LT	A
D	Jim Tretick	Captain Chaos	N18	W	13	9	3	A	RS	LT
E	Karl Schmit	Lt. Lucy	Q14	NE	16	12	0	LT	A., FA	A, FAL
F	Phil Reynolds	Capt. Phil	G2	NE	14	12	0	RT	A	A, FA

	<u>Player</u>	<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>
A	Brad Martin	Captain Ralph	B5	SW	16	12	0
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	J15	SE	13	12	2
C	Robert Dowrey	Bartholomew Bandy	O17	E	13	9	3
D	Jim Tretick	Captain Chaos	M15	SW	13	7	3
E	Karl Schmit	Lt. Lucy	N14	NW	13	12	0
F	Phil Reynolds	Capt. Phil	F4	NW	13	12	0

