TINAMOU60

Half of the American people never read a newspaper. Half never voted for President. One hopes it is the same half. - Gore Vidal.

It is owing to a lack of vigilance that those who are not friendly to the constitution are sometimes allowed to get into supreme officers. - Aristotle, *Politics, Bk. V.* 334-23 B.C.

January, 2005

Welcome all to the new year and I hope the last one treated you well. I managed to take a week off during the holiday's to coincide with school vacation, so I got to spend a lot of time with my kids. My sons are now old enough (11 and 9) to be able to play strategy games, and along with hikes and snowball fights, we found time to introduce them to Axis and Allies, Quests for the Round Table, Durch die Wuste and other games. It's great to have enough in house gamers for most games! And you can guess what my kids can count on getting for presents for years to come…

So, things would be all good except that my gall rises up everyday when I listen to the news. On the way in I heard a Republican Senator saying that the Democrats who are pursuing the issue of the illegal wiretaps are soft on terrorists and want to prevent the government from tapping terrorist calls. His "example" was that they'd have to stop listening as soon as a call was made to the US. Of course this is a complete distortion of the position of those raising the questions. No one has said that we shouldn't tap terrorist phone calls, and FISA clearly allows for that to be done immediately, with a 72-hour period to retroactively get the appropriate warrant. All that is being asked is why it's not being done in accordance with the law? It's hard to decide what makes me maddest about this. The blatant distortion of the facts by the politician; the reporting by the news media without stating that it is a blatant distortion; or the gullibility of a large portion of the public that will believe the distortion. I guess for me, a responsible journalist would clearly state whenever a position they report on blatantly disagrees with the facts. One should never air the pronouncement by Bush that Congress gave him the authority to wiretap in the US when it authorized the use of force without immediately following it with the **fact** that both Republican and Democratic members of Congress have stated that in fact that authority was explicitly asked for and they explicitly decided not to grant it. And it should be done on all sides, for all subjects. Don't give irresponsible or unfounded positions the weight of truth by reporting them without clearly labeling them as opinion and noting that the observable facts don't support them. Of course you can't do that in a 10 second sound byte, so I guess it'll never happen. It's such a pity. With no significant effort on my part, I routinely listen to news programs from the various mainstream US outlets, PBS, BBC, DeutschWelle and Canadian broadcasting. That doesn't mean I spend hours a day on news, just that they are all easily available and I switch around between them to get a broad spectrum of viewpoints. It does reduce the time I have for watching Bowling for Dollars though, so perhaps it's too much to ask of the average Joe. Anyway, doing so makes it abundantly clear what a inaccurate and skewed view of the world anyone who relies on the network news has. Phew. End of rant for the moment. We now return you to your regularly scheduled gaming.

Welcome to Tinamou #60, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: rebhuhn of 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!

Deadline for all games: Monday, March 27

Gunboat with press: Five signed up so far.

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, Harold Reynolds, Karl Schmit, Graham Wilson

Standard Diplomacy:
Game Opening: Standard Diplomacy
Signed up:

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 want may have been tried unsuccessfully.
Signed up: Doug Kent, Graham Wilson, Art Schleinkofer

Industrial Waste:
A new game for 3-4 players. Manager 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.
With two games finishing, I'm opening up another.
Game Opening: Eric Brosius

Railway Rivals: Anyone have a favorite map they want?

Brendan Whyte's revised Victoria Map. GAME START
Blank map available on the web site.
Brendan Whyte, Brad Martin, Richard Weiss, Andrew Glynn, Michael Pargman

Transcontinental USA: **GAME START**
The rules are on the web site. If anyone needs me to email them, please let me know. For this game, the zone where cities are created will be a fixed size. As it moves westward, eastern hexes will no longer be available for building. It will move westward 3 hexes a turn. See the Perdu game report in this issue for some of the discussion that led to these changes. For next issue I need a company name, color preferences, and a starting hex. The map was too hard to maintain and read with city names, so I'll stick with just numbers this time. If multiple players opt to start on the same hex, it will be a multi-keyed city.
Blank map available on the web site.

Eric Brosius, Conrad von Metzke, Mike Barno, Brendan Whyte, Andrew Glynn, Richard Weiss.

Transcontinental USA: Richard Weiss variant. Richard's proposed rules are detailed in the Perdu game start in this issue. Commentary, questions and signups are all welcome.

Outpost: Sign up for the next game to start when the current one finishes
Signed up: Eric Brosius

Snowball fighting: Current game is over. Anyone interested in another go? 4 signed up so far, **Need a few more.**

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

Catan: Settlers or Seafarers, player choice: Signed up: Brad Martin, Al Tabor, Andrew Glynn

Sopwith: (Next game once Snoopy finishes.)
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

Dyson (Outpost)   Turn 3

- Nebulaworks opens the bidding on a Data Library and Bartertown wins it for 19 (Wa8, Or5, Or3, Or3)**.**
- Nebulaworks and Bartertown now both pass.
- Michael buys a Water Factory (Wa9, Wa8, Or4) and transfers population to it.
- Golden Orb opens the bidding on a Warehouse and buys it for 26 (Wa10, Wa7, Or5, Or4)
- HDBC buys a Water Factory (Or1, Or3, Wa7, Wa9) and mans it with a pop from an Ore Factory.
- MMC buys a Water Factory (Wa7, Wa7, Wa6) and a pop to man it (Wa6, Or2, Or2).
- Karl buys a pop (Wa6, Wa7) to man an Ore factory.

	Company	Player	Factories	Upgrades	VPs
1	Nebulaworks	Chris Hassler	**Or, Or, Wa, Wa**	DL	5
2	Bartertown	Andy York	**Or, Or, Wa**	DL, DL, DL	6
3		Michael Lowrey	Or, Or, **Wa, Wa, Wa, Wa**		4
4	Golden Orb	Cary Nichols	Or, **Or, Wa, Wa**	DL, Wa	5
5	HDBC	Kevin Wilson	Or, **Or, Wa, Wa, Wa**		4
6	MMC	Eric Brosius	**Or, Or, Wa, Wa, Wa**		5
7		Karl Schmit	Or, **Or, Wa, Wa, Wa**		4

Just arrived: Data Library, Warehouse

Upgrade	Available	Remaining	Minimum Bid
Data Library	1	0	15
Heavy Equipment	2	3/4	30
Warehouse	2	2/3	25
Nodule	2	3/4	25

There will be at least 5 of each upgrade. The first two upgrades to receive another roll will have 6. The #/# in the **Remaining** column therefore reflects the min/max number of that upgrade remaining. There have now been 6 Data Libraries.

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Persephone, Standard Diplomacy: Winter 1902

Country	Player	Address
Austria	Graham Wilson	48 Harbourview Cresent Toronto, Ontario M8V 4B1 grahamaw at rogers.com
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035 pegandkarl at mindspring.com
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA wiedem at planet.eon.net
Germany	John Power	18 Tilton Court Baltimore, MD 21236 natjohn2 at comcast.net
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025 mattandzoe at earthlink.net
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Hank Alme	506 Paige Loop Los Alamos, NM 87544 cobblers at gmail.com

Due to multiple player requests, winter season only.

Retreats:
France: F MAO – NAO;   A Mar OTB
Russia: F Bla OTB

Winter 1902

Austria	TRI, BUD, VIE, SER, GRE	EVEN
England	LON, EDI, LVP, BEL, NWY	EVEN
France	BRE, PAR, ~~MAR~~, SPA, POR	EVEN
Germany	BER, MUN, KIE, HOL, DEN, **SWE**	BUILD A BERLIN
Italy	VEN, NAP, ROM, TUN, **MAR**	BUILD F NAPLES
Russia	SEV, WAR, MOS, STP	BUILD A MOS
Turkey	CON, ANK, SMY**,** RUM, BUL	BUILD A SMY

from paris: three on one? - such heavy handedness!

Carrier Pigeon (2003E), Fall 1907 Postal negotiations only
STP and Rome fall as England and France inch forward.
Italians retire.

Country	Player	Address
Austria	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	Karl Schmit	1509 O'Keefe Rd De Pere, WI 54115

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

Tur to Eng: So childness. whine whine whine - you play the english role very well.
Tur - GM: Honestly , I think it was our offer of unlimited use of the turkish steambaths that won over the cold water tubs of the north sea.
GM – Tur: Unfortunately, it is the children who now own the North Sea!
GM - Russia: I never received order for the previous turn, must have gone astray. Congratulations on the pending move!

Fall 1907 Moves

COUNTRY	MOVES
Austria	A **TRI** - VEN, A *ROM S TRI - VEN*, A **VIE** - TRI, A **SER** S VIE - TRI, A RUM - **UKR**
England	A EDI – STP (NSU), F NTH - **NWY**, A KIE - **BER**, F **NWS** C A EDI- STP, F **BAR** C A EDI- STP, A **FIN** S A EDI- STP, F **BAL** S A KIE- BER, A **PRU** - WAR, A HOL - **KIE**, F GOB – **LVN,** A **YOR** H (UNO)
France	F **MAO** H, F GOL - **TYS**, F WES - **TUN**, F TUN - **ION**, F **NAP** S A TUS-ROM, A TUS - **ROM**, A TRI S MUN-TYR (NSU), A **VEN** H, A **BUR** - MUN, A **MUN** - TYR
Italy	A **TYR** H
Russia	F STP/SC - **NWY** (IMP), A **SIL** - WAR, A BOH - **GAL**, A SEV - **MOS**
Turkey	A SMY - **CON**, F CON - **AEG**, A **GRE** S A ALB , A **ALB** S A A TRI , F AEG - **EAS**

Winter 1907 Retreats
Austria: A Rom - Apu, OTB

Winter 1907 Adjustments

Austria	BUD, VIE, SER, RUM, **TRI,** ~~ROM~~	EVEN/BUILD 1
England	LON, EDI, LVP, BEL, HOL, DEN, KIE, BER, SWE, NWY	EVEN
France	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, MUN, **ROM**	BUILD 1
Germany		OUT
Italy	~~TRI~~	OUT
Russia	SEV, WAR, MOS, STP	EVEN
Turkey	CON, ANK, SMY**,** BUL, GRE	EVEN
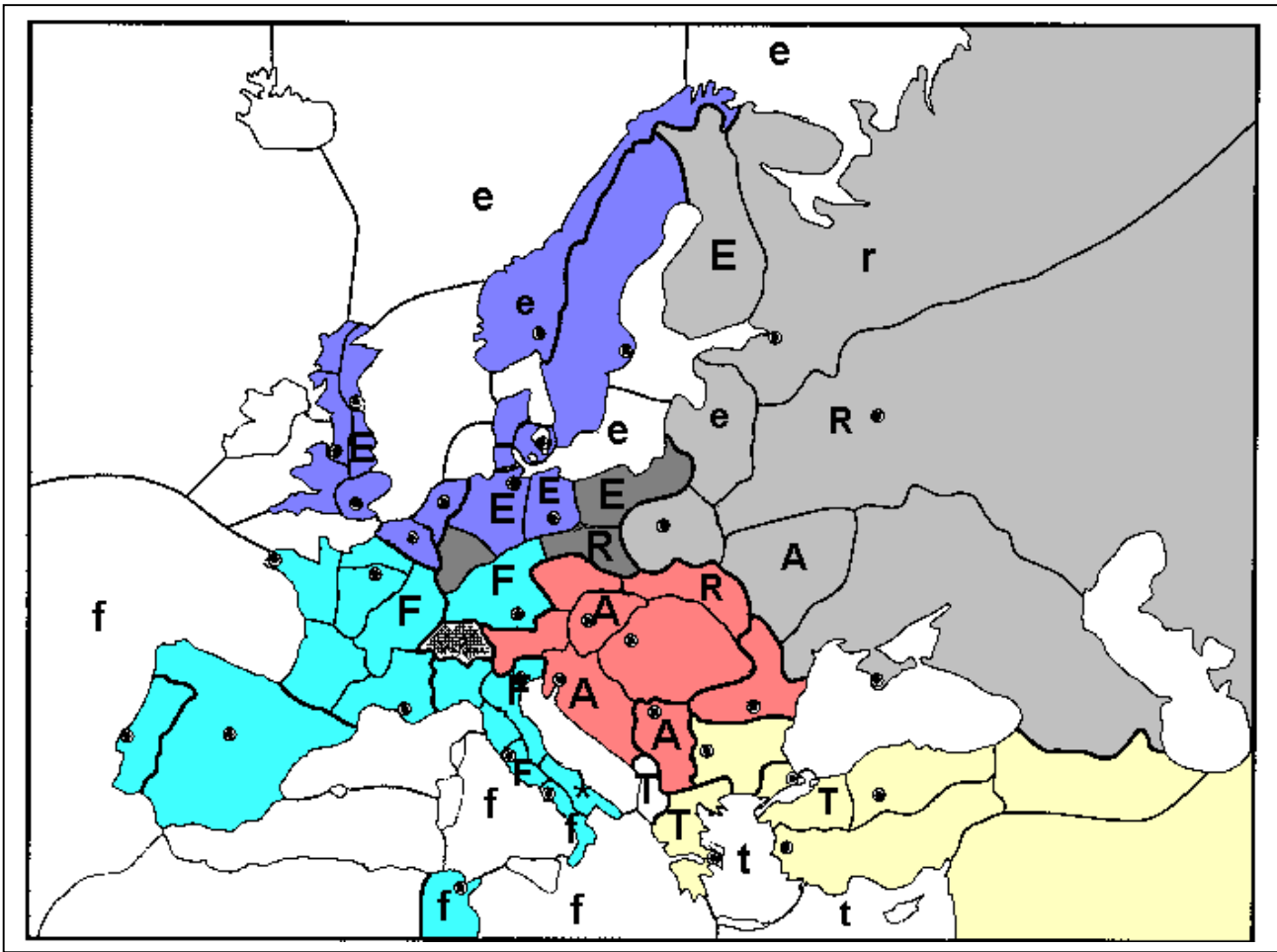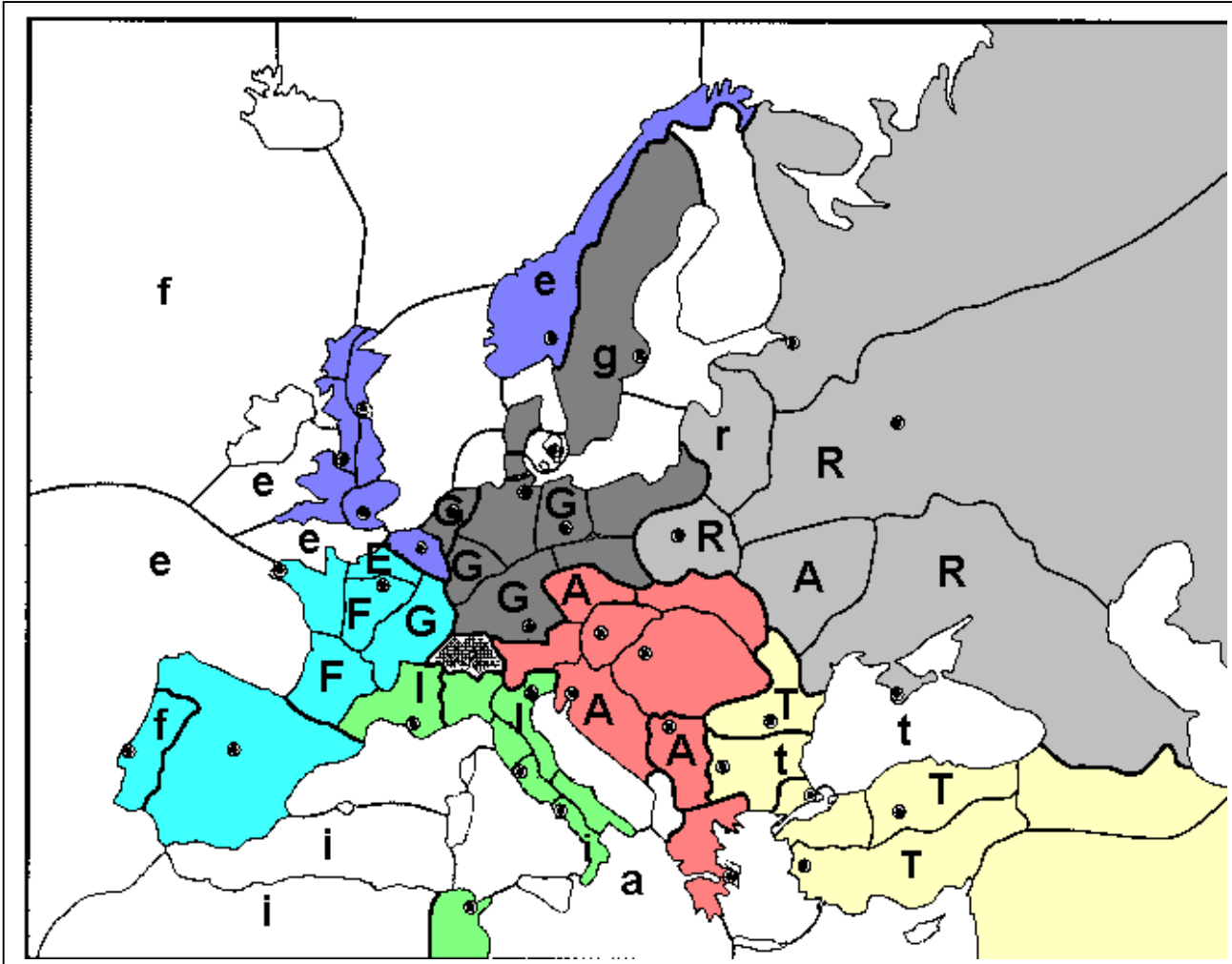
Square	RIDERS	CARD
21	EARNHARDT	3
20	SPENCER	4
19	BODINE	5
18	STEWART	6
17		
16	CALHOUN	3
15		
14	BAKER	3
13	PITINO, BRICK, INIGO, DONNY, WHEAT	4
12	WELSH, LUMBER, CHARLIE, FEZZIK, THE DUDE	9
11	ABEL, WESTLEY, SOBCHAK, BRANDT, ORE, BOEHEIM, BUTTERCUP, DICKHEAD	14

Big East Basketball Coaches (Jim Burgess) 0 points
Team Manager: Louie Carnesecca

A	9	Rick Pitino	5	15	22	**4**
B	5	Tim Welsh	8	13	**9**	
C	10	Jim Calhoun	7	10	**3**	
D	6	Jim Boeheim	8	16	**14**	

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Anti-Nihilists (Karl Schmit) 0 points
Team Captain: The Big Lebowski

A	6	Walter Sobchak	8	14	16	**14**
B	7	Donny	10	15	**4**	
C	8	The Dude	11	22	**9**	
D	3	Brandt	1	10	**14**	

Mutton, Lettuce and Tomato (Rick Desper) 0 points
Team Coach: Miracle Max

A	6	Westley, aka The Man in Black, aka the Dread Pirate Roberts	9	13	16	**14**
B	7	Inigo Montoya, aka the Spaniard	10	15	**4**	
C	5	Fezzik, aka the Giant, aka the Brute Squad	5	11	**9**	
D	7	Buttercup, aka the Princess Bride	8	22	**14**	

The Phoenician Alphabeticists (Brendan Whyte) 0 points

A	6	Abel	10	12	16	**14**
B	8	Baker	10	14	**3**	
C	5	Charlie	7	9	**9**	
D	3	Dickhead	5	6	**14**	

Front Bumpers (Mike Barno) 0 points

A	14	Dale Earnhardt	1	5	11	**3**
B	14	Jimmy Spencer	8	10	**4**	
C	14	Geoff Bodine	4	16	**5**	
D	14	Tony Stewart	1	22	**6**	

Wandering Otter Orbiting League (Tom Howell) 0 points

A	9	Brick	5	15	22	**4**
B	5	Lumber	8	13	**9**	
C	7	Wheat	10	10	**4**	
D	6	Ore	8	16	**14**	

Press:

MIKE to JIM-BOB's NEGOTIATORS: Didn't even ask me. Shame.

MIKE to DAVE: Wish I had a three or four threes left. Instead I'll be predictable. Maybe some of the 16s will help pull the rest of my team.

DAVE to MIKE: What you really needed was someone to land on 10. Barring that, didn't look like you had any good options.

JIM-BOB'S NEGOTIATORS RESIGN IN DISGUST AGAIN: Yuck, even worse negotiations THIS time, look at that? Everyone will note that up to now Tom Howell and I have had precisely the same cards and played precisely the same cards. Here's to betting we do so yet again!!

GM to BOOB: You lose that bet. And he gets 1 more point in replacement cards. Of course Rick and Karl beat that by another 10 points.

BOOB to DICKHEAD: I hope you played your five and set me up for a BIG card again!

GM to BOOB: You really expect a DICKHEAD to do what you want?

BOOB to NASCAR MIKE: Happy birthday, big boy!! Eh, none of my Front Men are dead (and by the way that is a different szine and a different game, but they MIGHT have all been dead if issues had been delayed any longer!). And here I thought all of your Front Bumpers had been smashed in and sent to the junkyard!

COACH LOOIE to MAX: Ya know, when you get older you just feel COLD all the time. Who'd a thunk it that my style habits would turn out to be so USEFUL!

Three Mile Island (Industrial Waste) -- Turn 5.2

Harold's gambit pays off. The reduction in work force saves him $1M, putting him in a tie with Eric. Tie goes to the player with the most money, so congratulations to Harold! By the same tiebreaker, Andy edges out Richard for 3rd place.

Richard's EOG: Congratulations Harold! A strategy to be able to end the game whenever the probability exists, is again wonderful. Going for growth and being able to end the game is a key strategy. The ability to end a game very quickly and the shortness of games played by email has been a surprise to me. The natural table-talk acting to assist players in selecting card sets that do not allow the potential winner to win has not occurred. Not sour-grapes, just a note. Five turns seems way too short to enjoy the game. I think that puts Harold as playing 4th, 3rd, 2nd, 1st, and now 4th. Even more impressive, Harold. Thank you, best of holidays, happiest of new year's, see y'all in Chapel Hill in May;

Eric's EOG: Wow! That game finished in a hurry. Unpredictability is one of the great features of Industrial Waste; one game can be dramatically different from another. Harold just pushed the Growth lever and closed the game out at an ideal time for him. These games are becoming more competitive over time as players come up with a wider array of potential strategies; many people complain that Rationalization and downsizing is a weak strategy, but Harold proved them wrong. Notice how he ended the game with no Raw Materials in his supply and his waste exactly at 8. This means he wasted no effort on anything that didn't yield a VP payoff.

W. R. Grace (Industrial Waste) Turn 2.1

Graham chooses set 2. Jim gets his first choice of set 4. Brad agrees with his compatriots and has to settle for his third choice, set 5. Dennis also likes set 2 but does well to get his second choice of set 3.

Set 1	Set 2 (Graham)	Set 3 (Dennis)	Set 4 (Jim)	Set 5 (Brad)
Raw Materials	Order	Advisor	Raw Materials	Hiring/Firing
Hiring/Firing	Innovation	Hiring/Firing	Order	Raw Materials
Advisor	Growth	Innovation	Advisor	Order
	Advisor	*Order*	*Bribery*	*Waste Disposal*

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rational-ization	(Building) Raw Materials	(Building) Waste Reduc-tion	Waste Dis-posal	Saved Card	VPS
Dennis Menear	4	$4M	$0M	10	16	5	5/1	4/3	5/1	6	Order	23
Graham Wilson	1	$13M	$0M	5	16	5	5/1	5/1	4/3	6	Advisor	27
Jim Tretick	2	$7M	$0M	5	15	5	4/3	5/1	5/1	0	Bribery	23
Brad Martin	3	$9M	$0M	5	15	5	5/1	5/1	4/3	5	Waste Disposal	24

Discard Pile

Order	Order	Order	Order	Raw Materials	Raw Materials
Raw Materials	Raw Materials	Growth	Growth	Growth	Growth
Growth	Growth	Innovation	Innovation	Waste Disposal	Waste Disposal

Boston Harbor (Industrial Waste) Turn 7.2

Set 1 (Richard)	Set 2 (Karl)	Set 3 (Brad)	Set 4 (Andy)
Raw Materials	Innovation	Growth	Growth
Order	Order	Advisor	Hiring/Firing
Waste Disposal	Bribery	Raw Materials	Order
Hiring/Firing			Raw Materials

7.2.a)
- Karl pays $5M to innovate Waste Reduction.
- Brad plays Growth with Advisor to advance his factory to 18.
- Richard Plays Hiring/Firing and hires another worker (first time I've seen that, but it makes sense).
- Andy plays Growth and moves his factory to 20

7.2.b)
- Karl plays Order using 5RM, generating $18M and 4 waste.
- Brad offers 1RM for sale. Richard passes, Andy offers $1M, Karl passes and Brad takes the money.
- Richard processes an Order, using 1RM, generating $17M and 5 waste.
- Andy processes an Order, using 4RM, generating $20M and 2 waste.

7.2.c
- Karl passes.
- Brad passes.
- Richard plays Waste Disposal reducing his waste to 6.
- Andy offers up 4RM. Karl bids $4M, Brad passes, Richard passes, Andy takes the money.

**End of Turn**
- Karl $3M
- Brad $5M
- Richard $5M
- Andy $4M

As Andy is on 20, the game ends. At game end there is an accident, which costs Brad $10M and moves his factory 2 to the left. Karl is assessed $5M and moves 1 to the left. Andy times it nicely, edging out Richard despite his loan, and using the ending accident to knock Brad back. Since I'm always looking to see a more competitive game I'll note that some of you used conditionals based on Andy going to 20, some didn't. It didn't quite make the difference in the game, but it was very close.

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rational-ization	(Building) Raw Materials	(Building) Waste Reduc-tion	Waste Dis-posal	Saved Card	VPS
Richard Weiss	3	$14M	$0M	3	17	5	5/1	1/15	5/1	6		41
Andy York	4	$43M	$10M	2	20	4	4/3	5/1	2/10	4		45
Karl Schmit	1	$9M	$10M	4	17	3	3/6	5/1	4/3	11		21
Brad Martin	2	$8M	$0M	1	16	5	5/1	1/15	5/1	19		37

SOPWITH: Snoopy, Turn 9

Bart and the Uber-Zpt meet almost face to face, but only von Saxe remembers to pull the trigger. He uses the rest of his ammo to score two hits on Lucy as well. Please note that to re-supply or repair your plane you must land at your home airport. I've added designations to the airports in case anyone has forgotten where they started. Now for the mea culpas. Going back through the turns I missed some damage counts. Karl should actually have shot Robert down last turn. However, Brendan should not be penalized for maneuvering against a plane he thought was there. Therefore I'm splitting the bonus for shooting down Robert between them and giving each 3 points.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	K7 (E)	RT (L7)	A (M7)	A (N7)	N7 (SE)	10	12	1
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	L15 (E)	RS, F**LA** (M15)	RS, F**A** (N15)	A (O16)	O16 (E)	3 - 3 = **0**	9	15 +4 +1 +1 +3= **24**
C	Robert Dowrey	Bartholomew Bandy	M17 (W)	LT (M16)	RT (L15)	RT (K15)	K15 (NW)	7	1 – 4 **OUT**	3 –5 = **-2**
D	Jim Tretick	Captain Chaos	Q11 (E)	A (R12)	LT (R13)	A (R14)	R14 (NE)	13	1	3
E	Karl Schmit	Lt. Lucy	P19 (E)	RT (Q18)	A (R19)	A (S19)	S19 (SE)	0	5 – 2 = **3**	13 + 3 = **16**
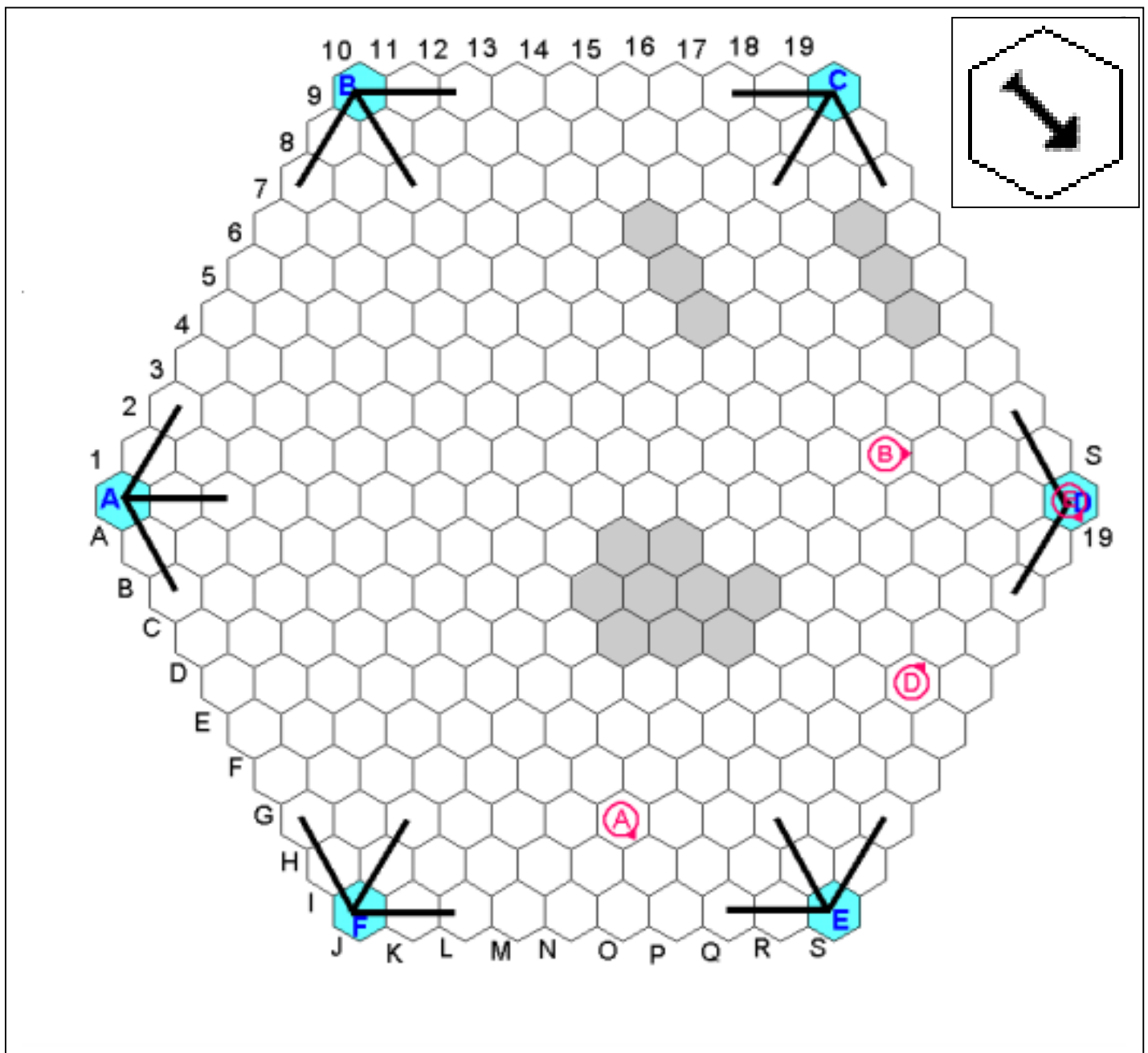
Railway Rival Games

Down Under:Victoria Game Start

Brendan Whyte, Brad Martin, Richard Weiss, Andrew Glynn, Michael Pargman
Map available on the web site. Starting positions, special runs and special rules are detailed on the map. Please send in start preferences, colors and company names. If I get all the start positions soon enough, I'll send them back and we'll do the first turn of builds for the next issue.

Golden Spike: Transontinental V2 Game Start

Eric Brosius, Conrad von Metzke, Mike Barno, Brendan Whyte, Andrew Glynn, Richard Weiss.
Map available on the web site. For special rules click on the Perdu game and then on Map Notes. Also see details in the Perdu discussion below on changes to these rules. Please send in start preferences, colors and company names. If I get all the start positions soon enough, I'll send them back and we'll do the first turn of builds for the next issue.

Bronzewing (RR1989QL) Queensland   Round 8

Conrad has become the player of record for TURN.

Player	Email	Company	Start	Colour
Conrad von Metzke		TURN (Terminally Undernourished Rail Network)	Normanton	Green
Michael Pargman	Michael.pargman of 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

Player		Score
Conrad von Metke TURN	L77 - M78 - - - - - - Chinchilla; M83 - - O84 – O85 [1-JOH][1-QoQc] Mt.Isa - - Q5	48 –12(builds) + 25(races) = **61**
Michael Pargman QoQC	(U26)- - - - - - - - - - U16 - - S15 [2-JOH][2-TURN][2-TIK]	76 – 14(builds) + 59(races) = **121**
Brad Martin JOH	(V20) - - - S19 [1-TIK]; (W21) - - - - - - Moranbah (Charters Towers) – P23 – O23 [1-TIK]; (Gold Coast) – S91(NSW)	99 – 11(builds) + 59(races) = **147**
Brendan Whyte TIK	T14 - - - - T10 - U10 – U9 - - Cloncurry Moura - F82 - - - I81 [3-QoQc]	15 –7(builds) + 40(races) = **48**
Andrew Glynn TSR	(Goodiwindi) --- S83; (Collinsville) - T26 - - V27 – Moranbah[3-TIK]; (N86) – Toowoomba; (E86) - E87 [1-TIK]; (F19) – F18 - G18	22 –16(builds) + 17(races) = **23**

Build up to 12 points (not counting payments to rivals).

Results for Round 7 Races:

Race 1: 12 (Croydon) – 25 (Longreach)
TURN (25)	10 [+1 JOH]	**11**
TIK (JR JOH) (22)	10	**10**
JOH (JR TIK) (22)	10 [-1 TURN]	**9**

Race 2: 24 (Winton/Boulia) – 36 (Emerald)
TURN(20)	20 [-6 TIK]	**14**
TIK (JR QoQc) (25)	10 [+6 TURN]	**16**
QoQc (JR TIK) (25)	10	**10**

Race 3: 34 (Clermont/Collinsville) – 46 (Gympie)
QoQc(23)	20 [-4 TIK][-1 JOH]	**15**
TIK(23)	10 [+4 QoQc]	**14**
JOH	[+3 TSR][+1 QoQc]	**4**
TSR(26)	0 [-3 JOH]	**-3**

Race 4: 45 (Maryborough) – 51 (Quilpie/Cunnamulla)
JOH (24)	20	**20**

Race 5: 54 (Roma) – 66 (Gold Coast)
QoQc(15+1M)	20 [-7 JOH]	**13**
JOH(19)	10 [+7 QoQc]	**17**

Race 6: 65 (Warwich) – Coal (Collinsville, Blackwater, Moura, Biloela or any of the 13 hexes labelled 'C')
QoQc(6+1M)	20 [-2 JOH][+3 JOH]	**21**
Warwich - Ipswich		
JOH(6+1M)	10 [-3 QoQc][+2 QoQc]	**9**
Warwich - Ipswich		

Race 7: Sugar (Cairns, Innisfail, Ingham, Ayr, Mackay or Bundaberg) – 11 (Normanton)
TSR(9) Cairns-Cooktown		**20**
TIK(23) Ingham – Normanton		**10**
TSR(9): 20		

Races for Round 8

Race 8: (13) Cairns – (44) Bundaburg
Race 9: (21) Mount Isa - (53) Mitchell/Dirranbandi
Race 10: (35) Moranbah/Blackwater – (64) Goondiwindi
Race 11: (x5/4 – Ni/Ph/Ag/Sn/Mount Ida) - (42) Gladstone
Race 12: (15) Townsville – (33) Mackay
Race 13: (22) Cloncurry - (62) Brisbane
Race 14: (52) Charleville – (x2 - Port) Cairns, Townsville, Bowen, Mackay, Gladstone, Maryborough or Brisbane.

Kypinka (RR1993UA) Ukraine – Round 8

Except for C&O, everyone seems happy with (or resigned to **smile**) their current track.

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 Kyyiv Railways)	Purple
Brad Martin	Westfront of westnet.com.au	RUS (Real Ukrainian Service)	Brown
Brendan Whyte	Bwhyte of unimelb.edu.au	C&O (Chernobyl & Odessa Railroad Co. Ltd.)	Yellow
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Blue

Player	Builds	Score
Conrad von Metzke OBAMA	None	124 +54(races) = 178
Mike Barno UKR	None	74 + 22(races) = 96
Brad Martin RUS	(I25) - - K26	106 –2 (builds) +26(races) = 130
Brendan Whyte C&O	Kamyanetsp...-n8-chernivtsi;Sumy-k65-L64; Chernihiv-m58-n58(Belarus)	64 –12 (builds) +52(races) = 104
Andrew Glynn TSR	None	90 +56(races) = 146

Build up to 10 points of track.

Round 8 race results:

Race 8: (13) Ivano-Frankivsk – (64) Kryvyy Rih

TSR (22)	20 [-1 C&O]	**19**
UKR (26)	10	**10**
C&O (24)	0 [+1 TSR]	**1**

Race 9: (16) Lutsk – (x3) Poland: H43 or K44

OBAMA (3)	20 [+2 C&O]	**22**
C&O	10 [-2 OBAMA]	**8**

10: 22) Zhytomyr – (33) Odesa

C&O (10)	20 [-1 RUS]	**19**
RUS (12)	10 [-2 UKR][+1 C&O]	**9**
UKR (14)	0 [+2 RUS]	**2**

11: (24) Kyyiv – (65) Dnipro-Dzerzhynsk

C&O (16)	20	**20**
OBAMA (13)	10	**10**
TSR (13)	0	**0**
UKR (15)	0	**0**

12: (35) Mikolayiv – (55) Kharkiv

TSR (12)	20 [-1 UKR][+1 OBAMA\	**20**
OBAMA (12)	10 [-4 C&O][-1 TSR]	**5**

UKR (16)	0 [+1 TSR]	**1**
C&O	[+4 OBAMA]	**4**

13: (43) Kerch – (56) Poltava

OBAMA (16)	20 [-5 RUS]	**15**
RUS (20)	10 [-5 UKR][+5 OBAMA]	**10**
UKR	[+5 RUS]	**5**

14: (46) Nikopol – (x1) Russia: A74, G68 or N65

TSR (10)	20 [-3 UKR]	**17**
RUS (16)	10 [-1 UKR][-2 OBAMA]	**7**
UKR	[+3 TSR][+1 UKR]	**4**
OBAMA	[+2 RUS]	**2**

Races for round 9:

Race 15: (51) Donetsk – (x2) Belarus: N58 or N45
Race 16: (62) Sumy– (x5) Romania or Moldavia: M4, D12 or J14
Race 17: (11) Lviv – (25) Kyyiv
Race 18: (12) Lviv – (31) Bila Tserkva
Race 19: (26) – (54) Luhansk
Race 20: (36) Kherson – (44) Mariupol
Race 21: (45) Zaporizhzhya – (63) Kremenchuk

Perdu (1902TC) Transcontinental USA

Eric's EOG:

Thanks so much for running this game. It's a whole lot more work than a regular game. Thanks to my rivals as well for the competition.

Given my starting city, I decided to try for some early race wins along the east coast, figuring I'd build west a little later, once I saw where Mike went. This paid off much more than I expected, as I got a good route west anyway, and there were a lot more eastern cities than I planned for. When a metropolis started in Virginia, everyone just had to connect to it, and this led to even more development. I do think this is a feature of the game; once a cluster of cities forms, it's likely to grow (though it won't always be on the east coast.) I'll be happy to play the next game using rules that push the new cities west and reduce the likelihood of East Coast congestion.

Eric's comments on rule modifications:

Maybe the simplest approach to improving Transcontinental is to have the new cities only start in the westernmost N columns of the eligible area, for some suitable value of N. For example, you might set N = 6; only use the six westernmost hexes in each row. During the last part of the game, obviously the entire western part of the country would be eligible.

Mike's comments on rule modifications:

I continue to like this variant game, but I continue to assert, declam, and rant that what it needs is for the eligible zone for new cities to have its eastern (trailing) edge follow the leading edge westward, rather than remaining at the Atlantic coast. (New cities caused by trains' repeated 1's could still appear anywhere.)

Brendan's comments on rule modifications:

Instead of adding 2 new columns of westward hexes to those available for city creation each turn, add two columns to the west, but delete two from the east. This will give a belt of city creationism slowly moving across the US like a stormfront, rather than an ever expanding area. This belt should be the only available area for city creation by any means each turn.

0verall, an interesting game, but marred by the density of cities in the east. Should allow building into/through Canada/Mexico perhaps too?

Richard's comments on rule modifications:

Transcontinental Railroad – I GM'd one or two versions, each a variant, that attempted to correct the problems with the east-coast-building-leading-to-victory problem. Fred Hyatt won my first game. I suspect I folded on the other. I propose a variant that at the start seems wildly variant, but might be appropriate for balancing the game and has my juices flowing. Since almost all RR games have cities in six sextants, let there be six players, and six starting locations. Each player can provide a preference list for starting place based upon six sextants, but no one really knows where that will be. You, the GM, arbitrarily create sextants, and the starting place could be random or you could use some historical precedent such as a southern gulf port, a western port, a Midwestern river city, an eastern port, a Midwestern railroad city, and a Southern Atlantic port, or whatever.

   Pre-turn one is your work in creating the board and assigning starting cities. The next X number of turns, likely defined by either the number of builds or until a pre-defined number of start cities (full cities) are linked (I like the pre-defined number, likely between 4 and 6) are free builds. The first build turn any combination of 2 or 12 creates a half-city. The second turn any combination of 3 or 11 creates a half-city. The third turn any combination of 4 or 10 creates a half-city. The third turn 5 and 9, fourth 6, fifth 8, sixth 7. As soon as two lines connect to a half-city it becomes a full city.

   No more cities can be created after there are the equivalent of 36. Six full cities are the six starting cities. These are numbered 1-1, 2-1, 3-1 etc. No half-cities can convert to full cities after there are the equivalent of 36 cities. Each new half-city is given an appropriate sextant number, such as 3-2, 3-3, etc. When a sextant has reached X-6, then the GM pairs new half-cities as he or she deems appropriate given some geographical sensibilities. If one of a pair becomes a full-city, then the other "pair" is reassigned a number by the GM, as logically as possible.

   If the free building phase ends without the equivalent of 36 cities, then the city creation phase continues in the race running and cost-to-build phase.

   Two racing rounds, as per usual.

   [I wrote this three weeks ago and like it even more now. There is strategy, and possibly diplomacy as to who will build toward who, who will connect, whether to make a whole city with someone else or keep on trying to make half-cities, then the strategy of the builds and the races, all avoiding the east coast drag of the original. I like it so much, if you wanted to race in it I'd GM it]