

TINAMOU #70

The time to start running is right about the 'e' in "Hey, you!" -
- Terry Pratchett

People with opinions just go around bothering each other --
Buddha

MAY, 2007

My apologies to everyone for the very long delay in getting out this issue. I've had a lot going on personally, and, as you will see if you read on, some serious problems with getting orders from everyone. Unfortunately I did finally manage to track down one missing player and found that he's had to drop out of the hobby, so I'm looking for standby's for a number of games. Anyone interested in standing by for **Diplomacy**, **Outpost**, **Sopwith** or **Breaking Away** please let me know. My aim is to find substitute orders for these games and put out an addendum to issue 70 as soon as possible.

As to the delays on my end, well there's the usual of work and too many volunteer positions. There there were the 8th grade class trip to Washington DC (250 kids, 10 hour bus rides down and back, 4 days herding them around DC), and a trip out to Denver with my son for the MathCounts national competition (the second year he's represented the state of NH). But the real time commitment has come from the fact that we're building a new house.

We have to move due to my wife's chemical sensitivity. Every time the neighbors run a laundry we have to shut all the windows and if she's outside or gets too much of it she ends up with a nasty headache. Since our house is designed for air flow that's a real problem for us. We haven't been able to work things out with the neighbors, so we've got to build a new house and then, of course, try to sell the one we're in.

Other than the aggravation of finding out that our neighbors really don't understand what that word is supposed to mean, and that I'm going to spend my kids' college fund on the new house, the process is kind of cool. Due to my wife's sensitivity we are building what my builder calls an "edible house". No VOCs in any of the paints (what little there is), no vinyl, no petroleum products. Geo-thermal heat, solar hot water, solar electric (both on the metal roof), unpainted barn board siding, passive solar front area (brick floor and wall for a solar mass, separated from the rest of the house by french doors, two story screen porch so we can use the upper one as a sleeping porch, functional cupola (12x8) on the top. We spent almost a year designing it while we were finding a place to put. Thought we were going to have to move out of town, but got lucky and found a spot in town that backs up to 300 acres of conservation land, so we won't have to worry about being downwind from neighbors. It's really been fun designing a

environmentally and chemically friendly house, as long as I just don't think about the cost.

Welcome to Tinamou #70, 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!

Deadline for all games: Mon, July 7, 2008

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. **Need 2**

Signed up: Art Schleinkofer, Harold Reynolds, Graham Wilson, Larry Cronin, Brendan Whyte

Standard Diplomacy:

Signed up: Sean O'Donnell, Brendan Whyte

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: Doug Kent, Graham Wilson, Art Schleinkofer

Industrial Waste:

A 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.

Railway Rivals: Anyone have a favorite map they want?

Brad Martin

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

Signed up: Eric Brosius, Chris Hassler, Andy York

Snowball fighting: Current game is over. Anyone interested in another go? **I've had someone express interest in the game. Anyone who's interested please let me know and I'll start this right away if I've got enough.**

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/howell/o-t-s/index.html> for some games in progress.

Signed up: Tom Howell, Dennis Menear

Settlers of Catan: 4 Players only, will be run just like a FTF game with fast turn around.

Signed up: Michael Scott, Gina Teh

Sopwith: (Next game once Snoopy finishes.)

Signed up: Brendan Whyte

Puerto Rico:

Signed up: Richard Weiss, Brad Martin

Wooden Ships & Iron Men

Signed up: Bob Dowrey, Brendan Whyte

If we don't get any more interest, we'll play a two person variant starting next issue.

Here is the Washington Post's Mensa Invitational which once again asked readers to take any word from the dictionary, alter it by adding, subtracting, or changing one letter, and supply a new definition.

The winners are:

1. Cashtration (n.): The act of buying a house, which renders the subject financially impotent for an indefinite period of time.
2. Ignoranus: A person who's both stupid and an asshole.
3. Intaxication: Euphoria at getting a tax refund, which lasts until you realize it was your money to start with.
4. Reintarnation: Coming back to life as a hillbilly.
5. Bozone (n.): The substance surrounding stupid people that stops bright ideas from penetrating. The bozone layer, unfortunately, shows little sign breaking down in the near future.
6. Foreplay: Any misrepresentation about yourself for the purpose of getting laid.
7. Giraffiti: Vandalism spray-painted very, very high.
8. Sarchasm: The gulf between the author of sarcastic wit and the person who doesn't get it.
9. Inoculatte: To take coffee intravenously when you are running late.
10. Hipatitis: Terminal coolness.
11. Osteopornosis: A degenerate disease. (This one got extra credit.)
12. Karmageddon: It's when everybody is sending off all these really bad vibes, and then the Earth explodes, and it's a serious bumner.
13. Decafalon (n.): The grueling event of getting through the day consuming only things that are good for you.
14. Glibido: All talk and no action.
15. Dopeler Effect: The tendency of stupid ideas to seem smarter when they come at you rapidly.
16. A rachnoleptic Fit (n.): The frantic dance performed just after you've accidentally walked through a spider web.
17. Beelzebug (n.): Satan in the form of a mosquito, that gets into your bedroom at three in the morning and cannot be cast out.
18. Caterpallor (n.): The color you turn after finding half a worm in the fruit you're eating.

Bambusicola (2069KP):Tokyo and Kanto Plain Round 4

PLEASE NOTE: There is apparently more than one version of this map in use. We are using Brendan Whyte's version, which is available on the Tinamou website at

http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.pdf

http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.gif

Player	Email	Company	Start	Colour
Brad Martin	westfront of westnet.com.au	Yellow Engines in Nippon	Shinagawa (33)	Brown
Brendan Whyte	obiwonfive of hotmail.com	National Iron Pullman Overland Freight Federation	Shinagawa (33)	Yellow
Peter Robbins	peter of hollowell.plus.com	Nip-On Nip-Off	Tokyo (35)	Black
Conrad von Metzke	Metzke of san.rr.com	YokoThomas and Friends	Shinagawa (33)	Violet
Andrew Glynn	andrew6261 of shaw.ca	TSR	Ueno (34)	Blue
Michael Pargman	Michael.pargman of tele2.se	Stop All Your Obtrusive Nitpicking Accusations Right Away	Ueno (34)	Green

Player	Segment 5A (6)	Segment 5B (5)	Segment 5C (2)	Score
Brad Martin YEN	(V5) -- X4; (K26) - --- I25	(I25) --- Yamanashi; (V5) - Nikko	(Yamanashi) - F23 - Kofu	25 +12(cities) = 37
Brendan Whyte NIPOFF	G72 -- I71 --- L72 [-1 YT]; I71-Sawara	J32 - I33 - H32 - G33- - Fujinomiya	Y32 -- Y34	43 + 3(cities) = 46
Peter Robbins NoNo	(Sawara) - - - - - Chosi; (X19) - W20	(W20) - Urawa - - - - R22 [-5 TSR][-1 YT]	(R22) - Tachikawa; (R14) - Q14	39 +3(Cities) - 5(builds) = 37
Conrad von Metzke YokoThomas	(I74) - - - - M72 - Chosi; (A78) - Kisarazu	(O30) - Odawara; (G75) - - - - G71 [-1 NoNo] *	(P17) - - Korii	39 +9(Cities) +1(builds) = 49
Andrew Glynn TSR	(Ashikaga) - Q13 - - O12; (Urawa) - - T21 - T22 [-1 YT]	(T22) - - Tackikawa --- R24	(R24) - - R26	59 +5(builds) = 64
Michael Pargman Sayonara	(Utsunomiya) -Y7; Takasaki - - I12: (Y12) --- Shimodate	(I12)- H12; (Shomodate) - A63 - - - D61 [-1 TSR]	(U29)-U30 [-1 NIPOFF]; (D61)-E62	32 -2(builds) = 30

Die Rolls for Round 6: 3, 6, 2

*Note, I treated the airport like a city in terms of no fee for a track junction. Brendan, if it's your intent that there be a payment please let me know and I'll adjust the score.

Breaking Away: Keep Pedalin' Orville:

Karl has had to resign from his games. As we are in the end game here I'll play his riders with a reasonable strategy before doing any adjudication.

Square	RIDERS	CARD
	PITINO(20), BRICK(16)	
	***** FINISH *****	
120		
119		
118		
117		
116	SOBCHAK	3
115		
114		
113		
112		
111		
110		
109		
108		
107		
106		
105		
104		

103		
102	LUMBER	3
101		
100	ORE, THE DUDE	3
99	CALHOUN	5
98	WHEAT, BOEHEIM	6
97	EARNHARDT	8
96		
95		
94	ABEL	3
93	BODINE, WELSH, BAKER	4
92		
91	WESTLEY	3
90	STEWART, CHARLIE, DICKHEAD, INIGO	4
89		
88		
87	BUTTERCUP,	3
86	SPENCER, DONNY	4
85	FEZZIK	6

Big East Basketball Coaches (Jim Burgess) 37 points

Team Manager: Louie Carnesecca

A	7	Rick Pitino	Finished		
B	8	Tim Welsh	8	6	4
C	3	Jim Calhoun	10	4	5
D	3	Jim Boeheim	4	6	6

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Anti-Nihilists (Karl Schmit) 2 points

Team Captain: The Big Lebowski

A	16	Walter Sobchak	3	3	3
B	6	Donny	5	4	
C	4	The Dude	4	3	
D		Brandt	Pints so far		5

Mutton, Lettuce and Tomato (Rick Desper) 16 points

Team Coach: Miracle Max

A	4	Westley, aka The Man in Black, aka the Dread Pirate Roberts	3	4	3	3
B	5	Inigo Montoya, aka the Spaniard	8	10	4	
C	3	Fezzik, aka the Giant, aka the Brute Squad	3	3	6	
D	3	Buttercup, aka the Princess Bride	4	11	3	

The Phoenician Alphabeticists (Brendan Whyte) 13 points

A	5	Abel	6	8	7	3
B	3	Baker	3	3	4	
C	3	Charlie	3	3	4	
D	3	Dickhead	3	3	4	

Front Bumpers (Mike Barno) 17 points

A	11	Dale Earnhardt	1	5	7	8
B	5	Jimmy Spencer	5	5	4	

C	8	Geoff Bodine	4	7	4	
D	3	Tony Stewart	3	3	4	

Wandering Otter Orbiting League (Tom Howell) 29 points

A	6	Brick	Finished		
B	3	Lumber	4	5	3
C	8	Wheat	3	6	6
D	3	Ore	3	5	3

Press:

Louie to Tim: Hey, Tim, just because PC fired you, you're STILL part of OUR team. Now get up here and score some points!!

Tim to Louie: Just win, baby! I hope that pack completely fills in to get me a big score at 93!!!

Pitino Scores: OK, I'm done exulting, but this does put our team in the points lead for the moment, with three players contending for some remaining points.

Rick -> Mike. My dear Mr. Barno. You are aware that the point of the game is not to collect cards, but rather to amass points, yes? While one could mock my team for not doing a better job along those lines, you are picking on the one of my riders that has actually done well. This seems curious to me. After all, Westley won the second sprint and got 10 points for the team. So while he doesn't currently have much left in terms of card value, he has scored more points than most of the 'A' riders, including yours, FWIW.

This is a team race, after all, and you'll notice that winners of the first two sprints tend to fall by the wayside afterwards, as they get stuck at the front of the pack, unable to draft anybody.

Down Under (2067VA):Victoria Round 9

Player	Email	Company	Start	Colour
Richard Weiss	Rcweiss of cox.net	VD (Victoriana Designs)	Melbourne	Pink
Michael Pargman	Michael.pargman of tele2.se	POVERTY (Proud of Victorian Electric Railway This Year)	Melbourne	Green
Brad Martin	Westfront of westnet.com.au	GOLD (Good Old Locomotives Deliver)	Ballarat	Brown
Brendan Whyte	obiwonfive of hotmail.com	NKCRC (Ned Kelly's Cattle-Rustling Caboose)	Bendigo	Black
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Bendigo	Blue

Player	Round 9 builds	Score
Richard Weiss VD	(B81) - - B83 (Bairnsdale); (A62) - - C63 [-1 POVERTY]; (R12) - - - R9 [-1 NKCRC]	136 + 58(races) -8 (builds) = 186
Michael Pargman POVERTY	(L11)- - - -H9-G10[-1 TSR]; (J10)- OUYEN [-2]; (T20) - -R21 [-1 GOLD][-1 VD]	109 + 43(races) - 10(builds) + 2(cities) = 144
Brad Martin GOLD	(E59) - - C58 - Hamilton	172 + 37(races) - 1(builds) = 208
Brendan Whyte NKCRC	B57- - - E56 - Portland; Colac - G65 - - G63-F62 [-1 GOLD]	71 + 31(races) -7 (builds) = 95
Andrew Glynn TSR	Q30 - Wodonga - R31 [-1 NKCRC]	88 + 31(races) -2 (builds) = 117

Build allowance for Round 10: 6 points (not counting payments to rivals)

Races for Round 9, results:

Race 15) X5[Coal] – Ballarat (25)
 GOLD (14) 5-3-4-5 20[-1 VD][+3 POVERTY] **22**
 POVERTY (12) 4-4-3-4 10[-3 GOLD] **7**
 VD JRs with Poverty & 0 [+1 GOLD] **1**
 TSR declined

Race 16) X3[SA] – Bendigo (35)
 TSR (17) 4-3-3-5-3 20 **20**
 VD (20) 5-5-4-4-2 10[-1 GOLD] **9**
 NKCRC (19) 4-3-3-3-4-3 0 **0**
 GOLD (19) 3-3-2-3-5-3 [+1 VD] **1**

Race 17) Swan Hill (13) – Wangaratta (44)
 NKCRC (22) 5-3-4-5-4-3 20 **20**
 TSR (20) 2-4-5-2-4-3 10 **10**
 VD JR with Gold declined

Race 18) Boort/Kerang/Cohuna (15) – Melbourne (52)
 VD (14) 3-4-2-4-4 20 **20**
 TSR (15) 4-4-2-3-4 10 **10**
 GOLD (19) 4-2-3-5-5
 NKCRC (16) 3-4-3-4-3

Race 19) Bellarat(26) – Geelong(56)
 POVERTY (4) 5 20[-2 GOLD] **18**
 GOLD (4) 4 10[+2 POVERTY] **12**

Race 20) St. Arnaud(32) – Bairnsdale(65)
 VD (27) 4-5-4-4-2-3-2-4 20[-2 GOLD][-3 POVERTY] **15**
 POVERTY (27) 4-4-4-3- 10[-1 NKCRC][+3 VD] **12**
 4-2-3-3
 NKCRC [+1 POVERTY] **1**
 GOLD [+2 VD] **2**

Race 21) Benalla (43) – Foster (62)
 NKCRC [JR VD] (18) 20/2 **10**
 3-3-5-4-3
 VD [JR NKCRC] 18 3-3-5-4-3 20/2 [+3 POVERTY] **13**
 POVERTY (18) 2-4-3-3-4-5 10[-1 TSR][-3 VD] **6**
 TSR [+1 POVERTY] **1**

Races for Round 9:

Race 22) 13-22
 Race 25) 46-54
 Race 26) X2-11

Race 23) 23-35
 Race 26) 56-62

Race 24) 34-42
 Race 27) 65-X5

Dyson (Outpost) Turn 12

Karl Schmit had to resign. The game will be delayed while we see if someone would like to take over the position. If not Karl's Outpost will become defunct. The last turn is repeated below as a courtesy to anyone who'd like to volunteer for the position.

- KS opens the bidding on the Laboratory. HDBC wins it for 83 (MWa, Ti12, Ti10, Ti10, Ti10, Wa7, Or4)
- KS now opens the bidding on an Outpost and wins it for 100 (25Dis, Or2, Or4, Wa6, Wa7, Ti12, MTi). He uses his spare Population to man the new Ti factory.
- MMC starts the bidding on Scientists. It goes to Nebulaworks for 63(20Dis, MWa, Or4, Or3, Or3, Or3).
- MMC opens the bidding on the second Scientist. It goes to Nebulaworks again for 64 (20Dis, MWa, Re14).
- MMC doesn't give up. He opens the bidding on an Orbital Lab. TIGER wins it for 60 (MWa, Ti10, Ti10, Ti10).
- Still persisting, MMC opens the bidding on the next Orbital Lab. Bartertown wins it for 59 (Wa5, Wa6, Wa6, Re10, Re16, Re16).
- That's enough for MMC. He buys a Pop factor (Wa9), mans his Water Factory and heads to bed.
- Tiger now passes.
- Golden Orb buys a Ti factory (Wa5, Wa5, Wa6, Wa7, Ti11) and transfers pop to man it.
- Bartertown now passes. HDBC transfers pop to man his new Research factory and passes. Nebulaworks passes.

	Company	Player	Factories	Upgrades	VPs
1	KS	Karl Schmit	Or, Or, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti, Ti	He, No, We, Ep, Ou, Ou	36
2	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	No, He, Ep, We, Ou	28
3	TIGER	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Re	No, He, La, Ro, OL	28
4	Golden Orb	Cary Nichols	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	DL, We, No, He, We, Ep	18
5	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Re, Re	DL, DL, DL, La, Sc, OL	20
6	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Re	He, We, Ou, La	23
7	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa, Wa, Wa	DL, DL, No, We, Sc, Sc, Sc	17

TIGER = Titanic InterGalactic Engineering and Recovery, MMC = Mud Mining Corp, HDBC = Heavenly Bodies Development Corp. Nebulaworks, HDBC, MMC take MegaWater cards.
 MMC and KS take MegaTitanium cards

Just arrived: Outpost, Orbital Lab(x2), Robots, Scientists, Laboratory

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	0	0	25
Nodule	0	0	25
Scientists	1	0/1	40
Orbital Lab	2	1/2	50
Robots	1	3/4	50
Laboratory	1	1/2	80
Ecoplants	0	2/3	30
Outpost	2	0/1	100

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.

Settlers of Catan (6 player expansion)

About Development cards: To clarify my long winded explanation last time, you can not play the card the turn you buy it (your turn), but you CAN play in on ANY subsequent turn.

Turn 5

Player	Roll	Resources	Actions
Brendan	7		Moves Robber to Wool-5 at D10/E19, steals Grain from Paraic
David	5	Mike, Al & David gain 1 W. Brad gains 2 W.	Plays Soldier, moves Robber to Grain-4 at C9/D9, steals a Wool from Mike
Al	2	David gains 3 B, Brendan & Mike gain O	Passes. David builds a Road from H10-H9
Paraic	8	Gains W & O. Mike gains B. David gains W and 2 O	Plays Soldier and moves Robber to Lumber-10 at D4/E4, steals an Ore from David. Mike builds a settlement at D12 2-1 port
Mike	6	Brendan gains L&W, Al gains O & 2L, Brad gains 2 W	
Brad	4	Gains 3 G, Paraic gains 2 G, Mike 1 G	Trades 2 Wool for 1 Ore. Trade offer of 2 W for 1 L is declined by Brendan
Brendan	9	Gains B, Al gains G & 3B, David gains G, Paraic gains B, Brad gains 2 B	Builds settlement at A10. Al builds a settlement at H7. Paraic builds a settlement at C2. Brad builds a settlment at G4 and buys a Development Card.

Resources

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Al Tabor	Green		4	2	1	1		6
Paraic Reddington	Red	4				2	2 Unknown	4
Michael Scott	Purple	1	2		1		1 Unknown	7*
Brad Martin	Blue	2	1	1			1 Soldier, 1 Unknown	5
Brendan Whyte	Yellow		1			4		4
David Hooton	Brown	2	4	2		1	1 Soldier	4

*Longest Road

Rolls for Turn 6:

David: 10 Al: 6 Paraic: 8 Mike: 7 Brad: 11 Brendan: 7 David: 2

Persephone, Standard Diplomacy
Delayed, pending orders from Karl or finding a standby.

Country	Player	Address
Austria	Graham Wilson	44 Bonnyview Drive Toronto, Ontario M8Y 3G6 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	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127 Dowreyhome at adelphia.net

Winter 1906 retreats

Turkey: A Sev retreats OTB

Winter 1906

Austria 8	TRI, BUD, VIE, SER, GRE , MOS, WAR, SEV , RUM	BUILDS A VIE
England 7	LON, EDI, LVP, NWY, BRE, PAR, BEL	BUILDS F EDI
Germany 7	BER, MUN, KIE, HOL, DEN, SWE, STP , BEL	EVEN
Italy 8	VEN, NAP, ROM, TUN, MAR, SPA, POR, GRE	BUILD S F NAP
Russia	STP	OUT
Turkey 4	CON, ANK, SMY, RUM , BUL, SEV	REMOVE F SYR

Carrier Pigeon (2003E), Spring 1911
Postal Negotiations Only

Karl Schmit had to resign his position. We will delay one issue while we wait to see if a standby can be found. The last turn is repeated below as a courtesy to anyone who might be interested in the position

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	11111 Woodmeadow Pkwy #2327 Dallas, TX 75228
Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA

Carrier Pigeon Winter 1911 Adjustments

Austria 6	BUD, VIE, SER, RUM, TRI, MUN	EVEN
England 7	LON, EDI, LVP, DEN , KIE, BER, SWE, NWY	REMOVE A LON, A BER
France 11	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, ROM, BEL, HOL	BUILD A PAR
Russia 5	SEV, WAR, MOS, STP, DEN	BUILD F STP/NC
Turkey 5	CON, ANK, SMY, BUL, GRE	EVEN

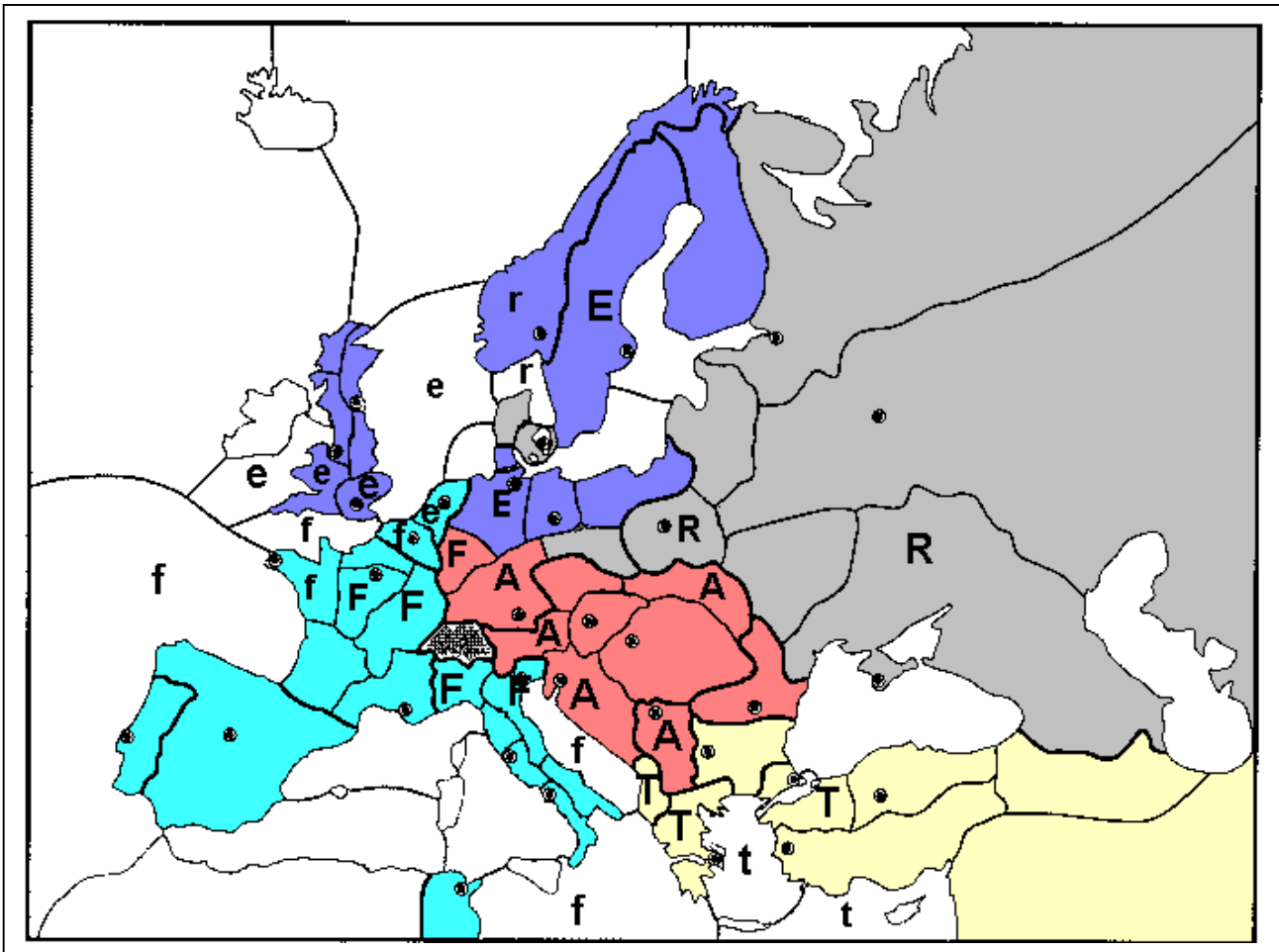
Spring 1912 Moves

COUNTRY	MOVES
Austria	GAL - RUM , RUH - BUR , MUN S BUR - RUH , TYO - VEN , TRI S TYO - VEN , SER S TRI
England	F WAL - LON, F IRI - WAL, F NAO - IRI F HEL - HOL, F NTH S F HEL - HOL A KIE S F HEL - HOL, A SWE H
Turkey	A CON H, F AEG S FEAS - ION, FEAS - ION , A ALB S A A TRI, A GRE S A ALB
France	F BRE S MAO, F ENG S MAO F MAO S ENG, F BEL S ENG A HOL-RUH, A BUR S A HOL-RUH A PAR S BUR, A VEN-TYO A PIE S A VEN-TYO, F ADR S ION F ION S ADR
Russia	F STP(NC) - NWY, F DEN - SKA, A SEV-RUM A WAR-GAL , A MOS-UKR

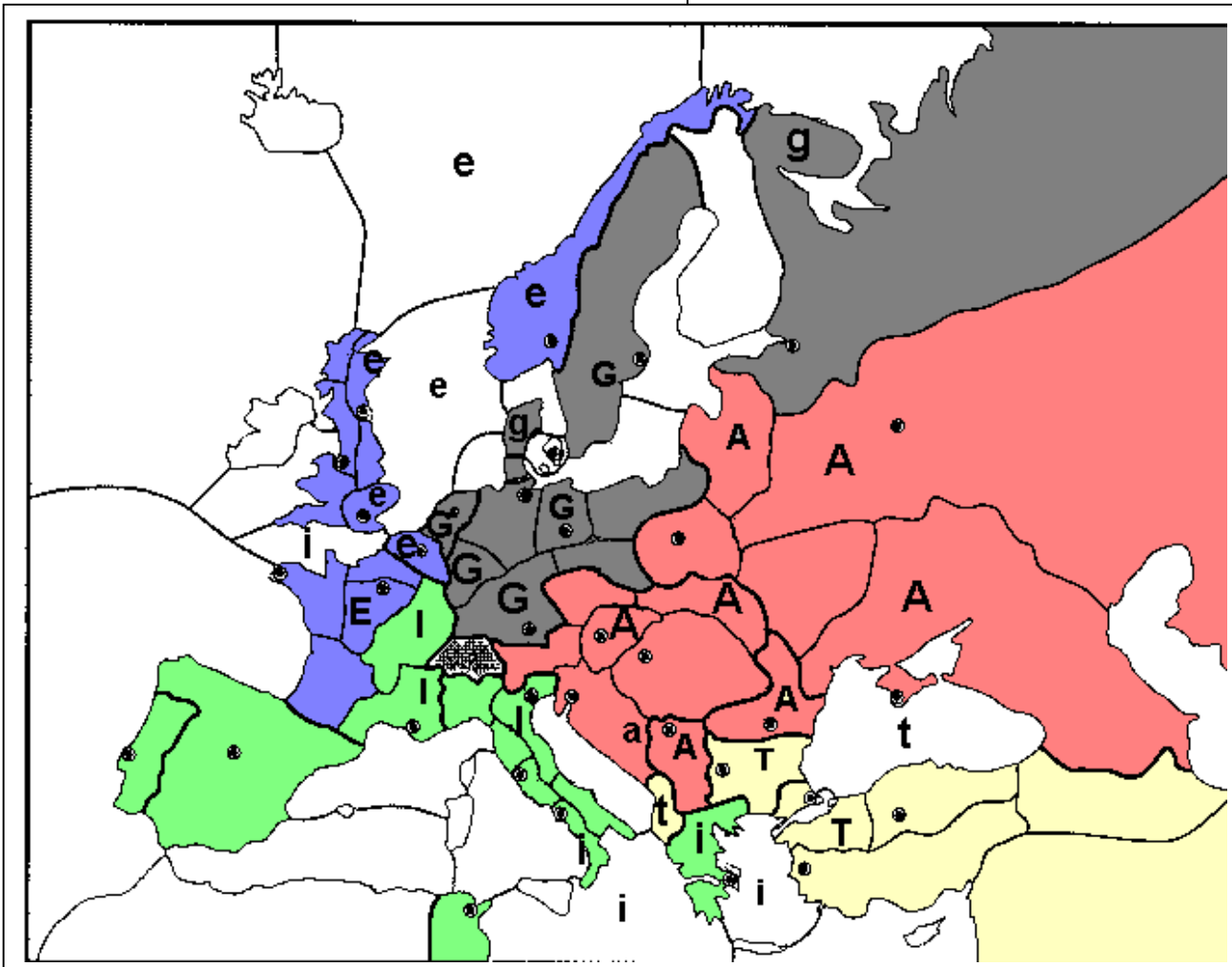
Summer 1912 Retreats

Aus: A Ruh annihilated

CARRIER PIGEON



PERSPHONE



Exxon Valdez (Industrial Waste) Turn 2.1

Eric takes set #1.

Graham wanted set #1 as well, but settles for #5

Richard says "Set 1 is fabulous, so that is my first choice". Sorry Richard, but the others agreed with you.

"Set 5 is extraordinarily fine, so that is my second choice". Graham complements you on your good taste, but he still takes #5.

"Set 2 and 4 contain the same cards, so I choose Set 2, slightly more symbolic meaning to me". Let's hear it for sentiment!

Brad went for the extraordinarily fine over the fabulous, but the results are the same. He likes 4 better than 2, so at least we have some happiness here at the end of the selection process.

Eric	Graham	Richard	Brad
Advisor	Raw Materials	Waste Removal	Order
Innovation	Growth	Order	Waste Removal
Order	Order	Hiring/Firing	Hiring/Firing
Waste Disposal	Raw Materials	Waste Disposal	

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rationalization	(Building) Raw Materials	(Building) Waste Reduction	Waste Disposal	Saved Card	VPS
Brad Martin	4	\$19M	\$0M	5	15	5	5/1	5/1	5/1	5		24
Eric Brosius	1	\$24M	\$0M	0	14	5	5/1	5/1	4/3	4	Waste Disposal	24
Graham Wilson	2	\$0M	\$0M	5	14	5	5/1	3/6	5/1	0	Raw Materials	24
Richard Weiss (Bligh Reef)	3	\$5M	\$0M	5	15	5	4/3	5/1	5/1	0	Waste Disposal	24

Discard Pile: Waste Disposal Raw Materials Waste Removal

Bobwhite (RR2070C) USA West (Map C) Turn 4

No surprises here as it's a mad dash for the west coast.

Player	Company	Start	Colour
Conrad von Metzke	Anacreon	Chicago	Green
David Hooton	US (Union Specific)	Memphis	Purple
Brad Martin	IT (Indian Territory)	Milwaukee	Brown
Peter Robbins	OP (Onion Pacific)	Memphis	Black
Andrew Glynn	TSR (Trans State Rail)	New Orleans	Blue

Player	Segment 4A (4)	Segment 4B (4)	Segment 4C (5)	Score
Conrad von Metzke	(V15) - W15 - W14 - X13 - X12	(X12) -- X10 -- Z9	(Z9) -- B48 --- B45	39
David Hooton	(G9) - H8 - H7	(H7) - H6 - Los Angeles	(I6) - J5 - K6, (L32) - M33[-1 TSR]	28 + 6(cities) = 34
Brad Martin	(V38) - U39 --- R37	(R37) --- St.Louis; (Butte) - D52	(D52) --- G51 - G50 - Spokane	49 + 12 (cities) = 61
Peter Robbins	(S14) - Salt Lake City --- T10	(T10) --- -T6	(T6) - T5 - S5; (N36) - O37 - P36 - St. Louis	33 + 6 (cities) + 1(builds) = 40
Andrew Glynn	(F29) --- San Antonio	(F30) --- J32	(J32) -- L33 - M33 --- 034 [-1 US][-1 OP]	35 + 6(cities) - 1(builds) = 40

Dice Rolls for Turn 5: 5, 4, 3

W. R. Grace (Industrial Waste) Turn 6.1

Graham	Brad	Dennis	Eric
Order	Raw Materials	Advisor	Growth
Hiring/Firing	Advisor	Innovation	Waste Removal
Growth	Order	Bribery	Advisor

- 6.2.a)** Eric plays his Growth, moving his factory to 18.
 Brad auctions off 5RM. Graham bids \$6M. Brad buys them from the bank for \$7M.
 Dennis auctions off 4RM. Graham buys them for \$6M.
 Graham plays growth to move his factory to 19.
- 6.2.b)** Eric processes an order, using 3 RM, generating \$18M and 5 stinky waste
 Brad process an order, using 5RM and his Advisor to generate an extra \$5M for a total of \$21M and 1 waste.
 Dennis plays Advisor and Innovation to move his Raw Materials to 2.
 Graham process an order, using 5RM and generating \$19M and 2 waste.
- 6.2.c)** Eric plays his Waste Removal with his Advisor, reducing his waste by two and multiplying it so that everyone else gets 2.
 Brad passes, keeping his bribery card.
 Dennis passes, keeping his bribery card.
 Graham plays Hiring/Firing and reduces his work force to 4.
- 6.2.d)** Eric and Brad pay \$5M in end of turn costs
 Graham and Dennis pay \$4M in end of turn costs.
- 7.1)** During the draw there is an accident. I have chosen to assume that Dennis and Brad will both play their bribery cards. If they've been holding them just because they are pretty, they should let me know and I'll give them back the \$1M and take away their factory point. Dennis is in the red and so must pay a \$10M penalty (amazing how the EPA seemed to know exactly how much money he had!). Brad is in the yellow and is fined \$5M.

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
Dennis Menear	2	\$0M	\$0M	3	15	4	4/3	2/10	4/3	13		31
Graham Wilson	3	\$15M	\$0M	4	19	4	4/3	5/1	2/10	5		40
Eric Brosius	4	\$16M	\$0M	3	18	5	4/3	3/6	5/1	6		36
Brad Martin	1	\$13M	\$0M	0	16	5	5/1	5/1	1/15	10		39

Set 1	Set 2	Set 3	Set 4	Set 5
Order	Raw Materials	Growth	Growth	Waste Disposal
Hiring/Firing	Innovation	Waste Disposal	Waste Removal	Hiring/Firing
Innovation	Order	Raw Materials	Innovation	Raw Materials

Discard Pile

Order	Order	Order	Order	Order	Order	Order
Growth	Growth	Growth	Growth	Growth	Growth	Raw Materials
Raw Materials	Raw Materials	Raw Materials	Raw Materials	Innovation	Innovation	Innovation
Innovation	Waste Disposal	Waste Disposal	Waste Disposal	Waste Disposal	Waste Disposal	Advisor
Advisor	Advisor	Advisor	Hiring/Firing	Hiring/Firing	Waste Removal	Waste Removal

Golden Spike (2068TC): Transcontinental V2 Round 9

Note to all: The rules state that there is no minimum race length, so yes, the race of length 2 is legal. I'm not sure the dice rolls that poor I70 got should be though!

Player	Email	Company	Start	Colour
Richard Weiss	Rcweiss of cox.net	The I-70	Q49	Pink
Eric Brosius	Eric.brosius of Comcast.net	SPIKE Special Purpose Industrial Kartage Enterprise	Q49	Gold
Conrad von Metzke	Metzke of san.rr.com	PUTT-PUTT	B96	Green
Brendan Whyte	Bwhyte of unimelb.edu.au	R4D4 (Dubai Dubya's Double Dubious Raghead Rail and Rollingstock Racket)	E95	Oil Black
Mike Barno	Mpbarno of lightlink.com	FLAGLER (For Legislation Authorizing Grand Larceny Exploiting Resources)	R48	Blue

Press:

I70-RailMaster: Way too many cities. Notice the adroit Flagler's choice to not race to avoid building cities for others.

GM – I70: He was just saving up materials for his building spree this turn.

I70 - Flagler: Major question for my builds this time - Will the TC races generate any cities?

GM – I70: Answer is yes, but the question now is, did your builds take advantage of that?

GM – I70: Perhaps rather than thanking Lady Luck it is just better to not draw attention to yourself.

City	Hex	Created	City	Hex	Created	City	Hex	Created	City	Hex	Created	City	Hex	Created
1	B96	Start	2	R48	Start	3	E95	Start	4-5	Q49	Start	6	O46	R0
7	S42	R0	8	X42	R0	9	R51	R0	10	G96	R0	11	N45	R1
12	E91	R1	13	A94	R1	14	U40	R1	15	U43	R1	16	X41	R2
17	L41	R2	18	R37	R2	19	A90	R2	20	F87	R2	21	E88	R3
22	R46	R3	23	A90	R3	24	K51	R3	25	K38	R3	26	C96	Race 12
27	C88	Race 12	28	Y39	Race 12	29	S42	Race 14	30	V41	Race 14	31	U4	Flagler
32	S42	R4	33	S36	R4	34	T40	R4	35	V42	R4	36	Z36	R4
37	S40	R5	38	Z40	R5	39	K39	R5	40	G84	R5	41	Y36	R5
42	I3	R4D4	43	H36	R6	44	C84	R6	45	Y37	R6	46	C87	R6
47	G32	R6	48	X36	R7	49	U36	R7	50	E84	R7	51	P31	R7
52	U34	R7	53	A90	Race 30	54	K51	Race 34	55	P30	R8	56	K76	R8
57	F83	R8	58	B75	R8	59	G30	R8	60	P38	Race 36	61	R45	Race 39
62	R42	Race 41	63	U33	Race 41	64	H78	R9	65	H25	R9	66	X32	R9
67	U26	R9	68	M24	R9	69	O3	I70						

Race Results for Round 9:

Race 32) City30 – City44 (Reoffered)

Spike (11) 6-4-4	20[+3 PP][+2 I70]	25
Putt-Putt (11) 1-6-5	10[-3 Spike][-4 I70]	3
I70 (11) 3-3-2-3	0[-2 Spike][+4 PP]	2

Race 36) City44[C84] – City39[K39]

Spike JR PP (20) 4-2-5-2-1-1-2-3	5	5
Putt-Putt JR Spike (20)	5	5
I70 (23) 3-6-2-6-2-5	20	20

Race 37) City50[E84] – City45[Y37]

Spike (11) 5-3-2-1	10[-3 R4D4]	7
Putt-Putt (9) 1-3-2-3-5	0[-5 R4D4][-2 I70][+2 I70]	-5
I70 (8) 2-5-2	20[-2 R4D4][-2 PP][2 PP]	18
R4D4 (12) 3-2-3-1-3	0[+3 Spike][+5 PP][+2 I70]	10

Race 38) City23[A90] – City11[N45]

Spike (15) 2-6-5-5	20[+2 I70]	22
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I70 (19) 3-6-3-1-6	10[-2 Spike]	8
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Race 39) City32[S42] – City4[Q49]

Flagler (8+1M) 6-2-3	15[+1 Spike][+7 PP]	23
Spike (8+1M) 2-4-2-6	[-1 Flagler]	-1
Putt-Putt (8 +1M) 1-4-1-1-4-5	[-7 Flagler]	-7
I70 (9 +1M) 4-5-3	15	15

Race 40) City29[S42] – City15[U43]

Flagler (4) 4	10[+3 Spike]	13
Spike (4) 6	20[-3 Flagler]	17
I70 (2) 1-5		0

Race 41) Transcontinental Race

Flagler City2-City31 (49 +4M) 5-2-1-1-4-2-3-1-1-4-6-3-1-3-1-6-6-4-5	20	20
R4D4 City3 – City42 (53 +3M) 5-3-3-5-6-1-2-2-3-5-4-1-4-2-5-2-4	40	40

Builds for Round 9

Player	Segment 9A (5)	Segment 9B (6)	Segment 9C (2)	Score
Richard Weiss The I-70	Buy city at O3 ; Q31 – City55 ; Q31 - Q30; T42 - U42; R41 - R40 - City37;	Y40 --- Y41 --- City 16	Q30 -- S29	209 +6(cities) +63(races) = 278
Eric Brosius SPIKE	(F84) - City 57 - F82; (P35) - P34.	(P34) - City 51 - City 55.	(F82) - D81.	259 + 3(cities) + 75(races) = 337
Conrad von Metzke PUTT-PUTT	(I31) - - City59 ; City51 – City55; (A88) - A87 - City36	(A87) - E85 [-2 R4D4]	No build	251 +6(cities) –2(builds) – 4(races) = 251
Brendan Whyte R4D4	City50 - City57 ; B78- - - City58 ; C80-D79	D79 - - - - - J76	J76 - City56 ; X37-City48	215 +15(cities) +3(builds) + 50(races) = 283
Mike Barno FLAGLER	(U28) - - - - - Z25. [-1 R4D4]	(Z25) - A75 - City 58; (W42) --- City 16; (P46) - O47.	(O47) - - M48.	229 –1(builds) + 56(races) +6(cities) = 290

Build allowance for Round 10: 12

Races for Round 10:

Race 42) City54 – City58
Race 45) City7 – City22

Race 43) City50 – City2
Race 46) City10 – City16

Race 44) City12 – City57

SOPWITH: Snoopy, Turn 16

Karl Schmit had to resign his position so the turn is delayed. This is the previous turn for the benefit of that generous and dedicated subscriber who steps up to take over for Captain Chaos

Captain Chaos lands his plane, obviously hoping to repair some damage (2 points per turn landed), but it appears the Uber-Zpt.'s motto may be "shoot 'em while they're down". Captain Ralph also seems to be heading home to rearm.

	<u>Player</u>	<u>Pilot</u>	<u>Start</u>	<u>P1</u>	<u>P2</u>	<u>P3</u>	<u>End</u>	<u>Ammo</u>	<u>Plane</u>	<u>Points</u>
A	Brad Martin	Captain Ralph	J9 (W)	A	A	A	G6 (W)	4	11	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	G13 (E)	A	A	RS	J15 (W)	14	10	24
D	Karl Schmit	Captain Chaos	O19 (SE)	A	A landing	A landing	R19 (down)	16	1	2

