People always tell you what they are. Listen. -- Anon

I'm not bad, I'm just drawn that way. – Jessica Rabbit

What is the point of you? - Elmore Leonard

The *second* mouse gets the cheese. – William Tappely

I may be going to hell in a bucket, but at least I'm enjoying the ride – The Grateful Dead

Welcome to Tinamou #71, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033 (though not for long)** (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!

Welcome all, I hope that you are still out there and reading this. I apologize for the all too long delay since the last Tinamou. Unfortunately, real life got very real for a while and there just hasn't been time for some of the really important things, like gaming. It's gotten to the point where last week just seemed typical. It started with my 7 year old daughter getting a tooth knocked out (luckily a baby tooth, so no permanent damge). Three out of four kids were home for two days with a nasty sinus cold, the other was up until 3 in the morning trying to get a project finished (and of course I was up with him). Then there's the school board meetings because the budget is half a million dollars up from last year, and this for a town with only 5000 people. I'll save the rant on special education funding for another day, but suffice it to say that the demands it's putting on my time are considerable. And then, of course, there's the real time sink.

The house. Don't get me wrong, I love the house as it's coming together and I think it's going to be great, but the process may well finish me off. The company that was building the kitchen sink and counters went bankrupt. The flooring company closed it's doors as well. The solar equipment company is running way behind. The mason relocated and the contractor lost touch with him. The tax laws on renewable energy changed and it made sense to delay certain installations until 2009. There was the little matter of an ice storm and no power. The list goes on and on and so does the project. Topping it all off of course is the nature of the project itself. Due to the need to make the house as chemically neutral as possible, we are involved with every step of the process. Every product, every glue that holds down the product, every backing on the product requires research

and thought. And some of those decisions lead to a lot of work. For example, we're painting with milk paint. This is paint made the old fashioned way with casien, a protein from milk. Completely non-toxic and has wonderful colors, but it comes as a powder in the basic colors. So, for each room, we mix the powders in small amounts and paint little test patches on wallboard scraps until we have the color we want, then scale up the mixture and make enough for the room. And hopefully the batch for the second coat comes out looking reasonably similar. Of course paying a professional painter to do this would cost both arms and both legs, to we're doing it ourselves, and learning a lot of respect for painters and all they go through. For example, I hadn't realized it can take longer to tape all the surfaces you don't want to get paint on than to do the actual painting!

Deadline for all games: Mon, March 30, 2009

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

Industrial Waste:.
A 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.

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/thowell/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.

Bambusicola (2069KP):Tokyo and Kanto Plain Round 6

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**

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

*__Note__: Brendan clarified that all hexes other than cities are subject to parallel build fees, so the scores have been adjusted to have YokoThomas pay NIPOFF one point.

Player	Segment 6A (3)	Segment 6B (6)	Segment 6C (2)	Score
Brad Martin YEN	X4 – Y5 – **YAITA[+3]** – A54	A54 - - - A51; Kofu – B22	B22 – B21 – A21	37 +3 (cities) = **40**
Brendan Whyte NIPOFF	Tokyo – Ueno – U22 [-3 TSR]	U22 – R20 – Kawagoe [-1 TSR][-1 NoNo][-2 YT]; Y34 – **TATEYAMA[+3]**; A72 – Kashiwa	Atami - - **ITO[+3]**	47 + 6(cities) –3 (builds) = **50**
Peter Robbins NoNo	Q14 – P13	P13 – O13 [-1 YT]; E65 - - E63 - - - Mito [-5 Sayonara]	E63 - - E61 [-1 Sayonara][-1 TSR]	37 –6 (builds) = **31**
Conrad von Metzke YokoThomas	(R21) – **KAWAGOE[+3]**; Fukaya – N13	U23 – Omiya [-1 NIPOFF][-1 NoNo][-1 TSR]	N13 – M14 – L14 [-1 Sayonara]	48 +3(cities) = **51**
Andrew Glynn TSR	Shinagawa – V24 – Kawasaki [-3 NIPOFF][-1 Sayonara]	R26 – Q27 – Atsugi – Q29 – P29	O12 – Isesaki; T13 – **TATEBAYASHI[+3]**	64 +3(cities) +2(builds) = **69**
Michael Pargman Sayonara	E62 – H63	H63 – Oarai; F62 – Mito; W25 – X25; Ueno – Tokyo	T26 – U27 [-1 YT]; U29 - Kamakura	30 +7(builds) = **37**

Round 7: Build up to 12 points of track

Round 7 races:
Race 1: 13 Kofu – 22 Hiratsuka/Atsugi
Race 2: 55 Omiya – 25 Yokosuka/Kisarazu
Race 3: 62 Takasaki – 14 Yamanashi/Ito
Race 4: 46 Chosi – X3 West
Race 5: 65 Tatebayahsi/Tochigi – 33 Shinigawa
Race 6: 42 Hitachi – X1 North
Race 7: 32 Kawasaki- 54 Korii/Kuki

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	**SOBCHAK**	3	
118			
• • •	• • •	• • •	
107			
106			
105	**EARNHARDT, LUMBER**	3	
104	**THE DUDE**	5	
103	**ORE, CALHOUN**	6	
102	**ABEL, BOEHEIM**	8	
101	**WELSH, WHEAT**	10	
100	**INIGO, BODINE**	12	
99			
98			
97	**BAKER**	3	
96			
95	**WESTLEY**	3	
94	**STEWART, CHARLIE, DICKHEAD**	4	
93			
92			
91	**SPENCER, FEZZIK**	3	
90	**DONNY, BUTTERCUP**	5	

Big East Basketball Coaches (Jim Burgess) 37 **points**
Team Manager: Louie Carnesecca

A		Rick Pitino	**Finished 1st**		
B	8	Tim Welsh	6	4	**10**
C	4	Jim Calhoun	10	5	**6**
D	4	Jim Boeheim	6	6	**8**

::

Anti-Nihilists (Karl Schmit) 2 **points**
Team Captain: The Big Lebowski

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

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	3	3	**3**
B	10	Inigo Montoya, aka the Spaniard	8	4	**12**	
C	6	Fezzik, aka the Giant, aka the Brute Squad	3	3	**3**	
D	3	Buttercup, aka the Princess Bride	4	11	**5**	

The Phoenician Alphabeticists (Brendan Whyte) 13 **points**

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

Front Bumpers (Mike Barno) 17 **points**

A	8	Dale Earnhardt	1	5	7	**3**
B	5	Jimmy Spencer	5	4	**3**
C	7	Geoff Bodine	4	4	**12**
D	4	Tony Stewart	3	3	**4**

Wandering Otter Orbiting League (Tom Howell) 29 **points**

A		Brick	**Finished 2nd**		
B	3	Lumber	4	5	**3**
C	3	Wheat	6	6	**10**
D	3	Ore	3	5	**6**

Press:

Welsh to Calhoun and Boeheim: Thanks for standing by me after I was fired from PC and letting me catch up and draft you here.

Louie to Tim: Yeah, way to go, BABY!!! We're gonna score some points now!

Boob to Mike: Rick is right, it really is all about the double points at the final finish line. I managed to get the top finisher. But I think some of these other teams may pass me, but I'm lining everyone up to score. Earnhardt can play his 8 please, but probably won't.

Down Under (2067VA):Victoria Round 10

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

One of the reasons I've taken to publishing the die rolls, besides the interest expressed by some players was that it gives you a chance to catch me when I'm being an idiot. The prize this time goes to Michael who noticed that in race 15 last round Gold had a run of 14 and rolled 5-3-4-5 for a total of 17 while Poverty had a run of 12 and rolled 4-4-3-4 for a total of 15. Both of them are 3 past the end of the run and the race should have been a tie. The scores have been adjusted accordingly.

Player	Round 10 builds	Score
Richard Weiss VD	None	186
Michael Pargman POVERTY	None	149
Brad Martin GOLD	None	203
Brendan Whyte NKCRC	None	95
Andrew Glynn TSR	None	117

Build allowance for Round 11:   4 points (not counting payments to rivals)
Races for Round 10, results:

Race 22) 13-22 (wasn't close, so no dice rolls)

NKCRC (23)	20	**20**
GOLD (32)	10	**10**

Race 23) 23-35

NKCRC (21) 4-2-4 –2- 4 -3-4	0[-4 Gold][+1 POVERTY]	**-3**
GOLD (18) 2-3-3-3-3-3-2	0[+1 VD][+4 NKCRC]	**5**
POVERTY (18) 3-3-2-3-4-4	10[-2 TSR][-1 NKCRC][+3 VD]	**10**
VD (15) 4-3-3-3-3-	20[-3 POVERTY][-1 GOLD]	**16**
TSR	[+2 POVERTY]	**2**

Race 24) 34-42

NKCRC (8) 3-2-4	0[+1 TSR]	**1**
GOLD (9) 3-4-5	5[+1 VD]	**6**
TSR (8) 5-5	20[-1 NKCRC]	**19**
VD (7) 3-3-4	5[-1 GOLD]	**4**

Race 25) 46-54

TSR (13) 4-3-4-3	0[-4 POVERTY][-1 GOLD]	**-5**
POVERTY (11) 4-3-3-4	10[+4 TSR]	**14**
VD (20) 2-4-4-5-5	0	**0**
NKCRC (12) 5-4-5	20	**20**
GOLD	[+1 TSR]	**1**

Race 26) 56-62

Gold (13) 4-2-4-3	10[-4 VD][+1 POVERTY]	**7**
POVERTY (13) 3-5-5	20[-1 GOLD][-3 VD]	**16**
VD	[+4 GOLD][+3 POVERTY]	**7**

Race 27) 65-X5 (Gold)

POVERTY (21) to Castlemain 5-4-4-3-4-3	20[-1 VD]	**19**
VD (22) to Castlemain 2-2-4-3-2-5-4	10[+1 POVERTY]	**11**

Race 28) X2-11

TSR (31)	20[-2 VD]	**18**
VD	0 [+2 TSR]	**2**

Races for Round 11:
Race 29) 12 Robinvale/Ouyen – 32 St. Arnaud   Race 30) 26 Ballarat - 41 Echuca   Race 31) 33 Maryborough -51 Seymour
Race 32) 43 Benalla-64 Sale   Race 33) 53 Ringwood - X3 SA   Race 34) 61 warragul – 15 Kerang/Cohuna
Race 35) X1 NSW - 21 Portland

Dyson (Outpost)   Turn 13

KS has undergone a management change and been taken over by David Hooton.

- KS opens the bidding on a Laboratory and gets it for 90 (Wa7, Mti, Wa7, Wa6, Wa6, Ti8, Ti12). He buys a population factor to man the new Research Lab (Or5)
- MMC opens the biddiong on an Orbital Lab and gets it for 74 (MWa, MTi). MMC opens the bidding on the second Orbital Lab and wins it for 74 (MWa, MTi). He then buys two Population factors to man his idle Ore Factories (Wa7, Wa4)
- TIGER buys two research factories (Wa7, Wa6, Wa8, Wa9, Re13, Ti10, Ti7) and two robots to man them (Ti11, Ti9).
- HDBC buys a Research Factory (MWa) and two pop (Ti10, Ti8, Or2) to man it and an idle Ore factory.
- Bartertown opens the bidding on the Scientists which Nebulaworks wins for 50 (Dis20, MWa). He then opens the bidding on the Robots which he gets for 61 (Re16, Wa7, Wa6, Re15, Mb17). He buys a Robot (Re10) to man his idle Water factory.
- Golden Orb buys a Water Factory (Wa6, Wa6, Wa8) and two Population factors (Ti11) to man both idle Water Factories.
- Nebulaworks passes.

As KS has exceeded 40 VPs, we enter phase 3 now.

	Company	Player	Factories	Upgrades	VPs
1	KS	David Hooton	**Or**, **Or, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti, Ti. Re**	He, No, We, Ep, Ou, Ou, La	43
2	MMC	Eric Brosius	**Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti**	No, He, Ep, We, Ou, OL, OL	36
3	TIGER	Michael Lowrey	Or, Or, **Wa, Wa, Wa, Wa, Ti**, **Ti, Ti, Ti, Re, Re, Re**	No, He, La, Ro, OL	32
4	HDBC	Kevin Wilson	**Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Re, Re**	He, We, Ou, La	26
5	Bartertown	Andy York	Or, Or, **Wa, Wa, Wa, Wa, Re, Re**	DL, DL, DL, La, Sc, OL, Ro	24
6	Golden Orb	Cary Nichols	Or, Or, **Wa, Wa, Wa, Wa, Wa, Ti, Ti**	DL, We, No, He, We, Ep	20
7	Nebulaworks	Chris Hassler	**Or, Or, Wa, Wa, Wa, Wa**	DL, DL, No, We, Sc, Sc, Sc, Sc	19

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

Just arrived: Robots, Laboratory, Space Station (x2), Planetary Cruiser

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	0/1	40
Orbital Lab	0	1/2	50
Robots	1	2/3	50
Laboratory	1	0/2	80
Ecoplants	0	2/3	30
Outpost	2	0/1	100
Space Station	2	3/4	120
Planetary Cruiser	1	4/5	160
Moon Base	0	5/6	200

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 6

Player	Roll	Resources	Actions
David	10	Mike +LL, Paraic +L, Al +WW	Trades a Grain to Al for a Lumber, builds a settlement at H9. Mike plays his development card to get 2 brick, builds a road from B4-A4 and attempts to build a settlement at A4, but already has 5, so may not do so
Al	6	Al +LLO, Brendan + LLW, Brad +OWW	Trades 2W for L, 2W for B, builds roads H7-H6-H5 and a settlement at H5. Brad buys a development card.
Paraic	8	Paraic + OOW, Mike + B, David +OOW	Plays a Knight, moves the robber to 6W and steals a Wool from Al. He upgrades the settlement at C4 to a city.
Mike	7		Brendan discards OOOW, David discards WWWB. Moves the robber to 9Brick (B8/C8) and steals an Ore from Al. Builds a road from F8 to F7. Paraic buys a card.
Brad	11	Brad +O, Paraic +LGG, Mike +L	Plays a Knight and moves the Robber to 8Brick and steals a Wool from Mike. Buys a development card. Mike builds a road from F7 to F6.
Brendan	7		Moves the Robber 8Ore and steals Grain from Paraic. Buys a development card
David	2	David +BBB, Mike +O, Brendan +O	Trades 2 Ore for a Lumber and builds a road from E2 to E1

Resources

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

*Longest Road

Rolls for Turn 7:

Al: 9   Paraic: 7   Mike: 12   Brad: 8   Brendan: 9   David: 8   Al: 4

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

Spring 1907

Austria	A SEV – **ARM**, A MOS – **SEV**, A LVN - **MOS** A RUM – BUL, A **SER** S A RUM – BUL, A **GAL** – RUM, A **VIE** – TRI, F TRI - **ADR**
England	A PAR – **PIC**, F **BEL** H, F NTH – **HEL**, F EDI – **NTH**, F **LON** S F EDI - NTH F **NWY** S F EDI – NTH, F **NWG** S F NWY
Germany	A **SWE**-NWY, F **STP** S A SWE-NWY, F **DEN**-NTH A **BER** H, A **HOL** H, A **RUH** S A HOL, A **MUN**-BUR
Italy	F AEG – **SMY,** F ION – **ALB,** F **GRE** S F ION-ALB F NAP – **APU**, A **VEN** - TRI, A MAR - **GAS** A **BUR** – MUN, F **ENG** S E F BEL H
Turkey	A **BUL** H, F **BLK** S A BUL, A **CON** A BUL F ALB – TRI (ANNIHILATED)

Carrier Pigeon (2003E), Fall 1912
Postal Negotiations Only

Andy York has taken over Karl's 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	Andy York	POB 201117 Austin TX 78720-1117
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

Fall 1912 Moves

COUNTRY	MOVES
Austria	A **GAL** – RUM, A **TYO** S MUN, A MUN S TYO, A **SER** S TRI, A **TRI** S TYO
England	A SWE H, A **KIE** S F HOL, F **HOL** S F NTH SEA F **NTH** S F WAL – ENG, F WAL – **ENG,** F **IRI** S F WAL – ENG, A **LON** H*
Turkey	A CON – **SMY**, F AEG – **GRE**, F EAS - **AEG** A **ALB** S A A TRI, A **GRE** – BUL
France	F **MAO** S F BRE-ENG, F ENG-NTH, F **BRE**-ENG F **BEL** S F ENG-NTH, A RUH-**MUN**, A PAR - **PIC** A **BUR** S A RUH-MUN, F **ADR** S F ION F **ION** H, A **VEN** S A PIE-TYL, A **PIE**-TYL
Russia	F SKA-**SWE**, F **NWY** S F SKA-SWE, A **WAR**-GAL A SEV-**RUM,** A **UKR** S A SEV-RUM

* Note: England has F Lon, the army was disbanded the previous year and a fleet moved in.
Summer 1912 Retreats
AUS: A MUN – BER, SIL, BOH, OTB
ENG: A SWE – DEN, FIN, OTB
FRA: F ENG – PIC, OTB

Carrier Pigeon Winter 1912 Adjustments

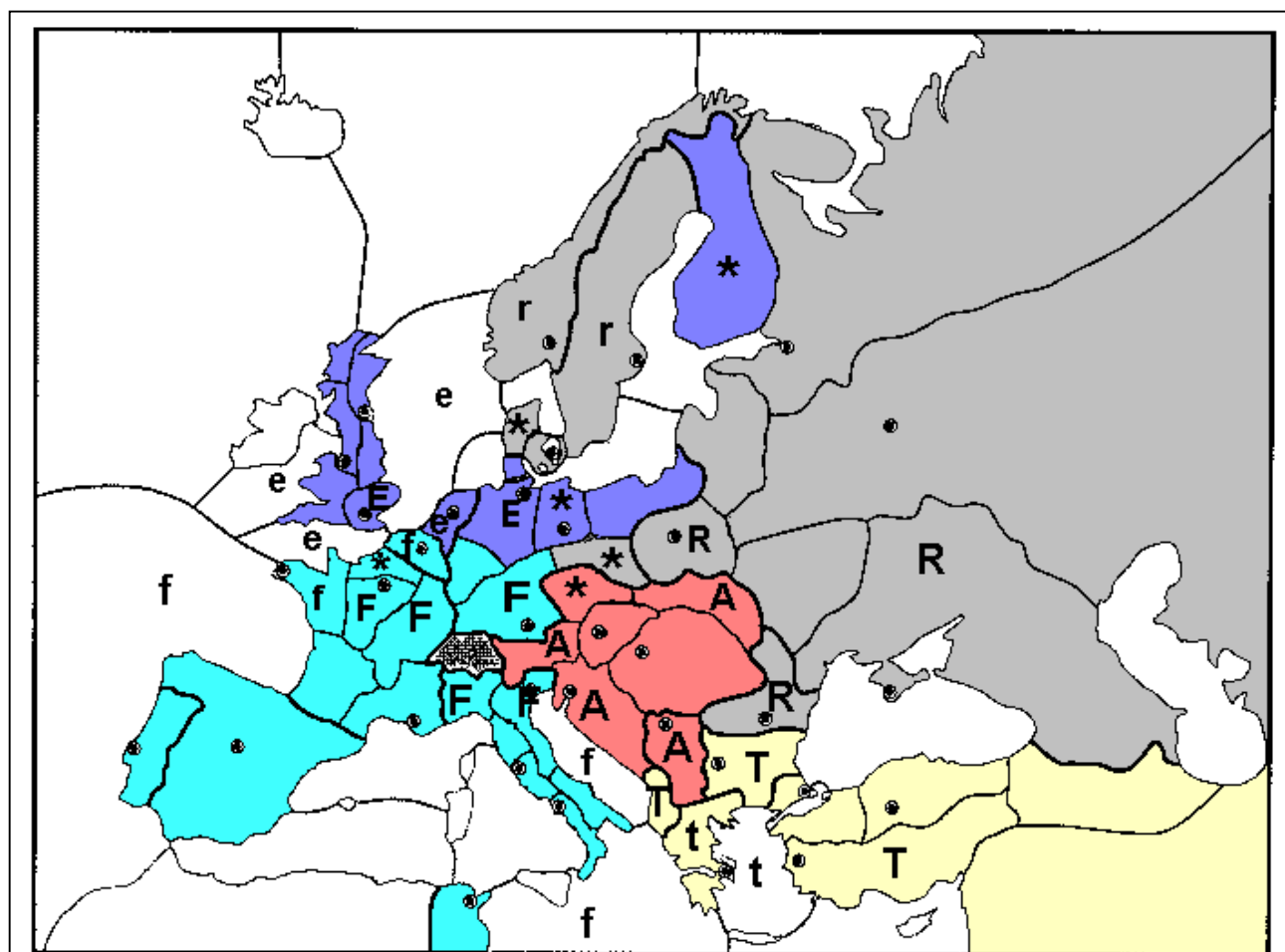| Austria 4/5	BUD, VIE, SER, RUM, TRI, MUN, *BER?*	EVEN/ DISBAND ONE*
England 5/6/7	LON, EDI, LVP, KIE, **HOL**, *BER?*, *DEN?*, SWE, NWY	EVEN/DISBAND ONE/DISBAND TWO**
France 11	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, ROM, BEL, HOL, **MUN**	EVEN/BUILD ONE****
Russia 7/8	SEV, WAR, MOS, STP, **NWY**, **SWE, RUM,** *DEN?*	BUILD 2/BUILD 3***
Turkey 5	CON, ANK, SMY, BUL, GRE	EVEN

* If Austria retreats to BER or OTB, he is even. If he retreats to SIL or BOH then he must disband one unit.

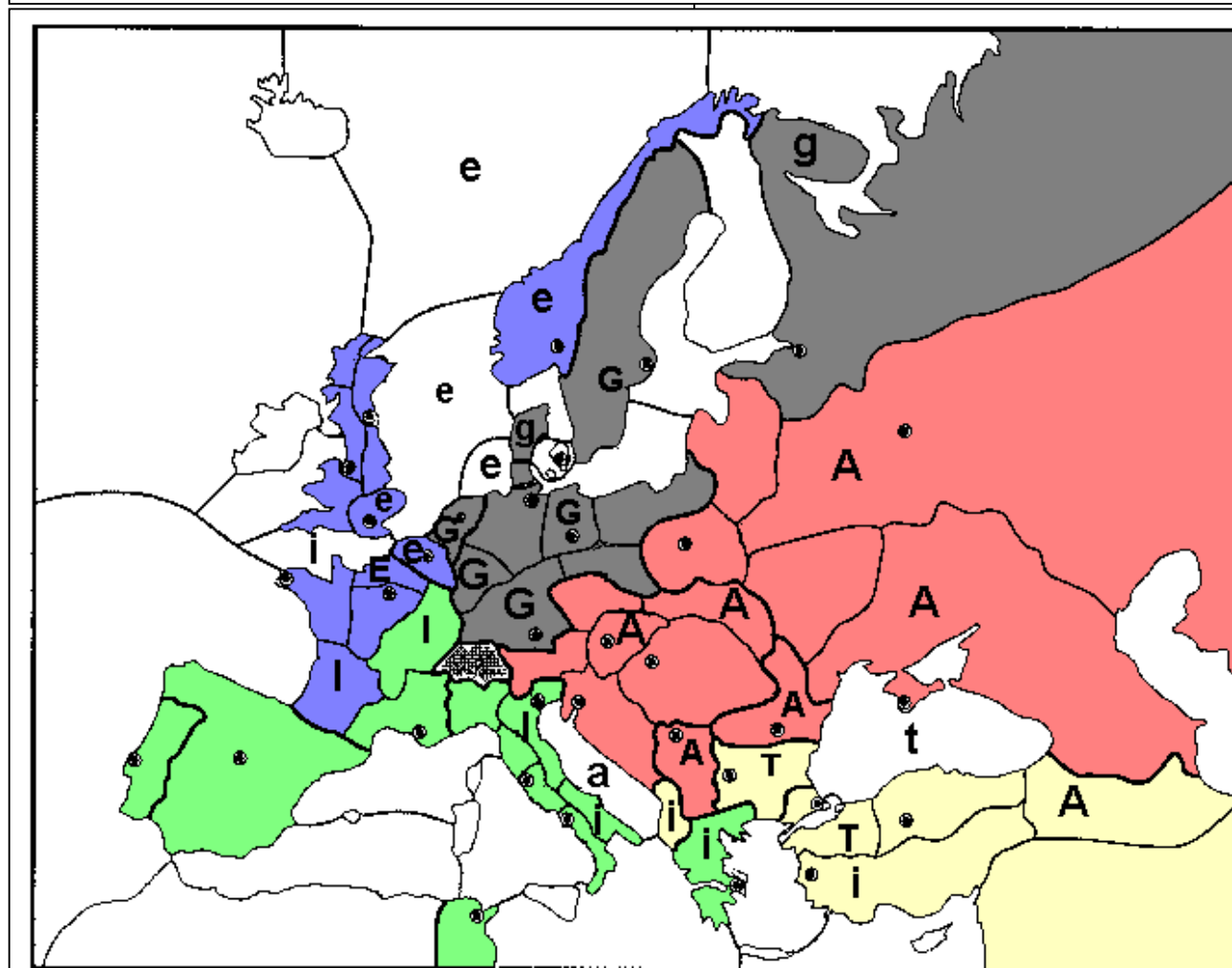**English builds depends on whether he retreats to DEN and whether Austria retreats to BER.

***Russia builds 2 if England retreats to DEN, 3 otherwise.

****French builds depends on if his fleet retreats to PIC or OTB

Exxon Valdez (Industrial Waste) Turn 2.2

Note: Per my understanding of the rules, once a player passes, the remaining card is turned over and saved, therefore the player can not opt to use the card in the fourth round if they have passed in the third round.

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	

2.2.A) Eric plays Waste Disposal to drop his waste to 1.
- Graham plays Growth to increase his factory to 15.
- Richard processes an Order, using 5 RM, generating $15M and 5 waste.
- Brad plays Waste Removal, lowering his waste to 4 and increasing everyone else's.

2.2.B) Eric plays Innovation with Advisor, spending $10M to reduce his Raw Material usage from 5/1 to 3/6.
- Graham processes an Order, using 3RM and generating $15M and 5 waste.
- Richard plays Waste Disposal to reduce his waste to 3.
- Brad processes an Order, using 5RM and generating $15M and 5 waste.

2.2.C) Eric passes
- Graham puts up 3RM for bid. Richard and Brad pass, Eric offers $5M and Graham accepts.
- Richard plays Waste Removal to reduce his waste to 2 and raise everyone else's.
- Brad passes

2.2.D) Eric & Graham pass. Richard plays Hiring/Firing to reduce his work force to 4 and Brad passes

2.2.E) Eric, Graham and Brad pay $5M in end of turn costs. Richard pays $4M.

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

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rational-ization	(Building) Raw Materials	(Building) Waste Reduction	Waste Disposal	Saved Card	VPS
Brad Martin	3	$29M	$0M	0	15	5	5/1	5/1	5/1	10		32
Eric Brosius	4	$4M	$0M	3	14	5	5/1	3/6	4/3	3	Order	26
Graham Wilson	1	$15M	$0M	2	15	5	5/1	3/6	5/1	7	Raw Materials	30
Richard Weiss (Bligh Reef)	2	$16M	$0M	0	15	4	4/3	5/1	5/1	2		28

Discard Pile:

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

Bobwhite (RR2070C) USA West (Map C)   Turn 5

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 5A (5)	Segment 5B (4)	Segment 5C (3)	Score
Conrad von Metzke	(B45) – **Portland**; (W34) - - -Minneapolis	(Chicago) - - - - S37	(S37) – R37; (W22) - - Y21	39 +6(cities)
David Hooton	(K6) --- - - N4	(N4) - - P3 – **Sacramento**; (O4) – O3	(O3) – O2 – **San Francisco**; (Dallas) – F30	34 +9(cities)
Brad Martin	(Spokane) - - - C48 - - C46	(C46) – C45 --- Portland	(R37) - - P38; (V38) – Chicago	61
Peter Robbins	(S5) --- R4; (L26) – J27	(R4) --- **Sacramento**; (J27) – I28	(I28) - - - F29 [-1 US]	40 +3(cities)
Andrew Glynn	(O34) - - - **Kansas City**; (O34) – O35 – P35	(P35) – Q36 --- R35	(R35) - - - U34	40 +6(cities)

Dice Rolls for Turn 6: 5, 2, 2

W. R. Grace (Industrial Waste) Turn 6.2

- Brad takes set 2
- Dennis takes set 3 (5 was his next choice)
- Graham wants set 1 (then 2, then 4)
- Eric's first two choices were 2 and 1, then he settles for 4

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rationalization	(Building) Raw Materials	(Building) Waste Reduction	Waste Disposal	Saved Card	VPS
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

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

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
Waste Disposal	Hiring/Firing	Raw Materials				

Golden Spike (2068TC): Transcontinental V2 Round 11

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:

Press: I-70 to GM: The cities from transcontinental were in the industrialized eastern corridor. There must not be gold out there in CA.

GM – I-70: Railroads are long term investments, we want our cities to last!

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	70	D85	Race 43	71	K19	R10
72	G81	R10	73	F9	R10	74	M31	R10	75	F95	R10			

Race Results for Round 9:

Race 42) City54 – City58

R4D4 (42) 2-5-6-1-1-2-4-5-6-6-5	10[-5 SPIKE][-2 I70][-1 FLAGLER][-1 PUTT]	1
SPIKE JR R4D4 – declined FLAGLER - declined	[+5 R4D4][+7 FLAGLER]	12
FLAGLER (37+1M) 4-5-5-6-5-2-3-3-6	20[-7 SPIKE][+1 R4D4]	14
PUTT-PUTT	[+1 R4D4]	1
I70	[+2 R4D4]	2

Race 43) City50 – City2

I70 (28+1M) 2-3-2-3-6-5-4-6	[-2 R4D4][-1 PUTT]	-3
R4D4 (25) 3-6-2-3-1-6-5	20[-1 FLAGLER][+2 I70][+3 SPIKE]	24
PUTT-PUTT (25) 1-1-1-3-5-6-6-5	5[+1 I70][+1 SPIKE]	7
SPIKE (24 +1M) 4-3-3-3-1-	5[-1 PUTT][-3 R4D4]	1

5-2-3-5 (stalls 1 on MTN)		
FLAGLER	[+1 R4D4]	1

Race 44) City12 – City57

R4D4 (8) 2-5-2	10[+4 SPIKE]	14
SPIKE (8) 4-6	20[-4 R4D4]	16

Race 45) City7 – City22

I70 (8 +1M) 6-2-6	10[-2 FLAGLER]	8
SPIKE (7 +1M) 6-5	[-3 FLAGLER]	-3
FLAGLER (4 +1M) 5	20[+3 SPIKE][+2 I70]	25

Race 46) City10 – City16

PUTT-PUTT (10+1M) 5-4-5	20[+4 SPIKE]	24
SPIKE (10 +1M) 6-1-4	10[-2 R4D4][-4 PUTT]	4
R4D4	[+2 SPIKE]	2

Player	Builds for Round 10	Score
Richard Weiss **The I-70**	(X41) --- W41 --- -U42 [-1 FLAGLER]; (T42) - - - Q44 [-1 FLAGLER][-1 SPIKE]	278 –10(builds) –3(rivals) +7(races) = **272**
Eric Brosius **SPIKE**	(P41) - - - City 60; (D81) - - - D78 - - B77 [-2 R4D4]; (I31) - - - I28 [-1 PUTT]; (City 55) – P29[-2 R4D4]	337 –12(builds) –4(rivals) +30(races) = **351**
Conrad von Metzke PUTT-PUTT	(X35) - - --- **City 66**; (I26) - **City 65**;	251 –6(builds) +9(cities) +1(rivals) + 32(races) = **287**
Brendan Whyte R4D4	(G78) – **City 64**; (V25) – City 67 - - - - --- P28 - - City 55; (P22) - O23	283 –12(cities) +12(cities) +4(rivals) + 47(races) = **334**
Mike Barno FLAGLER	(City 52) - - --- **City 66**	290 +3(cities) –5(builds) +2(rivals) + 40(races) = **330**

Build allowance for Round 11:   12

Races for Round 10:

City 55 (P30) – City 68 (M24)   City 52 (U34) – City 18 (R37)   City 66 (X32) – City 20 (F87)
City 36 (Z36) – City 34 (T40)   City 64 (H78) – City 23 (A90)

The Time Sink

SOPWITH: Snoopy, Turn 16

Andy York has generously taken over for Karl Schmit

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.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	G6 (W)	A	A	RS	D4 (W)	4	11	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	J15 (W)	RS	RS	RS, FA	M15 (W)	13	10	24
D	Andy York	Captain Chaos	O19 (SE)	A Landing	Down	Down	S19 (down)	16	1	2