

"And there is distrust in Washington. I am surprised, frankly, at the amount of distrust that exists in this town. And I'm sorry it's the case, and I'll work hard to try to elevate it." --George W. Bush, interview on National Public Radio, Jan. 29, 2007

When choosing between two evils, I always like to try the one I've never tried before. -- Mae West

If Cheney is impeached will Bush become President?

Stubbornness is not a foreign policy. – Gov. Bill Richardson in the first democratic presidential debate

## April, 2007

It's awfully early to be jumping into it, but as any of you who are in the US are aware, the Presidential race has begun. For many years the state of New Hampshire where I live has held a special place in this race. Along with the caucuses in Iowa, the primaries in New Hampshire have always been the first such contest in the race and have played a significant roll in the entire electoral process. However, and not unreasonably, some states have not been comfortable with the idea that by the time they hold their primaries the race really has already been decided and their votes don't really count. Because of this a number of states have started moving their primaries forward to be held at the beginning of the process instead of the end. State law in NH actually requires that the primary be held at least one week prior to any similar contest in any other state, so as many states front load the process the NH primary will be held even earlier than normal.

Personally I strongly believe that the tradition on the NH first primary should be retained. The reason is not local pride however, although I've got plenty of that, but rather that I think it's good for the process. The reason is that NH is a small state with a very strong political tradition. Because of this the early primary in NH harkens back to the early days of our democracy. Candidates who want to do well in NH need to attend actual town meetings. They visit small gatherings hosted in people's houses and stop in at general stores and pharmacies to meet and greet actual voters. While this is of course great for the NH voters, it's also good for the national process because the reporters are there to cover everything of course and voters all over the country get to see the candidates in unscripted situations answering questions from people off the street, having to think on their feet and unable to hide behind debate rules or press secretaries.

As large state like California and Texas begin to front load the process there is a possible danger that we will lose this chance to see the unscripted candidates. California is bigger than many nations and such a process simply doesn't work there. TV ads and scripted press events are the norm instead. It's unclear what affect it will have on the process when the primaries for Texas, New York and California occur just a week after NH. Some pundits believe that the bounce a

candidate might receive from a good showing in NH just won't matter. Candidates will focus on the big states from the start and ignore the NH primary. If this is the case I believe we will all lose out as the big money, well scripted handled candidate will be all we see and the few glimpses of the real person behind the packaging that we have left will fade away.

Other analysts think that with all the other primaries coming together just a week after NH and Iowa candidates will actually pay extra attention to NH because there will be no time to recover from a poor showing there and no time to counter another candidate's boost from a good one. If this is the case the campaigns in NH could become even more intense.

Whatever the result it's certain that the whole process is being shaken up. It's possible that we might even see the first primary or caucus in December of this year. I don't know how it will all shake out, but I hope that once it does the parties can agree to move all the contests back into March. Starting debates 18 months before the election is just ridiculous!

Welcome to Tinamou #66, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: [rebhuhn@rocketmail.com](mailto: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, June 11, 2007

**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 JUST ONE MORE!**

Signed up: Art Schleinkofer, Harold Reynolds, Karl Schmit, Graham Wilson, Sean O'Donnell, Larry Cronin

**Standard Diplomacy:**

Game Opening: 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: NEED ONE MORE TO START.**

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

**Game Opening:** Eric Brosius, Graham Wilson, Brad Martin

**Railway Rivals:** Anyone have a favorite map they want?

**GAME START: Bobwhite**

**West USA (one of the originals!):**

David Hooton, Conrad von Metzke, Brad Martin, Peter Robbins, Andrew Glynn.

Please submit starting preferences, colours and company names .

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

Signed up: Eric Brosius, Chris Hassler

**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

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

Signed up: Michael Scott

**Sopwith:** (Next game once Snoopy finishes.)

Brendan Whyte

**Bambusicola (2069KP):Tokyo and Kanto Plain Round 1**

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 1A (6)	Segment 1B (5)	Segment 1C (3)	Score
Brad Martin YEN	(Shinagawa) – W21 – Urawa	Urawa - - - - Kuki – V15 [-2 Sayonara] [-11 TSR]	(V15) – KOKA[+1]	20 +1(cities) – 13(builds) = <b>8</b>
Brendan Whyte NIPOFF	(Shinagawa) – MACHIDA[+3]	(Machida) – S27 – ATSUGI[+3]	(Atsugi) – N29	20 +6(cities) = <b>26</b>
Peter Robbins NoNo	Tokyo – X19	X19 – KASHIWA[+3]	(Kashiwa) – C72 – C73	20 +3(cities) = <b>23</b>
Conrad von Metzke YokoThomas	(Tokyo 33) – W26 – KAWASAKI[6] – U26	(U26) – YOKOHAMA[+6] – R29; (Tokyo33) – V23	(R29) – HIRATSUKA[+3]	20 +15(cities) = <b>35</b>
Andrew Glynn TSR	(Ueno) – V22 – URAWA[+1] – V19	(V19) – KUKI[+3] – V15; (V19) – Omiya [- 1 Sayonara]	(V15) – KOKA[+1]	20 +5(cities) +19(builds) = <b>44</b>
Michael Pargman Sayonara	(Ueno) – W22 – V21 – URAWA[+1] – V19	(V19) – OMIYA {+6}; (V19) – Kuki – V15 [-9 TSR]	(V15) – KOKA[+1]	20 + 8(cities) – 8(builds) = <b>20</b>

**Die Rolls for Round 2: 2, 5, 5**

## Breaking Away: Keep Pedalin' Orville:

Square	RIDERS	CARD
	*****SPRINT FINISH LINE*****	
80		
75	WESTLEY	3
74	LUMBER	4
73		
72	CHARLIE, CALHOUN, DICKHEAD	3
71		
70		
69		
68	BAKER, BOEHEIM	3
67	PITINO	5
66	ABEL, WELSH	6
65		
64		
63		
62	STEWART, ORE	3
61	SPENSER	5
60	BRICK, EARNHARDT, DONNY, INIGO, FEZZIK, BODINE	6
59	SOBCHAK, THE DUDE, WHEAT, BUTTERCUP	12

### Big East Basketball Coaches (Jim Burgess) 1 point

Team Manager: Louie Carnesecca

A	15	Rick Pitino	15	18	22	5
B	12	Tim Welsh	8	13	6	
C	20	Jim Calhoun	10	18	3	
D	14	Jim Boeheim	8	16	3	

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### Anti-Nihilists (Karl Schmit) 0 points

Team Captain: The Big Lebowski

A	6	Walter Sobchak	14	15	16	12
B	15	Donny	3	10	6	
C	12	The Dude	3	22	12	
D	0	Brandt	<b>Pints so far</b>			<b>1</b>

### Mutton, Lettuce and Tomato (Rick Desper) 6 points

Team Coach: Miracle Max

A	16	Westley, aka The Man in Black, aka the Dread Pirate Roberts	3	3	6	3
B	3	Inigo Montoya, aka the Spaniard	3	16	6	
C	5	Fezzik, aka the Giant, aka the Brute Squad	7	9	6	
D	3	Buttercup, aka the Princess Bride	5	8	12	

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

A	12	Abel	3	8	10	6
B	15	Baker	3	7	3	
C	22	Charlie	3	3	3	
D	21	Dickhead	3	3	3	

### Front Bumpers (Mike Barno) 17 points

A	7	Dale Earnhardt	1	11	15	6
B	5	Jimmy Spencer	6	9	5	

C	3	Geoff Bodine	7	16	6	
D	8	Tony Stewart	3	15	3	

### Wandering Otter Orbiting League (Tom Howell) 2 points

A	8	Brick	15	18	22	6
B	20	Lumber	8	13	4	
C	5	Wheat	8	16	12	
D	8	Ore	16	16	3	

### Press:

Max -> Field: You fellows are all doing a terrific job gathering in cards with big numbers. But there are too many of you! I see seven riders with cards valued at 20 or higher. Six of these riders are not going to win, and at least three of them won't be in the top four. (Me do math for money!) Meanwhile, Westley is off to collect the 10 points for winning this stage. Most of the mega-riders won't collect that many points at the final sprint. So long, suckers!

GM - Max: He may have wood between his ears, but lumber appears to have heard and understood you. He says thanks for the draft.

GM: Brandt says thanks for the drafts too!

Vizzini -> Max: The idea that your pathetic team could win this race is...

Max: No, wait for it...wait for it...

Vizzini: INCONCEIVABLE!

Rick -> Max: Sadly, I think the Sicilian is correct in this case.

Max -> Rick: our hopes aren't all dead. They're just mostly dead.

Hopes -> Max: We're not dead yet.

Vizzini -> Bush & Cheney: What was it I said about the most famous classic blunder?

Max -> Vizzini: That was the previous race with all the Republicans. Barno's playing NASCARites this time.

Vizzini -> Max: Well, at least the slightly less famous blunder is relevant in this contest?

Max -> Vizzini: "Never go in against a Sicilian when death is on this line?" This is a bike race! Where's the death?

Vizzini -> Fezzik: Oh, giant! Make sure nobody passes you, OK? If they do, hit them with your big meaty fist. There are seven people right behind you, so that should be enough for you to fight.

Rick -> GM: I was going to say it was unrealistic to have that many people drafting on the same square, but they are behind Fezzik after all.

GM – Max: Have you seen the size of the packs in some races?

Max -> GM: yep, I think there's still room for one of those colossal squids there, too!

GM -> Rest of the field: It's not me he's calling a cephalopod!

old crone -> Rick Pitino: Boo! Boo! Bow down! Bow down to the king of putrescence! Bow down!

Karl to Tom: I'm just a bad Breaking Away player. My only hope is that people hung back under 63, rather than bunching up around 66. Please?

GM – Karl: See what you get when you beg? Biggest card pick up of the round.

Big East to World: As we near the end of the season as I write, West Virginia takes the NIT and Georgetown is poised to take the NCAA's, for a Big East sweep, well-deserved. This turned out to be the toughest league in College Basketball, in my opinion!

Jim to Tom: Yes, I did it some. I hope the pack completely fragments this time, lots of possibilities for that.

GM – Jim: Still a baker's dozen left, but it's just not the same amorphous blob it used to be. We miss it.

Louie to Miracle Max: Where'd the Pirate go???

### Down Under (2067VA):Victoria Round 5

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

Player	Segment 5A (5)	Segment 5B (2)	Segment 5C (6)	Score
<b>Richard Weiss</b> <b>VD</b>	(G76) – H76 – <b>FOSTER</b> [+6]; (T13) – - <b>DONALD</b> [+3]; (E58) – E57	(E57) – <b>PORTLAND</b> [6]; (T22) – S23 [-1 GOLD]	(S23) --- - - P24; (B72) – B73	44 +15(cities) = <b>59</b>
<b>Michael Pargman</b> <b>POVERTY</b>	(T15) - - Charlton; (C67) – D66 [-1 GOLD]; (C65) - - C63	(C63) - - (C61)	(C63) - - - Warrnambool; (Bairnsdale) - - - B86	<b>41</b>
<b>Brad Martin</b> <b>GOLD</b>	Horsham - - - - R8 – <b>NHILL</b> [+3]	(Nhill) - - R4	(R4) – R3; (S23) --- Shepparton; (Ringwood) - - D74	68 +3(cities) +16(builds) = <b>87</b>
<b>Brendan Whyte</b> <b>NKCRC</b>	(St. Arnaud) - - - - T10 – S10	(S10) –R9 – R8 [-1 Gold]	(R8) - - Nhill - - - R3; [-12 Gold] (T10) - Horsham	47 –12 (builds) = <b>35</b>
<b>Andrew Glynn</b> <b>TSR</b>	(H10) - - - E9 – <b>MILDURA</b> [+6]; (Bendigo) – U18 [-1 NKCRC]	(U18) - - U16 [-1 POVERTY] [-1 GOLD]	(U16) – U15 – V14 - - - - V10 [-1 VD]	21 +6(cities) – 4(builds) = <b>23</b>

### Die Rolls for Round 6: 3, 4, 2

### Dyson (Outpost) Turn 9

- KS opens the bidding on a Warehouse which he gets for 25 (Ti13, Wa6, Or4, Or2)
- KS buys a Ti Factory(Ti9, Ti7, Wa10, Wa5) and transfers a pop from an Ore factory to man it.
- Tiger buys two Titanium Factories (MWa, Ti12, Ti10, Wa5, Or3) and transfers population to man them.
- MMC buys two Titanium Factories (MWa, Ti11, Wa8, Wa6, Or5) and transfers population to man them.
- Golden Orb buys a Titanium Factory (Or3, Or3, Wa9, Wa10, Wa5) and transfers population to man it.
- NebulaWorks buys a water factory (Or5, Wa7, Wa8) and a population factor (Or2, Or4, Wa4) to man it.
- HDHC opens the bidding on an Outpost and wins it for 101 (Wa7, Wa8, Or4, Wa9, Wa9, Wa10, MWa, Ti9, Disc15).
- HDHC transfers population from a Water factory to man his new Titanium factory.
- Bartertown opens the bidding on a Laboratory and wins it for 81 (Wa6, Wa8, Wa8, Or4, Wa6, Wa5, Wa8, Wa6, Disc30)
- Bartertown transfers population from a Water factory to man his new Research factory.

	Company	Player	Factories	Upgrades	VPs
1	KS	Karl Schmit	Or, Or, Wa, Wa, Wa, Ti, Ti, Ti, Ti	He, No, We	16
2	TIGER	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	No, HE	15
4	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Re	DL, DL, DL, La	14
3	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	He, We, Ou	14
5	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti, Ti, Ti	No, He	14
6	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa, Wa, Wa	DL, DL, No, We	11
7	Golden Orb	Cary Nichols	Or, Or, Wa, Wa, Wa, Ti	DL, We, No, He, We	11

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

#### Just arrived: Laboratory, Scientist, Outpost

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	1	0	25
Nodule	0	0	25
Scientists	1	4/5	40
Orbital Lab	0	5/6	50
Robots	1	4/5	50
Laboratory	1	3/4	80
Ecoplants	1	4/5	30
Outpost	3	2/3	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.

#### Persephone, Standard Diplomacy

Austrians take Warsaw, move into Sil. English take Paris and finish off the French but lose the North Sea. Italy moves north and shifts fleet east, but it's strike at Greece is parried by the Turks who shift their own fleets west.

Country	Player	Address
Austria	Graham Wilson	44 Bonnyview Drive Toronto, Ontario M8Y 3G6 <a href="mailto:grahamaw@rogers.com">grahamaw at rogers.com</a>
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035 <a href="mailto:pegandkarl@mindspring.com">pegandkarl at mindspring.com</a>
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA <a href="mailto:wiedem@planet.eon.net">wiedem at planet.eon.net</a>
Germany	John Power	18 Tilton Court Baltimore, MD 21236 <a href="mailto:natjohn2@comcast.net">natjohn2 at comcast.net</a>
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025 <a href="mailto:mattandzoe@earthlink.net">mattandzoe at earthlink.net</a>
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127 Dowrehome at adelphia.net

#### Fall 1905 Moves

COUNTRY	MOVES
Austria	A MOS S UKR – WAR, A GAL S URK – WAR A BOH – SIL, A TRI S ALB, F ALB S TRI A UKR – WAR
England	F LVP H, A PAR S I A MAR – BUR, F PIC – BEL F NWG – NWY, F NTH S F NWG – NWY
Germany	F HEL – NTH, F DEN S HEL – NTH, A SWE – NWY A BEL H, A RUH S BEL, A KIE – HOL A MUN – BUR
France	F IRI – LVP
Italy	F MAO – WES, F ION – GRE, F NAP – APU F GOL – TYS, A MAR – BUR, A VEN – PIE A ROM – VEN
Russia	A STP S WAR – MOS, A WAR – MOS
Turkey	A SEV S A MOS, F CON – AEG, A SMY – CON, A BUL – GRE, F BLA H, F EMS – ION

#### Winter 1905 Retreats

England: F Nth – Eng, Lon, Yor, Edi, Ska, OTB

#### Winter 1905

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

## Carrier Pigeon (2003E), Fall 1910 Postal negotiations only

France misses chance to keep gains in Germany. Austria turns on Russia. England consolidates home defense. Retreating is not an option.

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

### Summer 1910 Retreats

Eng: A Kie – Den

Fra: F NAO – Iri

### Fall 1910 Moves

COUNTRY	MOVES
Austria	A GAL - UKR, A BOH - MUN, A TYO S BOH - MUN

	A TRI S A SER, A SER S A TRI
England	F NWG S F CLY - LVP, F CLY – LVP, A SWE H A LVP - <b>YOR</b> , F LON S F NTH - ENG A DEN - <b>KIE</b> , F NTH – ENG, A BER S DEN - KIE
France	F WES – MAO, F ION H, F ADR S F ION, A VEN H A PIE S A VEN, A HOL S F ENG – BEL, F ENG – BEL F MAO – ENG, F IRI S F MAO – ENG A RUH – BUR, A KIE S R A SIL – BER (ANN)
Russia	A WAR – SIL, A MUN – BUR (ANN), A SIL – MUN F STP - <b>GOB</b> , A PRU S E A BER
Turkey	A CON H, F AEG S F EAS – ION, F EAS – ION, A ALB S A A TRI, A GRE S A ALB

### Carrier Pigeon Winter 1910 Adjustments

Austria	BUD, VIE, SER, RUM, TRI, <b>MUN</b>	BUILD ONE
England	LON, EDI, LVP, DEN, KIE, BER, SWE, NWY	EVEN
France	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, ROM, BEL, HOL	BUILD ONE *
Russia	SEV, WAR, MOS, STP, <b>MUN</b>	EVEN *
Turkey	CON, ANK, SMY, BUL, GRE	EVEN

\* Due to annihilated army

### Proposals: E/F Draw

### Pioneers: Settlers of Catan (6 player expansion)

Since the printed version of Tinamou is in black and white it doesn't seem worth the space to print a version of the map. Therefore I'm going to put it up on the web site and simply record moves here. As mentioned at game start I will roll all dice for the round and play in the same manner as Chris Hassler does in SOB. I will also open immediately a 4 player game which I will run using a dice roller at the speed that the players get their orders in, in the way that Brad Martin does in Western Front. You are all welcome to join that game, and if I need to I will run two of them to accommodate everyone.

### Setup

	Player	Settlement	Road
1	Al	B9	B9-B8
2	Paraic	C4	C4-C3
3	Mike	B5	B5-B4
4	Brad	C8	C8-D8
5	Brendan	A8	A8-B8
6	David	G10	G10-G9

	Player	Settlement	Road
7	David	D3	D3-D4
8	Brendan	D6	D6-C6
9	Brad	E4	E4-F4
10	Mike	F8	F8-E8
11	Paraic	F10	F10 –E10
12	Al	G8	G8-G7

## Resources

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

### W. R. Grace (Industrial Waste) Turn 4.2

Jim is still missing so Eric has become the player of record. Thanks Eric for stepping in!

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

#### 4.2.a

- Brad plays Innovation and Advisor, spending \$10M to move Waste Reduction two spaces.
- Dennis offers 4 RM for sale. Graham passes. Eric bids \$7M and wins the auction.
- Graham plays an Advisor with his order, using 5RM to generate \$22M and 2 waste.
- Eric auctions his 4RM. Brad passes. Graham bids \$3. Eric decides to keep them and pays the bank \$4M.

#### 4.2.b

- Brad processes an Order, using 5RM and generating \$15M and 2 waste.
- Dennis plays Waste Removal, lowering his own waste by one and upping everyone else's.
- Graham plays Growth to move his factory to 18.
- Eric plays Growth to move his factory to 17.

#### 4.2.c

- Brad passes. He pays \$5M in end of turn costs.
- Dennis passes. He pays \$4M in end of turn costs.
- Graham passes. He pays \$5M in end of turn costs.
- Eric processes and Order, using 4RM and generating \$17M and 5 waste. He pays \$5M in end of turn costs.

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	3	\$8M	\$0M	7	14	4	4/3	4/3	4/3	10	Order	27
Graham Wilson	4	\$17M	\$0M	0	18	5	4/3	5/1	2/10	7		40
Eric Brosius	1	\$18M	\$0M	4	17	5	4/3	4/3	5/1	9	Bribery	33
Brad Martin	2	\$15M	\$0M	0	15	5	5/1	5/1	2/10	7	Bribery	34

Set1	Set2	Set3	Set4	Set5
Order	Growth	Waste Disposal	Waste Disposal	Waste Removal
Waste Disposal	Innovation	Growth	Advisor	Growth
Innovation	Raw Materials	Raw Materials	Raw Materials	Raw Materials

**Discard Pile:** Waste Disposal

Waste Disposal

## Golden Spike (2068TC): Transcontinental V2 Round 6

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

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	R36	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

### Race Results for Round 5:

Race 16: City 14 – City 25: **Impossible**

Race 17: City 21 – City 22

SPIKE (17+M) 20[-2 FLAGLER] **18**

R4D4 (22+M) 10[-1 PUTT-PUTT][-1 FLAGLER] **8**

FLAGLER [+2 SPIKE][+1 R4D4] **3**

PUTT-PUTT [+1 R4D4] **1**

Race 18: City 1 – City 26

R4D4 (1) 20[+1 PUTT-PUTT] **21**  
 PUTT-PUTT(2) 10[-1 R4D4] **9**

Race 19: City 6 – City 31: **Impossible**

Race 20 City 18 – City 4

FLAGLER (13+M) 20 **20**

SPIKE (12+M) 10[-6 I70] **4**

I70 [+6 SPIKE] **6**

### Builds for Round 5

Player	Segment 5A (2)	Segment 5B (8)	Segment 4C (6)	Score
<b>Richard Weiss The I-70</b>	(M39) -- <b>CITY 25</b> [+6]	(W38) - City 28 – B87 – City 27 [-1 PUTT-PUTT]	Q35 --- Q31 [-1 PUTT- PUTT]	105 +6(cities) -2(builds) +6(races) = <b>115</b>
<b>Eric Brosius SPIKE</b>	(U40) – <b>CITY</b> <b>34</b> [+3]; (A90) – A91 [-3 PUTT-PUTT]	(A91) – B91 -- B93 --- City 3 [-1 PUTT-PUTT]	(M52) -- <b>CITY 24</b> [+6]; (T40) --- S40; (B93) – City 13	119 +9(cities) -3(builds) + 22(races) +3(City 37) = <b>150</b>
<b>Conrad von Metzke PUTT-PUTT</b>	(Z37) – Y38; (Z37) – <b>CITY 36</b> [+6]	(Y38) – X38; (S33) - ---- N30	(N30) – L29; (X38) – City 14; (V39) – V40 [-1 SPIKE]	140 +6(cities) + 5(builds) +10(races) = <b>161</b>
Brendan Whyte R4D4	(E89) -- City 27	(Q20) ----- L20 – L19	(L19) ----- L15 – K15; (S48) – R47 [-1 FLAGLER]	82 -1(builds) +29(races) = <b>110</b>
<b>Mike Barno FLAGLER</b>	(T41) – <b>CITY 34</b> [+3]; (U23) – U22	(U22) – U21 -- W20 --- W17	(W17) --- W16 --- W15	148 +3(cities) +1(builds) +23(races) +3(City 37) = <b>178</b>

**Rolls for Round 6: 4, 2, 4**

### Races for Round 6:

Race 16: City 14 – City 25:

Race 19: City 6 – City 31: **Not connected**

Race 21) City30 – City2

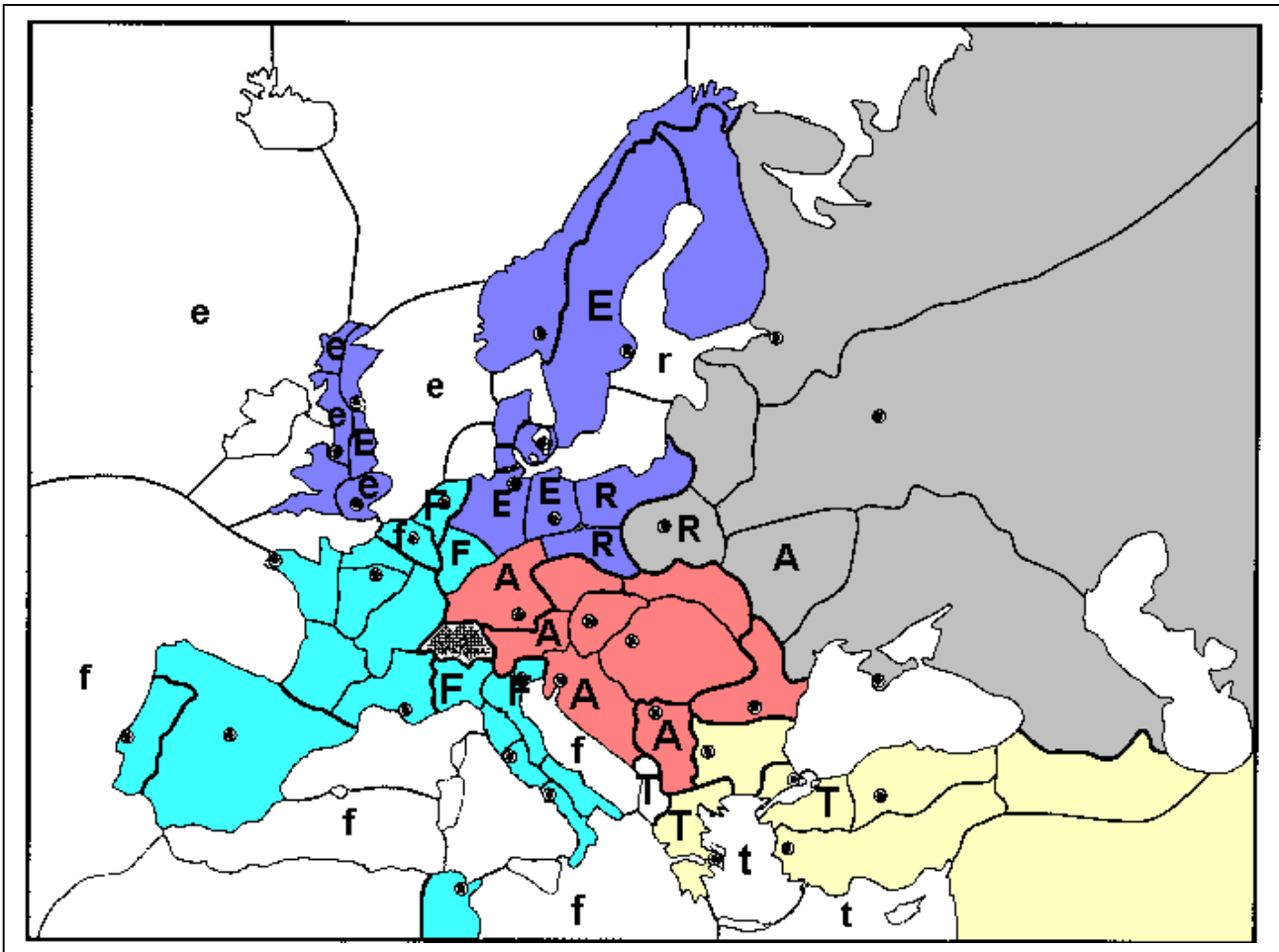
Race 22) City29 – City31: **Not connected**

Race 23) City11 – City23

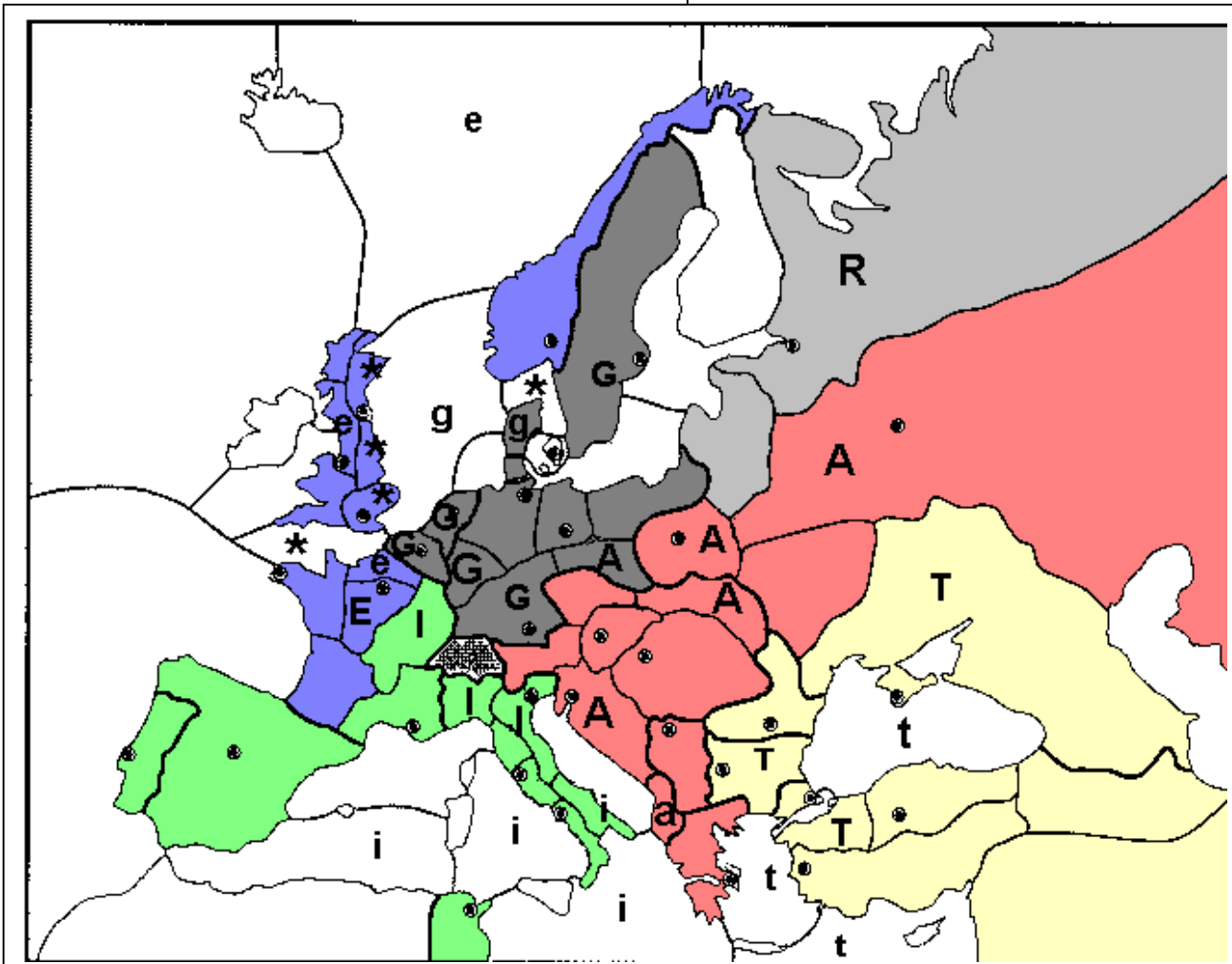
Race 24) City22 – City5

Race 25) City 1 – City21

CARRIER PIGEON



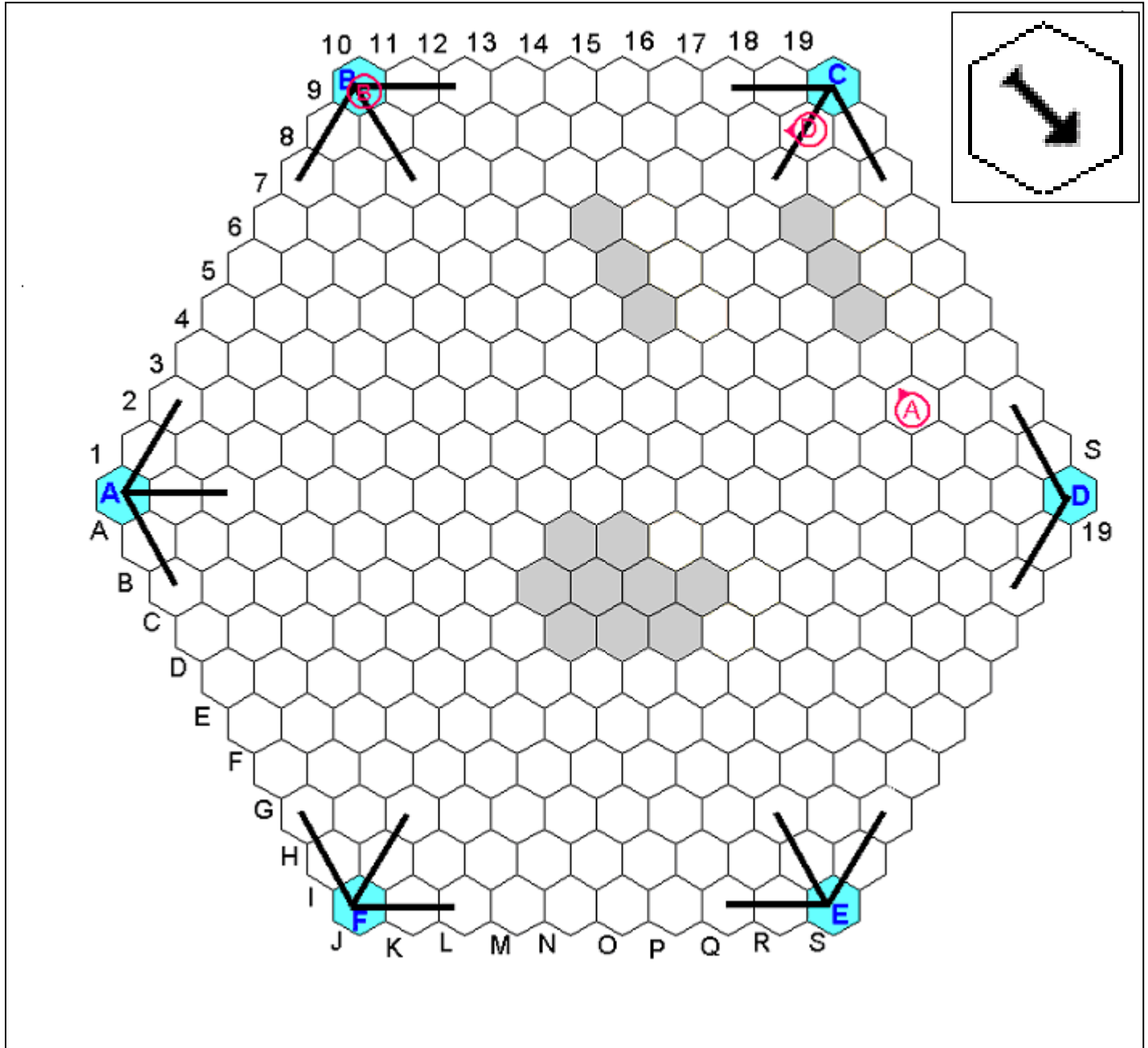
PERSEPHONE



### SOPWITH: Snoopy, Turn 12

Herr Totenhosen stays on the ground for more repairs and a beer. Captain Chaos heads over to see if he can maybe beg a stein or two for himself. Captain Ralph decides he may need some more ammo to shoot down the rest of these clowns and heads towards his own home base.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	Q18 (NE)	LT	A	A	N15 (W)	4	12	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	B10 (down)	Get	A	Beer	B10 (down)	16	11	24
D	Karl Schmit	Captain Chaos	M19 (NW)	A	A	LT	J18(W)	16	2	2



## Bronzewing (RR1989QL) Queensland Round 12

Player	Company	Start	Colour	Score
Conrad von Metzke	TURN (Terminally Undernourished Rail Network)	Normanton	Green	182
Michael Pargman	QoQC (Queen of Queensland Company)	Townsville	Red	359
Brad Martin	JOH (Just on Holidays)	Maryborough	Brown	308
Brendan Whyte	TIK (The Iron Kangaroo)	Rockhampton	Black	232
Andrew Glynn	TSR (Trans State Rail)	Mackay	Blue	219

No surprises here. Michael came on very strong in the last two rounds for a solid win, congratulations to him.

TIK

A good game, thanks guys. I hope you like my map. I am toying with swapping the numbers of Winton and Windoura to make it more likely someone will build to Boulia and Windourah (govt approved and planned for a century but never constructed). Apart from that I think it works well, but I can never win on it! I guess everyone always gangs up on the cartographer...

JOH (Brown)

A disappointing last set of races for me, but it was a very long shot to win anyway. Congratulations to Michael, who was rewarded for taking the inland route to Mount Isa and the Northern Territory. -- Brad

## Bobwhite (RR2070C) USA West (Map C) Game Start

Player	Company	Start	Colour	Score
Conrad von Metzke	Anacreon	Chicago	Green	20
David Hooton	US (Union Specific)	Memphis	Purple	20
Brad Martin	IT (Indian Territory)	Milwaukee	Brown	20
Peter Robbins	OP (Onion Pacific)	Memphis	Black	20
Andrew Glynn	TSR (Trans State Rail)	New Orleans	Blue	20

### Dice Rolls for Turn 1: 5, 3, 6

Starting preferences worked out that I could give 4 people their first choice and then the last person ended up on their third, or I could give everyone their second choice. That seemed fairer, so that's the way I went.