

They sell us the president the same way
 They sell us our clothes and our cars
 They sell us everything from youth to religion
 The same time they sell us our wars
 I want to know who the men in the shadows are
 I want to hear somebody ask them why
 They can be counted on to tell us who our enemies are
 But they're never the ones to fight or to die
 And there are lives in the balance

Jackson Browne "Lives in the Balance"

If there's a child on the south side of Chicago who can't read,
 that matters to me, even if it's not my child.

If there's a senior citizen somewhere who can't pay for their
 prescription and having to choose between medicine and the
 rent, that makes my life poorer, even if it's not my
 grandparent.

If there's an Arab-American family being rounded up without
 benefit of an attorney or due process, that threatens my civil
 liberties.

Barack Obama

A fundamental strategy is you divide your enemies and unite your friends. We are uniting our enemies and dividing our friends. That is not a strategy for success.

Zbigniew brzezinski -- Former National Security Adviser

I was listening to the radio but not really listening as normal,
 just background noise, when the words Jackson Browne was
 singing started to sink in. Seemed remarkably appropriate for
 today, and rather sad that they were written almost 20 years
 ago.

Welcome to Tinamou #52, produced by Dave Partridge, **15
 Woodland Drive, Brookline NH, 03033** (email: [rebhuhn
 of 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!

Life in the new office is good. Still haven't found everything,
 that comes of shoving the remnants of a 20 person office into
 a two person office, but that short commute is great. I can run
 home for lunch (literally!) and have a lot more time for things.
 I'd forgotten how nice it is to not commute!

Kids soccer is just starting and I'll be coaching my son again.
 Saturdays in the fall are just for soccer. Two kids games, then
 my own game in the afternoon. Guess who gets to pick what
 we do on Sunday? I love the sport and it's become a year
 round occupation for me as we have some excellent indoor
 facilities nearby. I still follow football but I sure wouldn't
 want my kids to play it. And I track the Red Sox but I don't
 want my kids playing baseball either, I don't want to have to
 sit through the games!

Game Openings:

**Hey, some movement! We're getting a lot closer on
 the standard dip game and even Perestroika Dip and
 there's a request for RR game. Come on guys, sign up!**

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

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

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

Standard Diplomacy: That's it, the one and only original
 Signed up: Fred Wiedermeyer, Hank Alme, Cary Nichols,
 Graham Wilson, Karl Muller

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

Signed up: Phil Reynolds, Doug Kent, Graham Wilson

Industrial Waste:

A new game for 3-4 players. 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.

Game Opening: Jim Tretick, Graham Wilson. **Need 2 more.**

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

Railway Rivals: New Game: Ukraine. (Map on website)
Signed up: Michael Pargman, Conrad von Metzke, need more!

Outpost:

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

Snowball fighting: Current game is over. Anyone interested in another go? 3 signed up so far

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

Signed up: Tom Howell

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

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

Deadline: Monday, Nov 1.

Breaking Away: Fat Bottomed Girls

Langford fires the rocket boosters and blasts to the front. Greece and Babette make a small break, but no one is catching him. Still a fairly large pelleton hanging together, and then the group of six, who are riding for pride but have no chance to score. No surprise as Tom garners the highest replacement cards. Should be an interesting finish!

BOOB to Frank and George: Hello!!! What about me??
Kramer is lining up with Tjinder, isn't he?? What a crowd on 91, too bad we're only giving Howell's Camilla the points!!

BOOB to Elaine: If you played your three, you GOT another three.... you have to play your 12 SOMETIME! Next time would be good....

BOOB to Dans: Langford has guaranteed the victory, 20 points are mine!!! You pikers....

BOOB to GM: "Caution to the win" was a typo, but BETTER than what I meant!

GM to BOOB: Two points for serendipity.

BOOB to ROME: Thank you for the 10, another 10 please!

BOOB to Dans: You are going to play those big cards SOMETIME, aren't you??

BOOB to GM: Barone can too get something.... the back six are out for SURE, that leaves 18 players to get the 8 scoring slots. Dagmar and Abigail can be beaten by Barone for sure too. And Singh has no real chance (Cutler will score...). And Frank is SUCH a horrible manager that we count all four of them out. Ooops, the probably puts Barone about 10th. Take it back, you're right, I get 35 plus whatever Cutler scores.

GM – BOOB: Yup, and that means the question is what can Rick and Tom grab. Should be interesting.

BARNO to DESPER: Found on planetspace.de: "Microsoft is not the Borg collective. The Borg collective has got proper networking."

(BARNO SAW THIS ANALYSIS ON GROKLAW):

"Round1: SCOG started fast with a lot of movement, copyright claims, millions of lines of code, but not landing any solid shots. IBM content to parry and look for openings.

Round2: IBM picks up the pace, demanding evidence. SCOG, unable to respond, is backed to the ropes and reduced to swinging wildly then clinching and holding on to buy time. SCOG tries to rally by amending claims, but flaws in their defense are becoming apparent. After motion to compel by IBM, the referee orders SCOG to produce with specificity. SCOG unable to respond.

Round3: IBM attacks hard. Counterclaim #10 is a stiff jab/uppercut combination which IBM follows up with a hard left hook in the form of a motion for PSJ [Partial Summary Judgement] on copyright claims. SCOG flails wildly, trying to fend IBM off with overlength memos and low blows about discovery abuse. IBM pounds away at the copyright claims, and the referee again orders SCOG to comply. Returning to the corner at the bell, SCOG appeared dazed, mumbling incoherently about "good faith".

Round4: As SCOG tries to feint newly discovered infringements and more overlength memos, IBM blocks the shots with motions to strike, and counters with well placed shots to the head, exposing SCOG's misdirection and lack of evidence. SCOG still clinching and holding on. Suddenly, just before the bell to end the round, IBM switches tactics and delivers a solid combination to the body with a motion for PSJ on the contract claims.

We're now in the corner between rounds. IBM is looking confident, fit and fresh.

The SCOG cornerman is pulling his hair out and frantically dumping ice into SCOG's shorts, as Darl, dazed and confused babbles aimlessly about their 25 years of dedicated UNIX service and getting the facts to the jury...

My prediction: a couple more rounds max. This ain't gonna go the distance."

:Black Bottomed Girls (Brendan Whyte) 5 points

A	7	Black Pudding Bertha	5	5	3	3
B	7	Big bad Bobbette	5	3	3	
C	4	Bo Dacious Derek	3	6	6	
D	3	Barbarella Eden	3	4	6	

Homegrown Evil (Mike Barno) 0 points

A	4	Dick Cheney	3	3	6	
B	6	John Ashcroft	3	3	3	
C	15	Karl Rove	4	4	3	
D	12	Donald Rumsfeld	3	16	12	

Thin Bottomed Girls (Tom Howell) 24 points

Manager: Edith

A	3	Abigail	3	3	9	3
B	18	Babette	9	12	4	
C	10	Camilla	4	10	10	
D	3	Dagmar	3	3	13	

The Four Kingdoms of Daniel Chapter Seven (Eric Brosius) 8 points

A	10	Babylon	7	11	16	10
B	12	Persia	5	7	7	
C	17	Greece	6	7	3	
D	10	Rome	3	20	5	

The Front Men (Jim Burgess) 15 points

Manager: Ian Curtis

A	10	Jon Langford	3	3	3	3
B	6	Richard Barone	3	4	7	
C	5	Mark Cutler	7	13	3	
D	3	Tjinder Singh	4	4	4	

The Team About Nothing (Rick Desper) 26 points

Manager: Frank Costanza

A	3	Jerry Seinfeld	4	7	13	6
B	12	Elaine Benes	3	3	7	
C	10	Cosmo Kramer	3	3	5	
D	3	George Costanza	3	3	4	

Square	RIDERS	CARD
	FINISH LINE	
120		
119		
118		
117		
116	LANGFORD	3
...
106		
105		
104	GREECE	3
103	BABETTE	4
102		
101		
100		
99	ABIGAIL, ROVE	3
98	KRAMER, ROME	5
97	ELAINE, PERSIA, BARONE	7
96	BABYLON, CAMILLA	10
95	RUMSFELD	12
94	DAGMAR	13
93		
92	CUTLER	3
91	SINGH, GEORGE	4
90	JERRY	6
89		
88		
87		
86		
85		
84	BERTHA, BOBBETTE. ASHCROFT	3
83	CHENEY, BO DACIOUS, BARBARELLA	6

**2001 A Gaming ΟΔΥΣΣΕΥΨ
Orphaned from Deny Everything**

HELD OVER -- Anyone heard from Mike?

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

We've got treachery. We've got misorders. We've got center swaps. We've got Diplomacy! As expected, Italy and France swap centers. France stabs Germany for a net gain however. Austria's misorder is costly, as Turkey seems to have been reading his mail and takes Greece. That's useful for Turkey as Russia slides south. Russia and England swap centers as well, although this one seems a bit friendlier than the one in the southwest.

.Please note the new address for Russia!

Map on Page 10

Country	Player	Address
Austria	Alexander Woo	2322 Shattuck Ave. #308 Berkeley, CA 94704
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	Karl Schmit	1452 Seville Dr. #3 Green Bay, WI 54302-5559
Germany	Hank Alme	506 Paige Loop Los Alamos, NM 87544
Italy	John Power	18 Tilton Court Baltimore, MD 21236
Russia	Doug Kent	Unit F #30694-177 Federal Correctional Institution McKean PO Box 8000 Bradford, PA 16701
NEW	ADDRESS	
Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA

Fall 1904

COUNTRY	MOVES
Austria	A BOH – TYR, A VIE – GAL, A BUD S A RUM, A RUM S R F SEV (OTM), A SER S F TRI, F TRI H (NSU), F GRE H (UNORDERED)
England	F SKA – DEN, F HEL – HOL, A EDI – YOR, F NTH – S F HEL - HOL, A BEL S F HEL - HOL
France	F TUS – ROM, A BUR – MUN, A GAS – SPA, F MAO S A GAS – SPA, F ENG - BRE
Germany	A MUN – RUH, A HOL S F A BUR – BEL (NSO), A KIE S HOL
Italy	A NAF – SPA, F WMS C A NAF – SPA, A MAR S A NAF – SPA, F LYO S A MAR
Russia	F SWE S E F SKA – DEN, F NWY S E F NTH, A WAR – GAL, F SEV – ARM, A UKR – SEV, A GAL – SIL
Turkey	F AEG S A BUL – GRE, A CON – BUL, A BUL – GRE, F BLA S R A UKR – RUM (NSO)

Winter 1904

Retreats

AUSTRIA: F GRE – ALB, ION, OTB

GERMANY: A HOL ANNIHILATED

Adjustments

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

*England builds one due to a destroyed unit.

Press:

Eng to Russia - I don't know what you tried to prove in Norway last turn, but if this keeps up I shall ask Germany to send Lenin back sooner so he can stir up some trouble on the home front.

England to GM- Why not a rule so we can send revolutionaries into the home country of certain opponents to cause dissention and anarchy on the home front?

GM – England: You work out the rules for the variant, and I'll run the game.

(VIENNA - BOARD): Gee, by my calculations, everyone would have been happier if I had moved to Venice in the Spring, at least until it was clear whether I would bounce the French out of Rome or not.

(SMILEY - EVERYONE): Sorry for the relative lack of mail from me. I'll write if it's important, or if it's interesting, but right now I have 3 papers and a dissertation to write.

Plutocrats (Outpost)

TURN 11

Everything goes this time with lively bidding. Next round will see Space Stations, Planetary Cruisers and Moon Bases up for bid.

- MMC starts the bidding by putting the Scientists up for auction. The bidding is fierce and they finally go to Pludercorp for 70 (30 Discount, Re14, Wa9, Wa9, Wa8).
- MMC now opens the bidding on the Laboratory, which he gets for 85 (10 Discount, MWa, Mi16, Mi14, Wa4, Or4, Or4, Or3). He then spends Wa5 to populate the Lab's factory.
- Pludercorp buys a robot (Re10) and starts up his idle Ore factory.
- Bartertown puts an Ecoplants on the block and Diadem comes away with it for 35 (MWa, Or5).
- Bartertown starts the bidding on the second Ecoplants and wins it for 42 (Ti13, Ti13, Wa9, Wa7). He then buys a person (Wa5) and starts up one of his idle Ore factories.
- Diadem now makes a bid on the Warehouse, which he gets for 29 (Ti10, Ti10, Ti9).
- HDBC closes out the round by purchasing a Titanium factory (MWa), which he mans with the worker from his Ore factory.

MMC, Diadem and HDBC take MegaWater cards.

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Re	NO, DL, OL, OL, EP, LA	28
2	Pludercorp	Chris Hassler	Or, Or, Wa, Wa, Wa, Re	DL, DL, DL, WH, SC, LA, RO, SC	23
3	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	HE, NO, WH, EP, EP	25
4	Diadem	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	NO, HE, RO, EP, WH	23
5	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	WH, HE, RO	15

HDBC: Heavenly Bodies Development Corporation

MMC: Mud Mining Corporation

Just arrived: Outpost, Orbital Lab, Orbital Lab, Laboratory, Scientists

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	40
Orbital Lab	2	0	50
Robots	0	0	50
Laboratory	1	0	80
Ecoplants	0	0	30
Outpost	1	2	100

Boston Harbor (Industrial Waste) Turn 3.2

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

3.2.a)

- Karl plays his Growth with his Advisor to advance from 14 to 16
- Brad also plays Growth, moving from 14 to 15
- Richard puts his Raw Materials (set of 4) up for bid. Andy bids \$1. Karl raises it to \$5. Brad pushes that up to \$7 and Richard makes the deal with him.
- Andy follows the trend and plays Growth, using his Advisor as well to move from 16 to 18.

3.2.b)

- Karl processes an Order, using 5RM, generating 5 waste and \$16.
- Brad processes an Order, using 3RM, generating 5 waste and \$15
- Richard plays Innovation, paying \$5M to change his Raw Material usage to 3.
- Andy plays Innovation as well, paying \$5M to change his Rationalization to 4

3.2.c)

- Karl passes
- Brad plays Waste Disposal, reducing his waste from 5 to 2.
- Richard notes the trend of following the leader and plays Waste Disposal as well to reduce his waste from 2 to 0.
- Andy plays Hiring/Firing and reduces his work force to 4.

3.2.d)

- Karl holds his Bribery.
- Richard holds his Advisor.
- Brad holds his Raw Materials

3.2.e)

- Karl pays \$4M in end of turn costs.
- Brad pays \$5M in end of turn costs.
- Richard pays \$5M in end of turn costs.
- Andy pays \$4M in end of turn costs.

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Rationalization	(Build-ing) Raw Materials	(Build-ing) Waste Reduction	Waste Disposal	Saved Card	V P S
Richard Weiss	2	\$11M	\$0M	5	15	5	5/1	3/6	5/1	0	Advisor	28
Andy York	3	\$7M	\$0M	0	18	4	4/3	5/1	4/3	1		28
Karl Schmit	4	\$17M	\$0M	5	16	4	4/3	5/1	5/1	10	Bribery	29
Brad Martin	1	\$12M	\$0M	3	15	5	5/1	3/6	5/1	2	Raw Materials	29

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

Discard Pile

The accident card was drawn; so all cards will be reshuffled before the next deal.

Karl is in the yellow zone, so he will be assessed a fine of \$5M and his factory will be moved from 16 back to 15. As he is holding a bribery card, he has the option of paying \$1M (in addition to the \$5M fine) to prevent his factory from being moved. Karl please let me know if you want to do that along with your set preference orders for turn 4.1. Order for choosing sets is Brad, Richard, Andy, Karl.

Three Mile Island -- Turn 2.1

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

- Richard takes set #1.
- Andy takes set #4 (#1 was his backup).
- Harold wanted #4 as well, but seems happy with set #3. Set 5 was his final choice
- Eric's first pick is set #5, which he gets. The rest of his choices were 3, 2 & 4.

That's three first choices and one second, the best that I've seen in any game so far!

Richard	Andy	Harold	Eric
Advisor	Growth	Innovation	Waste Removal
Growth	Innovation	Hiring/Firing	Innovation
Order	Order	Growth	Raw Materials
Innovation			

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build -ing) Rationalization	(Build -ing) Raw Materials	(Build -ing) Waste Reduction	Waste Disposal	Saved Card	V P S
Eric Brosius	4	\$19M	\$0M	0	14	5	5/1	5/1	4/3	1		28
Richard Weiss	1	\$5M	\$0M	10	15	5	5/1	5/1	5/1	0	Innovation	20
Andy York	2	\$19M	\$0M	5	15	5	5/1	5/1	5/1	2		27
Harold Reynolds	3	\$17M	\$0M	5	15	4	5/1	5/1	5/1	0		26

Discard Pile

The accident card was drawn, so all cards will be reshuffled before the next deal. There were no adverse affects from the accident.

Simple Fantasy Football

There are three simple fantasy football games running this year. The first is a team selection game. Each player gets two teams and receives one point each time one of those teams scores. Teams can be traded, with the trades occurring every quarter. The second game is a weekly pick game. Each week each player picks a team they think will win. Each player can only use each team once during the season. If the team picked loses, the player is out. Winner is the last one left. Finally, a season long weekly pick game, same limitations of each team only being picked once, but the winner is the one with the best record at the end of the season.

Team Selection (Only top 15 listed)

Warren Goesle: NE, SEA, IND, DEN, GB, KC, BAL, PHI, MIN, CAR, BUF, ATL, CIN, JAX, TEN

Bob Dowrey: NE, TEN, ATL, IND, PHI, KC, STL, BAL, CAR, SEA, GB, MIN, NO, CIN, PIT

Karl Muller: IND, SEA, NE, PHI, KC, BAL, MIN, STL, GB, DEN, TEN, CAR, CIN, WAS, TB

Paul Rauterberg: GB, SEA, DEN, STL, ARZ, ATL, BAL, BUF, CAR, CHI, CIN, CLE, DAL, DET, HOU

Rick Desper: NE, CAR, PHI, TEN, IND, STL, BAL, MIN, KC, NYJ, DEN, GB, SEA, ATL, TB
 Karl Schmit: PHI, MIN, NE, IND, SEA, KC, TEN, BAL, CAR, TB, DAL, JAX, GB, CIN, DEN
 Dave Partridge: NE, KC, DEN, SEA, CAR, PHI, MIN, IND, BAL, JAX, GB, DAL, TEN, CIN, CLE
 Jack Sinnott: NE, DAL, MIA, SEA, PHI, DEN, NO, CIN, CHI, NYJ, NYG, IND, TEN, PIT, BUF

Karl M. gets IND, Paul gets GB and Karl S. gets PHI. Goz, Bob, Rick, Dave and Jack all go for NE as their first pick. Goz wins the tier breaker. Everyone else moves to their second choice and amazingly there no other conflicts in the first round, so no one starts with worse than their second choice. In the second round, Bob gets ATL, Rick gets STL, Karl S. gets MIN and Jack gets MIA. Goz (+1), Karl M. (0), Paul (0) and Dave (-1) all want SEA. By virtue of having lost a tie breaker in the first round, Dave wins this one. Karl now moves to BAL. Paul(-1) and Goz(0) both move to Den which goes to Paul as he's got one tie breaker loss and Goz is even with one win and one loss. Goz then gets BUF.

Week 1-2 results

	Goz (2)		Bob (3)		Karl M. (@)		Paul (2)		Rick (2)		Karl S. (3)		Dave (2)		Jack (1)	
	NE	BUF	TEN	ATL	IND	BAL	GB	DEN	CAR	STL	PHI	MIN	SEA	KC	DAL	MIA
1	W	L	W	W	L	L	W	W	L	W	W	W	L	L	L	L
2	W	L	L	W	W	W	L	L	W	L	W	L	W	L	L	W

Sept 20: Goz trades Buffalo for Jacksonville.

Sept 21: Rick "dumps" the Rams for the Jets

While these trades are registered now, the actual trade does not take place until the second quarter of the season, so the new teams will start scoring for the players in week 5.

Weekly Picks

Week 1: Everyone survives!

Week 2: Packers crash and burn, field gets a lot smaller! All players are still in for the best record of the season contest. Only Goz, Karl M. and Dave are still in the Weekly Winner contest.

Week	Warren Goesle	Bob Dowrey	Paul Rauterberg	Rick Desper	Karl Schmit	Karl Muller	Dave Partridge	Jack Sinnott	Phil Reynolds
1	PHI	PHI	SEA	STL	MIN	STL	STL	NE	STL
2	BAL	GB	GB	GB	GB	NE	NYJ	GB	GB

Railway Rival Games

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

Game Opening: Ukraine Map.

I've had a request to run a game on a map of Ukraine, and being the obliging type, I've agreed. The map can be found on the web site. I don't have a paper copy so I can't provide one to anyone, sorry. Anyone who's interested, please let me know.

Bronzewing (RR1989QL) Queensland -- Round 0

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

Four first picks for start towns, one second pick. That went rather well. Colours were a lot harder. It was easy to agree on the correct spelling (no color here!), but everyone seems to have the same preferences. At least you all got something that was in your list.

Player	Email	Company	Start	Colour
Rip Gooch	Rippingpubs of yahoo.ca	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 Railway)	Mackay	Blue

Rolls for Turn 1 are: 2, 6, 3

Perdix (1881CD) Chad -- Round 12

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

Thank you all for playing. A clear win for Mike, well done. Justus's second place shows it wasn't the starting place that made the difference. Hope to see you all again. There's a game opening for the Ukraine map, see the top of the szine and the map online. End game statements are welcome from anyone who'd like to say something.

Player	Company	Builds	Score
Mike Barno	SPICEBLOW (Purple)	None	275 + 59 = 334
Justus Jansen	SBB (Red)	None	204 + 49 = 253
Eric Brosius	HANG (Blue)	None	213 + 38 = 251
Conrad von Metzke	TRAIN (Orange)	None	178 + 44 = 222
Hank Alme	UDR (Green)	None	199 + 7 = 206

Races for Round 12

36) Mao (15) – Am Timan (41)	TRAIN: (22) HANG : (23) UDR: SPICEBLOW:	20 [-4 HANG][-3 UDR] = 13 10 [-4 SPICEBLOW][-3 UDR][+4 TRAIN] = 7 0 [+3 TRAIN][+3 HANG] = 6 0 [+4 HANG] = 4
37) N'Djamena (12) - Moundou (56)	SPICEBLOW: (13) HANG: (12)	20 10
38) Arada (23) – Ori (64)	SBB: (25) UDR: (28) SPICEBLOW:	20 [-6 SPICEBLOW][+9 UDR] = 23 10 [-9 SBB] = 1 0 [+6 SBB] = 6
39) Koro Toro (24) – Pala (55)	SPICEBLOW: (30) SBB: (29)	20 [-2 SBB] = 18 10 [+2 SPICEBLOW] = 12
40) Bokoro (35) – Libya (X1)	TRAIN: (38) SBB: (39) HANG:	20 [-2 HANG][-7 SBB] = 11 10 [-3 HANG][+7 TRAIN] = 14 0 [+2 TRAIN][+3 SBB] = 5
41) Moussoro (36) – Zouar (63)	TRAIN: (26)	20
42) Maro (43) – Cameroon (X5)	HANG: (20) SPICEBLOW: (22)	20 [-3 UDR][-1 SPICEBLOW] = 16 10 [+1 HANG] = 11

SPICEBLOW: Smart investors listen to the Bene Gesserit. The spiceblow in Doba brought sustained life to SPICEBLOW's clients and enriched stockholders. Don't you wish you had bought a few shares?

Perdu (1902TC) Transcontinental USA Round 10

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

Rolls used for round 7: 5, 5, 3

Player	Seg 1	Seg 2	Seg3	Score
Rip Gooch TURN	(Y26) – CHESTER(+6); (C81) - - BASTROP(+6); (N2) – N1; (C81) – B80	(X45) --- W45	(N7) - - L8	21 +12(cities) +1(races) + 2(builds) = 36
Brendan Whyte ARAB	(R33) --- - R30	(R30) – Boonville; (R32) - - P31	(P31) - - N30 [-1 HUBRIS]	351 +45(races) – 1(builds) = 397
Mike Barno HUBRIS	(I8) --- - I6 – J5	(J5) - - K4 – L3	(I6) – I5; (M20) – N19	254+ 30(races) +1(builds) = 285
Eric Brosius SPIKE	(U33) - - - Mountain Home [-3 COB] – X30 – Y30 [-1 COB]	(Y30) - - - Y27	(Y27) - - Chester [-2 TURN]	432 + 42(races) – 5(builds) = 479
Conrad Von Metzke COB	(H7) - - H5 --- G5	(G5) --- G4	(Lynn) - - P38 [-1 ARAB] [-1 SPIKE]	232 + 2(races) + 2(builds) = 236

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

ARAB is American Railway Agglomeration of Baghdad
SPIKE is Special Purpose Industrial Kartage Enterprise

COB is Cambria or Bust

City No.	Hex	Name	Created
1-2	E95	Al Quodo d'Utopia	Start
3	B96	East Cambria	Start
4-5	Q49	Baltimore	Start
6	P50	Wilmington, DE	R0
7	S46	Winchester, VA	R0
8	T47	Richmond, VA	R0
9	Z47	Charlotte, NC	R0
10	J49	Oswego, NY	R0
11	V47*	Dinwiddie, VA	R1
12	H95	Gainesville, FL	R1
13	O45	Cleveland, OH	R1
14	V49	Portsmouth, VA	R1
15	E55	Bingham, ME	R2
16	H39	Mackinaw City, MI	R2
17	W43	Big Stone Gap, VA	R2
18	A96	Columbia, SC	R2
19	B55	Van Buren, ME	R3
20	K98	West Palm Beach, FL	R3
21	O51	Philadelphia, PA	R3
22	K53	Providence, RI	R3
23	W49	Franklin, VA	R3 race
24	S48	Bowling Green, VA	R3 race
25	W47	Alberta, VA	R3 race
26	T47	Richmond, VA	R3 race
27	L48	Warsaw, NY	R3 race
28	W50	Moyock, VA	R4
29	U39	Brandenburg, KY	R4
30	T47	Richmond, VA	R4
31	L38	Grand Haven, MI	R4
32	V48	Courtland, VA	R4 race
33	X40	Elk Valley, TN	R5
34	L51	Waterbury, CT	R5
35	R40	Springfield, OH	R5
36	H94	Palatka, FL	R5
37	D92	Columbus, GA	R6
38	X31	Whitehall, OH	R6
39	R42	Mountain Home, AR	R6
40	X42	Rogersville, TN	R6
41	R45	Salem, WV	R6 race
42	V44	Hillsville, VA	R7
43	S30	Boonville, MO	R7
44	R44	Albany, OH	R7
45	M49	Bath, NY	R7
46	S40	Franklin, OH	R7 race
47	T39	Florence, KY	R7 race
48	R39	Lynn, OH	R8
49	A80	Mena, AR	R8
50	U42	Ashland, KY	R8
51	Y43	Walnut, NC	R8
52	P50	Wilmington, DE	R8 race
53	A95	Saluda, NC	R8 race
54	W49	Franklin, VA	R8 race
55	A91	Rome, GA	R8 race
56	C83	Bastrop, LA	R9
57	M49	Bath, NY	R9
58	Y25	Chester, OK	R9
59	M32	Decorah, IA	R9
60	Z38	Smyrna, TN	R9 race
61	O51	Philadelphia, PA	R10
62	W46	Danville, VA	R10
63	C56	Mars Hill, ME	R10
64	I33	Red Cliff, WI	R10

Results for races from Round 10

41) 16 (Machinaw City MI H39) – 6 (Wilmington DE P50)
 SPIKE (22 +1M) 20 [-2 HUBRIS][+4 ARAB] = **22**
 ARAB (42 +3M) 10 [-1 HUBRIS][-4 SPIKE] = **5**
 HUBRIS 0 [+2 SPIKE][+1 ARAB] = **3**

42) 23 (Franklin VA W49) – 36 (Palatka FL H94)
 ARAB (11) **20**
 SPIKE (13) 10 [-1 TURN][-2 COB] = **7**
 TURN 0 [+1 SPIKE] = **1**
 COB 0 [+2 SPIKE] = **2**

43) 21 (Philadelphia PA O51) – 41 (Salem WV R45)
 HUBRIS (7 +1M) 20 [+3 SPIKE][+4 ARAB] = **27**
 ARAB (7 +1M) 10 [-4 HUBRIS] = **6**
 SPIKE (8 +1M) 0 [-3 HUBRIS] = **-3**

44) 19 (Van Buren ME B55) – 18 (Columbia SC A96)
 ARAB (27 +1M) 20 [-6 SPIKE] = **14**
 SPIKE (33 +3M) 10 [+6 ARAB] = **16**

45) 42 (Hillsville VA V44) -- 44 (Albany OH R44)
Will be reoffered once, but can't be run, so will go away.

Races for Round 11

45) 42 (Hillsville VA V44) -- 44 (Albany OH R44)
 46) 35 (Springfield OH R40) -- 42 (Hillsville VA V44)
 47) 11 (Dinwiddie VA V47) -- 29 (Brandenburg KY U39)
 48) 59 (Decorah IA M32) -- 34 (Waterbury CT L51)
 49) 10 (Oswego NY J49) -- 45 (Bath NY M49)
 50) 9 (Charlotte NC Z47) -- 13 (Cleveland, OH O45)

Rolls for Round 11:

3, 3, 6

PRESS:

HUBRIS: Woo hoo, not only can nobody run Race 45 this time, but nobody can even build to run its rerun next turn! Futility thy name is Race 45!

GM – HUBRIS: And despite that, Rip started a build to Hillsville. And then, just to twist the odds, we get another race to Hillsville this round!

HUBRIS to TURN: I take it you're going transcontinental since you were one hex away? Hard to argue against 40 points.

GM – HUBRIS: Ah, but the 40 goes to the player that wins the race, not the one that builds the first track.

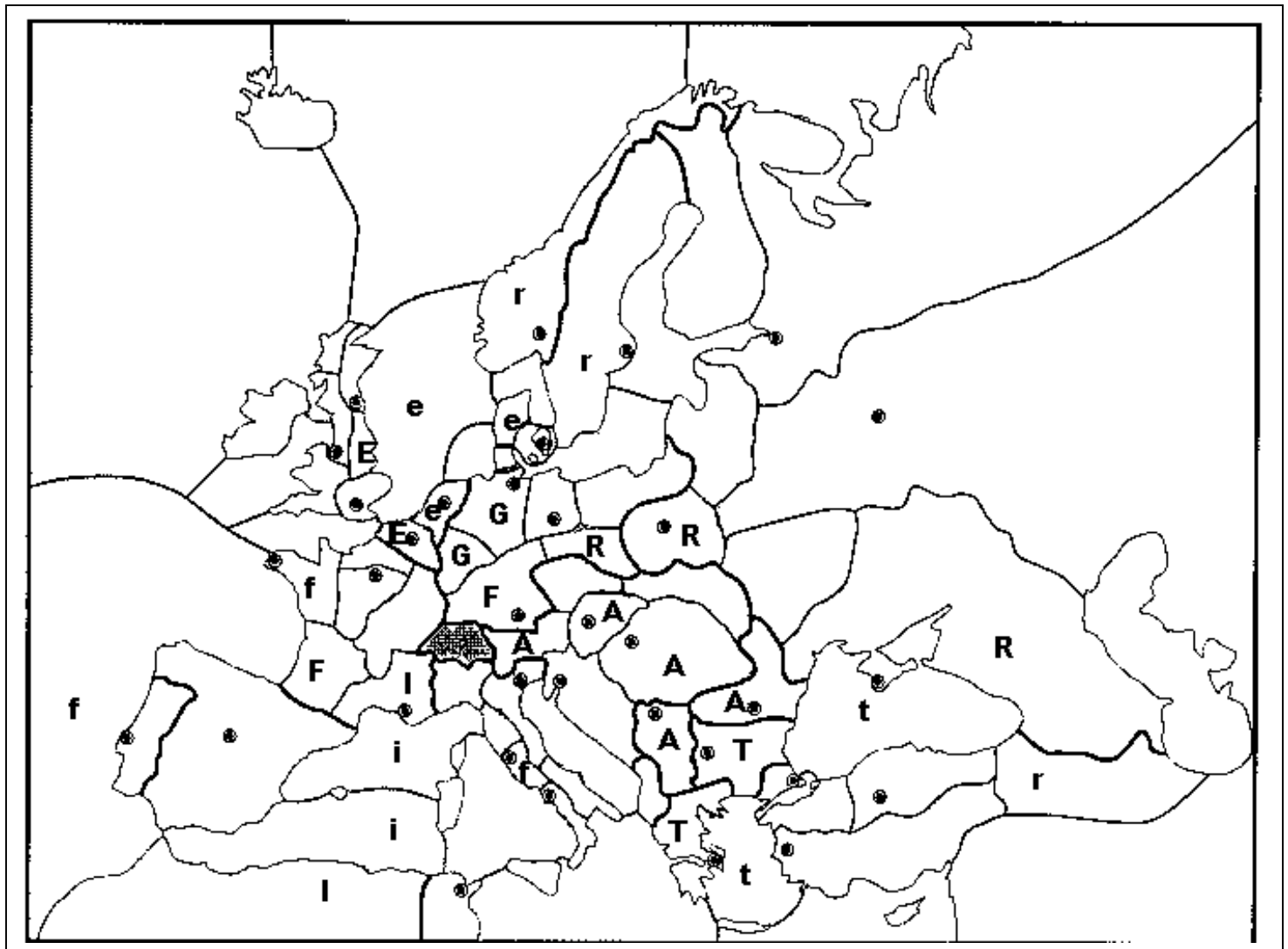
HUBRIS to COB: Did you build to the Oregon coast (since you were the only one who could challenge TURN) and give us a shot at the double-point Transcontinental race? If not, he gets 40, we get zero. But since he's four hundred points behind, I won't begrudge him the points if it works out that way.

GM – HUBRIS: Looks to me like there are three of you with a shot, assuming we get a race soon.

SPIKE - Rivals: West Coast operations next time, anyone?

GM – SPIKE: Not this time, we've got some cities to build first.

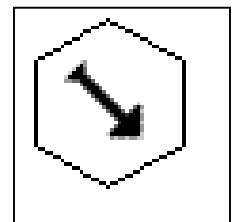
Carrier Pigeon, Fall 1904



SOPWITH: Snoopy, Turn 1

www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/sopwith/snoopy.htm

Nothing too exciting on the first turn as expected. The Uber-Zpt. clears his guns, but there's nobody in the way, so no one is hurt. Captain Chaos does a small sideslip and everyone else just flies straight ahead. The skies are crowded though and things should heat up soon. Rules are on the web site if anyone needs to check them..



								Wind Dir		
	<u>Player</u>	<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>	<u>P1</u>	<u>P2</u>	<u>P3</u>
A	Brad Martin	Captain Ralph	A1 Beta Rnw	Land e	16	12	0	A	A	A
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	A10 Alpha Rnw	Land e	16	12	0	A	A	A Fire A
C	Robert Dowrey	Bartholomew Bandy	J19 Alpha Rnw	Land e	16	12	0	A	A	A
D	Jim Tretick	Captain Chaos	S19 Gamma Rnw	Land e	16	12	0	A	A	LS
E	Karl Schmit	Lt. Lucy	S10 Gamma Rnw	Land e	16	12	0	A	A	A
F	Phil Reynolds	Capt. Phil	J1 Beta Rnw	Land e	16	12	0	A	A	A

	<u>Player</u>	<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>
A	Brad Martin	Captain Ralph	A4	E	16	12	0
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	A13	E	16	12	0
C	Robert Dowrey	Bartholomew Bandy	M19	SE	16	12	0
D	Jim Tretick	Captain Chaos	P18	NW	16	12	0
E	Karl Schmit	Lt. Lucy	S13	NE	16	12	0
F	Phil Reynolds	Capt. Phil	J4	NE	16	12	0

