

With the campaign over, Americans are expecting a bipartisan effort and results. I'll reach out to **everyone who shares our goals**. – George W. Bush, Nov 4, 2004

Welcome to Tinamou #53, 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!

What to say. Election time is over and I guess we'll get what we deserve. What bothers me most is that I saw a triumph of fear and distortion. In 11 states people felt they were in such danger if their neighbors could get married that they had to pass amendments to their constitutions to enshrine bigotry. In our national election we ignored virtually every important issue facing us, the environment, our economic policy, the budget deficit that is looming to crush our childrens' (and our own, we aren't really going to have to wait that long) futures, how we deal with the rest of the world, the erosion of our civil liberties, and we voted because "we are more likely to be attacked if he is elected president". And yes, that's an actual quote from an actual neighbor of mine. Now, if W had been elected because people really understood and supported his policies that would be one thing, but the election wasn't at all about that, it was a tribute to the dumbing down of America and how to use fear for political purposes. It's been done many times before, and the result has never been pretty.

We'll survive, but it will take a lot longer than four years to undue the damage that will be done to our environment and years to deal with fiscal problems, and perhaps forever to attempt to restore the affection and respect for America that was once so prevalent around the world. Please don't get me wrong, I'm no ardent fan of John Kerry's, and my politics are best described as liberal Republican, but I believe in the Republican party where it's okay to speak your mind, where being true to your principles is more important than toeing the party line, where fiscal conservatism and small government don't mean giant budget deficits and the largest growth of government since Lyndon Johnson. But most especially, the right to think for yourself. I hope you all remember to keep on doing that.

Game Openings:

One more to start a regular Dip game!

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, Matt Sundstrum

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: 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: Anyone have a favorite map they'd like to try?

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, Dec 13.

2001 A Gaming ΟΔΨΣΣΕΨ Orphaned from Deny Everything

HELD OVER -- Anyone heard from Mike?

Breaking Away: Fat Bottomed Girls

Coming down to the wire now, the first riders will be crossing next turn. The Front Men look to be first over the line, but don't look for them to be first in points.

BOOB to GM: Now Cutler MAY score, that blank spot on 93 hurt a lot.

BOOB to BARONE: 101's the spot, that's where you need to go....baby rolls a 9 or better for Cutler....

GM – BOOB: I wouldn't count on that score, and 8's all we can come up with.

BOOB to HANDICAPPERS: Babette, Rome, Babylon, and Rumsfeld have slots 2-5 locked up. Lots of maneuvering for places 6-8 that should determine the eventual winner. The key for me is to keep Babette more toward 5th place than second. Rome, play the big one NOW, and Babette, play LOW, go for those replacement cards..... but no, Tom Howell will score the third place 12 points I think, and then if Camilla or Dagmar can score he wraps it up and I'm a disappointed second. I don't think Rick or Eric catch me, do they? Should be pretty clear after this play.

GM to Boob: I'm going to agree with Zero Boy, I think you're coming in 3rd.

The Black bottomed girls play the race card(well, it IS a race isn't it?): "We refuse to be last. And the shame for any male cyclists we beat: to be beaten by black bottomed GIRLS!"

GM to BBGs: Sounds more like the Sex card than the Race card to me.

Mandelbaum -> Field: It's GO TIME!

MIKE to JIM and RICK: Nice to see four of your riders knocked out by the gap at 93. Only Greece or Babylon could have gone to 93, and Eric had no reason to do so, as their current path gets them home next turn and the following one. Granted, Singh and George were stuck, but Cutler and Jerry had the alternatives of being in the pack getting 13's or going to 100, getting 3's but pulling the pack containing Barone, Elaine, and Kramer.

ZERO-BOY to BLUSTERING BOOB: Rumsfeld will finish fifth, crossing the same turn as the winner and beating three of your riders, at least two of whom will be out of the scoring. At least I can blame some of my zeroes on someone else's ill-considered orders in a foreseeable situation earlier. Both Eric and Tom already have you beat on final score, so what will you blame for the failure of your results to correspond to all

the NOISE you've been making? Back it up or pack it up, boy!

HOMEOWN EVIL: So our "gentleman" frontman lost the debates. Big deal! We still control the Diebold GEMS central vote-totalling systems so those states will report Bush wins even if every precinct's machine shows Kerry ahead. We still control the election commissions in other states so Bush will carry those states. We still own the Supreme Court so if our state decisions are questioned we can still cut off the challenges like last election. Don't sweat, we've got it covered. We probably won't even have to call a terrorist alert and cancel the election.

GM to World: Talked to Tom and he's still alive and kicking out there on the North West. He's learning to drive the excavator he's rented and has a lot to do with it to get the sites ready before the winter, all of which means that he probably has the time to get an issue of off-the-shelf out, but doesn't have the time to first fix the computer and then get it out. Don't give up hope though, he'll be back with us eventually.

:Black Bottomed Girls (Brendan Whyte) 5 points

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

Homegrown Evil (Mike Barno) 0 points

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

Thin Bottomed Girls (Tom Howell) 24 points

Manager: Edith

A	9	Abigail	3	3	3	3
B	12	Babette	4	9	3	
C	10	Camilla	4	10	5	
D	13	Dagmar	3	3	4	

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

A	16	Babylon	7	10	11	3
B	5	Persia	7	7	4	
C	7	Greece	3	6	4	
D	20	Rome	3	5	3	

The Front Men (Jim Burgess) 15 points

Manager: Ian Curtis

A	3	Jon Langford	3	3	3	3
B	4	Richard Barone	4	7	4	
C	7	Mark Cutler	3	13	8	
D	4	Tjinder Singh	4	4	5	

The Team About Nothing (Rick Desper) 26 points

Manager: Frank Costanza

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

Square	RIDERS	CARD
	FINISH LINE	
120		
119	LANGFORD	3
118	ROME	3
117		
116		
115	BABETTE	3
114		
113		
112	BABYLON	3
111	GREECE, RUMSFELD	4
110		
109		
108	ABIGAIL	3
107	DAGMAR	4
106	CAMILLA	5
105		
104		
103	ROVE	3
102	PERSIA	4
101	KRAMER, BARONE	5
100	ELAINE	7
99	CUTLER	8
98		
97		
96	JERRY	3
95	SINGH	4
94	GEORGE	5
93		
92		
91		
90		
89	BERTHA, BOBBETTE, BO DACIOUS, BARBARELLA	3
88		
87	ASHCROFT	3
86	CHENEY	4

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

The vultures gather. Germany disappears from the map, and Italy retains a home center only because the carrion eaters are squabbling over the remains. Italy continues its move to a new home in the west while the Balkan wars do what Balkan wars do best, achieve nothing.

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
Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA

Winter 1904

Retreats

AUSTRIA: F GRE – ION

Adjustments

Country	Centers	Adjustments
Austria	TRI, BUD, VIE, SER, RUM, GRE	DISBAND A VIE
England	LON, EDI, LVP, BEL, HOL, DEN , NWY	BUILD F EDI*
France	BRE, PAR, MAR , SPA, POR, ROM , MUN	BUILD A PAR
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 A ANK

*England builds one due to a destroyed unit.

Spring 1905

COUNTRY	MOVES
Austria	<u>F ION</u> – NAP, A TYR – VEN, <u>A SER</u> – BUL, <u>A RUM</u> – SER, A BUD S A RUM – SER
England	F EDI H, A YOR – HOL, F NTH C A YOR – HOL, A BEL – RUH, F HOL – KIE, F DEN S F HOL – KIE
France	A MUN S E A BEL – RUH, A PAR – BUR, F MAO – POR, <u>F BRE</u> – MAO, A GAS S A PAR – BUR, <u>F ROM</u> – NAP
Germany	<u>A RUH</u> – <u>MUN</u> [ANN], <u>A KIE S RUH</u> – <u>MUN</u> [ANN]
Italy	<u>F WMS</u> – MAO, F GOL – SPA, A NAF H, A <u>MAR S</u> F GOL – SPA
Russia	F SWE – BAL, F NWY H, A WAR – PRU, A SIL – BER, <u>F ARM S</u> A SEV, A SEV S F ARM
Turkey	<u>A ANK</u> – ARM, F BLA S A A RUM – SEV[NSO], A BUL – SER, <u>A GRE</u> – SER, <u>F AEG</u> – ION

Press:

Press: England to Germany - Sorry about this. Nothing personal. It is indeed a dirty business this thing called war. Tell the Kaiser that the King sends his regrets.

Plutocrats (Outpost)

TURN 12

- MMC leads off with the Scientists. The bidding is heavy and they go to Plundercorp for 70 (30Discount, Re 13, Wa9, Wa7, Wa4, Or4, Or2, Or 1).
- MMC now starts the bidding on an Orbital Lab. Again the bidding is heavy but this time MMC prevails, continuing his heavy investment in Microbotics, buying the lab for 72 (MWa, Mi16, Mi14, Wa7, Or5).
- Plundercorp now passes.
- Bartertown opens the bidding on the Outpost. HBDC comes on strong and wins it for 115 (15Discount, Mwa, Ti11, Ti11, Ti10, Ti9, Wa9, Ti8, Ti7, Or5)
- Bartertown then opens the bidding on the second Orbital Lab which he wins for the bargain price of only 71. (Ti11, Ti10, Ti10, Ti10, Wa8, Wa7, Wa5, Wa5, Or5).
- Bartertown now buys an additional population (Wa8) and mans his last Ore factory.
- Diadem opens the bidding on the Laboratory, which he wins for 80 (MWa, Ti12, Ti12, Ti12, Ti10, Or4). He transfers workers from an Ore factory to man the new Research factory.
- HBDC mans his new Titanium factory with workers from a Water factory.

MMC and Diadem take MegaWater cards.

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Re	NO, DL, OL, OL, OL, EP, LA	31
2	Diadem	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Re	NO, HE, RO, EP, WH, LA	29
3	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	HE, NO, WH, EP, EP, OL	29
4	Plundercorp	Chris Hassler	Or, Or, Wa, Wa, Wa, Re	DL, DL, DL, WH, SC, SC, SC, LA, RO	25
5	HBDC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	WH, HE, RO, OU	21

HBDC: Heavenly Bodies Development Corporation

MMC: Mud Mining Corporation

Just arrived: Outpost, Space Station, Planetary Cruiser, Moon Base, Moon Base

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

Three Mile Island -- Turn 2.2

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

2.2.a

- Richard plays Advisor and Growth moving his factory from 15 to 17.
- Andy plays Growth, moving his factory from 15 to 16.
- Harold plays Innovation, paying \$5M to reduce his Rationalization from 5 to 4.
- Eric auctions off a load of 5 RM. Richard passes. Andy bids \$2M. Harold passes and Eric buys them at the bargain price of \$3M.

2.2.b

- Richard plays Innovation and pays \$5M to reduce his Raw Material usage from 5 to 4.
- Andy considers this an excellent plan and does the same.
- Harold does his Donald Trump imitation and cuts his work force by one with his Hiring/Firing card.
- Eric is a sharing kind of guy so he plays Waste Removal and spreads it around.

2.2.c

- Richard processes an order, using 4RM and generating \$17M and 5 waste.
- Andy passes.
- Harold plays Growth to show how efficient downsizing has made his company. How he manages to grow when he doesn't have enough workers to produce an order I don't know. Are you sure the name of your company isn't Enron?
- Eric passes

2.2.d

- Richard pays \$5M in end of turn costs.
- Andy pays \$5M in end of turn costs.
- Harold pays \$3M in end of turn costs.
- Eric 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
Eric Brosius	3	\$11M	\$0M	5	14	5	5/1	5/1	4/3	0	Innovation	24
Richard Weiss	4	\$12M	\$0M	6	17	5	5/1	4/3	5/1	6		28
Andy York	1	\$9M	\$0M	5	16	5	5/1	4/3	5/1	3	Order	25
Harold Reynolds	2	\$9M	\$0M	5	16	3	4/3	5/1	5/1	1		25

Set 1	Set 2	Set 3	Set 4	Set 5
Order	Growth	Waste Disposal	Raw Materials	Advisor
Innovation	Raw Materials	Raw Materials	Order	Innovation
Waste Disposal	Advisor	Order	Advisor	Order

Discard Pile

Order

Boston Harbor (Industrial Waste) Turn 4.1

Karl plays his bribery card and spreads \$1M around the inspectors to prevent his factory being penalized.

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

Brad chooses set #4.

Richard opts for set #3. His backup was #1.

Andy's choice is set #5. If that was gone he wanted #4 and then #2.

Karl completes the perfect round by also getting his first choice of set #1. His remaining preferences were 5, 2 and 3.

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

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	\$11M	\$0M	5	16	4	4/3	5/1	5/1	10		26
Brad Martin	1	\$12M	\$0M	3	15	5	5/1	3/6	5/1	2	Raw Materials	29

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.

Week 1-4 results

	Goz (3)		Bob (5)		Paul (4)		Rick (3)		Karl S. (6)		Karl M. (5)		Dave (4)		Jack (2)	
	BUF	NE	TEN	ATL	GB	DEN	CAR	STL	PHI	MIN	BAL	IND	SEA	KC	MIA	DAL
1	W	L	W	W	W	W	L	W	W	W	L	L	W	L	L	L
2	W	L	L	W	L	L	W	L	W	L	W	W	W	L	L	W
3	B	B	L	W	L	W	B	L	W	W	W	W	W	L	L	W
4	W	L	L	W	L	W	L	W	W	B	L	W	B	W	L	B

Sept 20: Goz trades Buffalo for Jacksonville.

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

Oct 4: Dave drops the Chiefs for the Giants

Week 5-8 results

	Goz (8)		Bob (9)		Paul (9)		Rick (6)		Karl S. (12)		Karl M. (8)		Dave (7)		Jack (4)	
	JAX	NE	TEN	ATL	GB	DEN	CAR	NYJ	PHI	MIN	BAL	IND	SEA	NYG	MIA	DAL
1	L	W	W	L	L	W	L	W	B	W	W	W	L	W	L	L
2	W	W	L	W	W	W	L	W	W	W	B	B	L	B	L	L
3	W	W	L	L	W	L	L	L	W	W	W	L	L	L	L	L
4	L	L	W	W	W	L	L	W	W	L	L	L	W	W	W	W

Oct 21: Rick gives up on the Panthers and goes with the Steelers.

Nov 2: Goz feels the magic in Jacksonville comes from Leftwich, so with him hurt he drops JAX and picks up the resurgent Chiefs.

Week 9 results

	Goz (9)		Bob (9)		Paul (10)		Rick (7)		Karl S. (12)		Karl M. (10)		Dave (8)		Jack (4)	
	KC	NE	TEN	ATL	GB	DEN	PIT	NYJ	PHI	MIN	BAL	IND	SEA	NYG	MIA	DAL
1	L	W	B	B	B	W	W	L	L	L	W	W	W	L	L	L

Weekly Picks

Week 9 brings an end to the Play Till You Lose Game, with the Giants failing for everyone. Karl and Dave's streaks end at 8 and they are co-champions. The contest continues to try and have the best record for the entire season.

Week	Warren Goesle (7)	Bob Dowrey (5)	Paul (4) Rauterberg	Rick Desper (7)	Karl Schmit (3)	Karl Muller (8)	Dave (8) Partridge	Jack Sinnot (3)
1	PHI	PHI	SEA	STL	MIN	STL	STL	NE
2	BAL	GB	GB	GB	GB	NE	NYJ	GB
3	SEA	DEN	PHI	DEN	SEA	SEA	ATL	STL
4	GB	NYJ	NE	NYJ	PHI	PHI	NE	CAR
5	IND		NYJ	NE		IND	IND	PIT
6	NYJ	BUF		ATL	DET	NYJ	PHI	IND
7	MIN	IND	IND	MIN		MIN	MIN	DET
8	SD	SEA	MIN	PHI		SD	SD	
9	NYG	NYG		NYG		NYG	NYG	

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).

Kypinka (RR1993UA) Ukraine – Round 1

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

And we're off. No one wins the bonus for figuring out the game name. Kypinka is the (translated to the Arabic Language) Ukrainian word for Partridge (specifically the Gray Partridge or *Perdix Perdix*) which is native to Ukraine.

Player	Email	Company	Colour
Conrad von Metzke	cvonmetzke of yahoo.com	OBAMA (Old Boys Are Marching Again)	Green
Mike Barno	Mpbarno of lightlink.com	UKR (Ukraina Kyiv Railways)	Purple
Brad Martin	Westfront of westnet.com.au	RUS (Real Ukrainian Service)	Brown
Brendan Whyte	Bwhyte of unimelb.edu.au	C&O (Chernobyl & Odessa Railroad Co. Ltd.)	Yellow
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Blue

Rolls for round 2: 2, 4, 6

Player	Seg 1 (6)	Seg 2 (4)	Seg3 (4)	Score
Conrad von Metzke	(Kyyiv) --- F56 - - - F59	(F59) - - - F62 - E63	(E63) - - KREMENCHUK[+6] - C65 - B65	20 +6(cities) = 26
Mike Barno	(Kyyiv) --- - E55 - - ZHYTOMYR[+6]	(Zhyomotyr) - - - B51 - B50	(B50) - C50 - - C48 - D47	20 +6(cities) = 26
Brad Martin	(Kyyiv) --- - E55 - - BILA TSERKVA[+6]	(Bila) - - A57 - N16 - M17	(M17) - - K18 - - ODESA [+6]	20 +12(cities) = 32
Brendan Whyte	(Kyyiv) ---- - - C54	(C54) ---- - M16	(M16) - - - J17; (B54) - - Vinnytsya	20
Andrew Glynn	(Kyyiv) ---- - - C54	(C54) - VINNYTSYA[+6] - - - B50	(B50) --- B49 - KAMYANETS-PODILSKYY[+6]	20 +12(cities) = 32

Bronzewing (RR1989QL) Queensland -- Round 1

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

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 Rail)	Mackay	Blue

Rolls for round 2: 4, 6, 5

Player	Seg 1 (2)	Seg 2 (6)	Seg 3 (3)	Score
Rip Gooch	(Normanton) – K9 – L9	(L9) - - - - - Q12 – Q13	(Q13) - - - Q16	20
Michael Pargman	(Townsville) – O25 – P24	(P24) – Q23 - - - - - V26	(V26) – MORANBAH[+3]; (Q23) – CHARTERS TOWERS[+6]; (Moranbah) – W28	20 +9(cities) = 29
Brad Martin	(Maryborough) - - K88	(K88) - - - K85 – L84 - - MILES[+3]	(Miles) - - - ROMA[+6]	20 +9(cities) = 29
Brendan Whyte	(Rockhampton) - - C85	(Rockhampton) – A83 - - - Z32; (C85) – GLADSTONE[+6]; (Z32) – Y32[1-TSR]	(Y32) - - - V30 [7-TURN]	20 +6(cities) –8(builds) = 18
Andrew Glynn	(Mackay) – U31 – V30	(V30) - - - - Z32; (Mackay) – T29 – S29	(S29) - - BOWEN[+6]; (S29) – Proserpine[+3]	20 +9(cities) +8(builds) = 37

Perdix (1881CD) Chad -- Round 12

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

SPICEBLOW (Mike Barno): Endgame statement

There are few things I like more than playing choo-choo games, especially with old friends. I've played a lot of different rail-game systems since about 1976, but Railway Rivals remains among my favorites. One reason is the wide variety of maps created by David Watts and many players over the years. I used to play new maps all the time in the Eighties. But I hadn't tried a new RR map in nearly a decade, when Dave's games rekindled my interest. I signed up for whatever map people chose, and it turned out to be this Chad board.

I didn't have a lot of idea about Chad's real geography, but I knew the Sahara Desert fills a lot of it. The National Geographic physical map on my wall shows nothing green north of Lake Chad. So I looked at the map and divided it into tiers. There's a clump of cities in the far north, then the whole second tier is virtually cityless for about fifteen rows. That's a big gap to jump. I found the cluster of cities in the southwest more promising, even before considering the triple-city size of N'Djamena. Normally I prefer to run a trunk line through an RR board's middle rather than build a "ring road". But on this map, it made sense to score the first-connection bonus from a lot of the cities on the southwest and south coasts, and connect to other networks in the middle later for joint runs.

Given the desert theme of this map, I picked Frank Herbert's DUNE as a theme, named my company SPICEBLOW, and used the "news" of a sandworm/spice find in Doba as an excuse for building down that-a-way in the first turns. When that was being completed, I had an "L"-shaped network in the lower left corner, and had the lead due to connection bonuses. So I built up across the midboard, turning east to the double city Abeche rather than north across the desert. With this network, there were many runs that I couldn't even approach with a joint run; but people had to ride my rails a lot, it seemed (has anyone totaled these payments?), [by my count, SPICEBLOW paid out 20 points in track running fees and took in 62 points, for a gain of 42. Not the whole margin of victory, but a big chunk of it – Dave] and I was able to make enough runs to score decently most turns. Sometimes I got second place with a roundabout route almost twice as long as the winner's. But there were very few JR's made this game, so my long routes were often good enough, and some races the dice gave me wins when I didn't have the shortest route. That added up to enough points to win, although I'm surprised at the 79-point margin. None of my wins on other maps were ever as dominating. That's surprising because this game's roster included first-class players, no NMRs if I recall correctly, and no obviously bad play or unfortunate long parallel builds. A toast to all the players on a good game, and hearty thanks to Dave for good Gming and a great RR website. Those factors have drawn me back into active RR play. See y'all!

Perdu (1902TC) Transcontinental USA Round 11

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

Player	Seg 1 (3)	Seg 2 (3)	Seg3 (6)	Score
Rip Gooch TURN	(B80) --- MENA[+3]	(Charlotte) - - - Z44 [1-COB][1-SPIKE]	(W45) ----- HILLSVILLE [+2]; (C94) – C93 [1-COB]	36 +3(races) – 3(builds) +5(cities) = 41
Brendan Whyte ARAB	(S42) - - U43 [1-SPIKE]; (R41) – Q41 [1-SPIKE]	(U43) --- V43	(V43) --- HILLSVILLE [+2], (Q41) – P40 [1-SPIKE]	397 +24(races) +2(cities) = 423
Mike Barno HUBRIS	(I5) – I4; (U47) – Richmond [2-SPIKE] (Alberta) – Danville.	(I4) --- I3.	(N19) - - - - - S22 – T21.	285 +54(races) = 339

Eric Brosius SPIKE	(Ashland KY) – U43 - - S44 [1-ARAB]	(U43) --- V43.	(V43) ----- HILLSVILLE [+2]; (D55) – MARS HILL [+6].	479 + 53(races) +6(builds) + 8(cities) = 546
Conrad Von Metzke COB	(Z29) --- MENA[+3]	(P38) – O38 - - M39 [1-ARAB][1-SPIKE]	(S42) - - Q43 – Q44 – P44 - -P46 [1-SPIKE][2- HUBRIS][1-ARAB]	236 –14(races) +5(builds) +3(cities) = 230

TURN is Transcontinental Urbanising Rail Network
HUBRIS is Have U Been Railroading 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	City No.	Hex	Name	Created
1-2	E95	Al Quodo d'Utopia	Start	39	R42	Mountain Home, AR	R6
3	B96	East Cambria	Start	40	X42	Rogersville, TN	R6
4-5	Q49	Baltimore, MD	Start	41	R45	Salem, WV	R6 race
6	P50	Wilmington, DE	R0	42	V44	Hillsville, VA	R7
7	S46	Winchester, VA	R0	43	S30	Boonville, MO	R7
8	T47	Richmond, VA	R0	44	R44	Albany, OH	R7
9	Z47	Charlotte, NC	R0	45	M49	Bath, NY	R7
10	J49	Oswego, NY	R0	46	S40	Franklin, OH	R7 race
11	V47	Dinwiddie, VA	R1	47	T39	Florence, KY	R7 race
12	H95	Gainesville, FL	R1	48	R39	Lynn, OH	R8
13	O45	Cleveland, OH	R1	49	A80	Mena, AR	R8
14	V49	Portsmouth, VA	R1	50	U42	Ashland, KY	R8
15	E55	Bingham, ME	R2	51	Y43	Walnut, NC	R8
16	H39	Mackinaw City, MI	R2	52	P50	Wilmington, DE	R8 race
17	W43	Big Stone Gap, VA	R2	53	A95	Saluda, NC	R8 race
18	A96	Columbia, SC	R2	54	W49	Franklin, VA	R8 race
19	B55	Van Buren, ME	R3	55	A91	Rome, GA	R8 race
20	K98	West Palm Beach, FL	R3	56	C83	Bastrop, LA	R9
21	O51	Philadelphia, PA	R3	57	M49	Bath, NY	R9
22	K53	Providence, RI	R3	58	Y25	Chester, OK	R9
23	W49	Franklin, VA	R3 race	59	M32	Decorah, IA	R9
24	S48	Bowling Green, VA	R3 race	60	Z38	Smyrna, TN	R9 race
25	W47	Alberta, VA	R3 race	61	O51	Philadelphia, PA	R10
26	T47	Richmond, VA	R3 race	62	W46	Danville, VA	R10
27	L48	Warsaw, NY	R3 race	63	C56	Mars Hill, ME	R10
28	W50	Moyock, VA	R4	64	I33	Red Cliff, WI	R10
29	U39	Brandenburg, KY	R4	65	V46	Pohatan, VA	R11 race
30	T47	Richmond, VA	R4	66	V46	Pohatan, VA	R11 race
31	L38	Grand Haven, MI	R4	67	J49	Oswego, NY	R11 race
32	V48	Courtland, VA	R4 race	68	V46	Pohatan, VA	R11 race
33	X40	Elk Valley, TN	R5	69	E77	Waco, TX	R11
34	L51	Waterbury, CT	R5	70	G28	Hatton, ND	R11
35	R40	Springfield, OH	R5	71	G18	Wolf Point, MT	R11
36	H96	Palatka, FL	R5	72	F28	Minto, ND	R11
37	D92	Columbus, GA	R6	73	N1	Hawthorn, CA	TURN build
38	X31	Whitehall, OH	R6	74	M34	Madison, WI	R11 race

Results for races from Round 11

45) 42 (Hillsville VA V44) -- 44 (Albany OH R44)
No entrants, race is dropped

46) 35 (Springfield OH R40) -- 42 (Hillsville VA V44)
No entrants, will be re-offered next time

47) 11 (Dinwiddie VA V47) -- 29 (Brandenburg KY U39)

The Dice Gods decide to punish Conrad. Did you forget to make a sacrifice or something? COB has the shortest run, but simply can not get any traction to move into the mountains, rolling an incredible four ones in a row, and creating a new double city on U47 just to add to the general mess in the area.

SPIKE (16+1mnt) 20 [+1 COB] = **21**

ARAB (13+3mnt) 10 [+4 COB] = **14**

HUBRIS (14+2mtn) 0 [-1 COB][+2 COB] = 1
 COB (11+3mtn) 0 [+1 HUBRIS][-1 SPIKE][-2 HUBRIS][-4 ARAB] = -6

48} 59 (Decorah IA M32) -- 34 (Waterbury CT L51)

More cities from the Dice Gods. Hubris takes a break in Warsaw and doubles up that city. Spike can get going at the beginning, starting with two ones for a new city at M34, and then stalls trying to get into the mountains, doubling up Oswego.

HUBRIS (29+1mtn) 20 [+2 ARAB][+8 SPIKE] = 30
 SPIKE (24+1mtn) 10 [-8 HUBRIS] = 2
 ARAB (42+3mtn) 0 [-2 HUBRIS] = -2

49} 10 (Oswego NY J49) -- 45 (Bath NY M49)

HUBRIS (4+1mtn) 20 [+3 SPIKE] = 23
 SPIKE (4+1mtn) 10 [-3 SPIKE] = 7

50} 9 (Charlotte NC Z47) -- 13 (Cleveland, OH O45)

Oh Conrad, you really did annoy those Gods. Were you working on the Sabbath? Stalling at the SAME mountain, COB adds another key to the double city it created earlier, creating our second triple city!

SPIKE (13+1mtn) 20 [+1 HUBRIS][+2 COB] = 23
 ARAB (16+3mtn) 10 [+2 COB] = 12
 HUBRIS (12+2mtn) 0 [-2 TURN][-1 SPIKE][+3 COB] = 0
 COB (11 +2mtn) 0 [-1 TURN][-2 SPIKE][-2 ARAB][-3 HUBRIS] = -8
 TURN [+2 HUBRIS][+1 COB] = 3

Press

GM – HUBRIS: You surprised me this time, I was expecting builds to N2 and H5 to set you up to take place in the transcontinental race. As it is, the only possible entrant is TURN, not that he couldn't use the points!

Races for Round 12

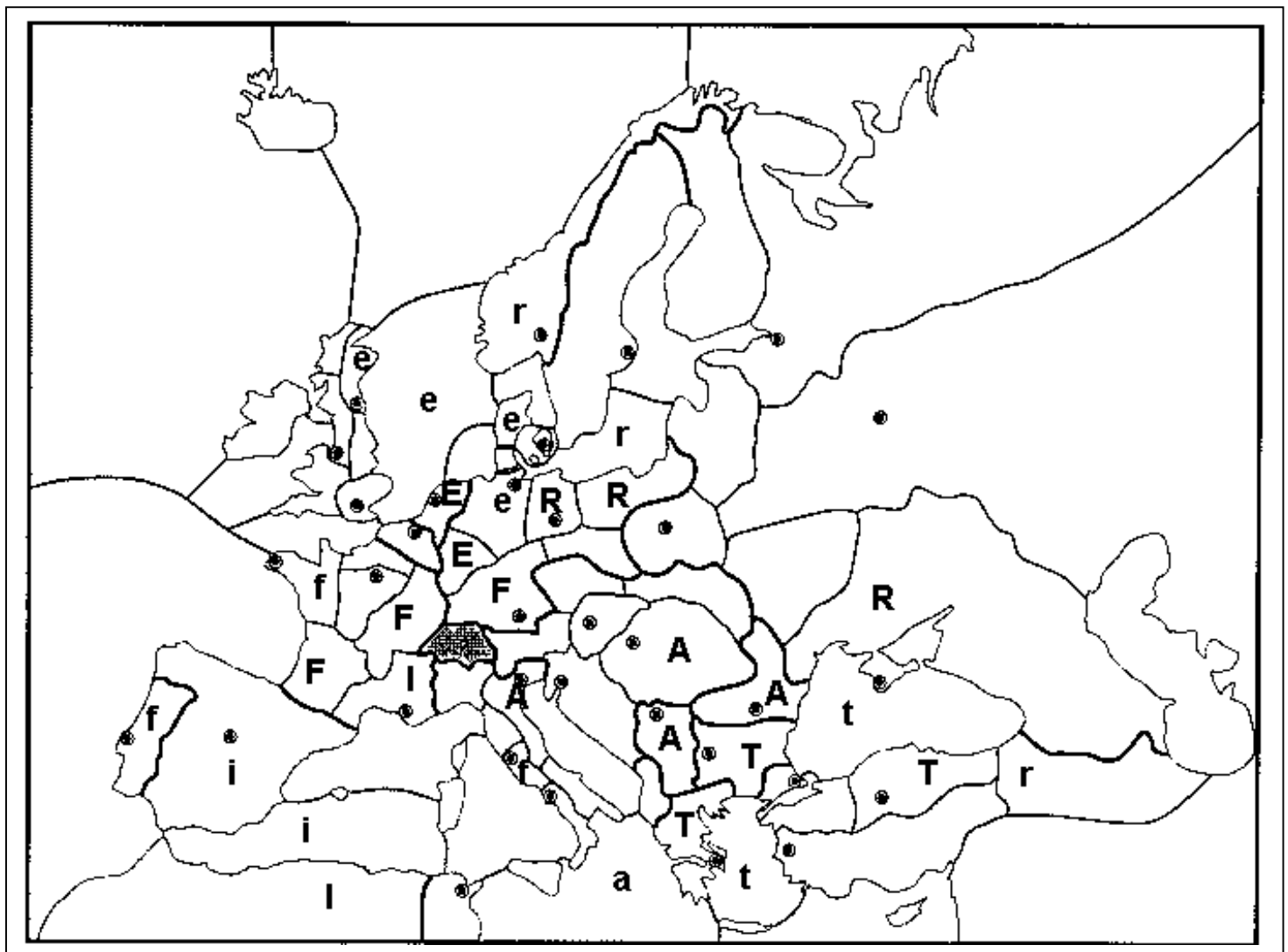
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|---|--|
| 46) 35 (Springfield OH R40) -- 42 (Hillsville VA V44) | |
| 51) 36 (Palatka FL H96) -- 8 (Richmond VA T47) | |
| 52) 4 (Baltimore MD Q49) -- 32 (Courtland VA V48) | |
| 53) 54 (Franklin VA W49) -- 46 (Franklin OH S40) | |
| 54) 43 (Boonville MO S30) -- 6 (Wilmington DE P50) | |
| 55) 33 (Elk Valley TN X40) -- 55 (Rome GA A91) | |
| 56) 73 (Hawthorn CA N1) -- Any East Coast City | *special transcontinental race, pays double |

Rolls for Round 12:

2, 6, 6,



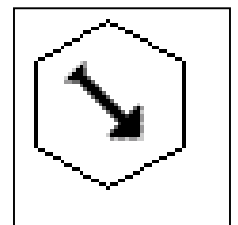
Carrier Pigeon: Spring 1905



SOPWITH: Snoopy, Turn 2

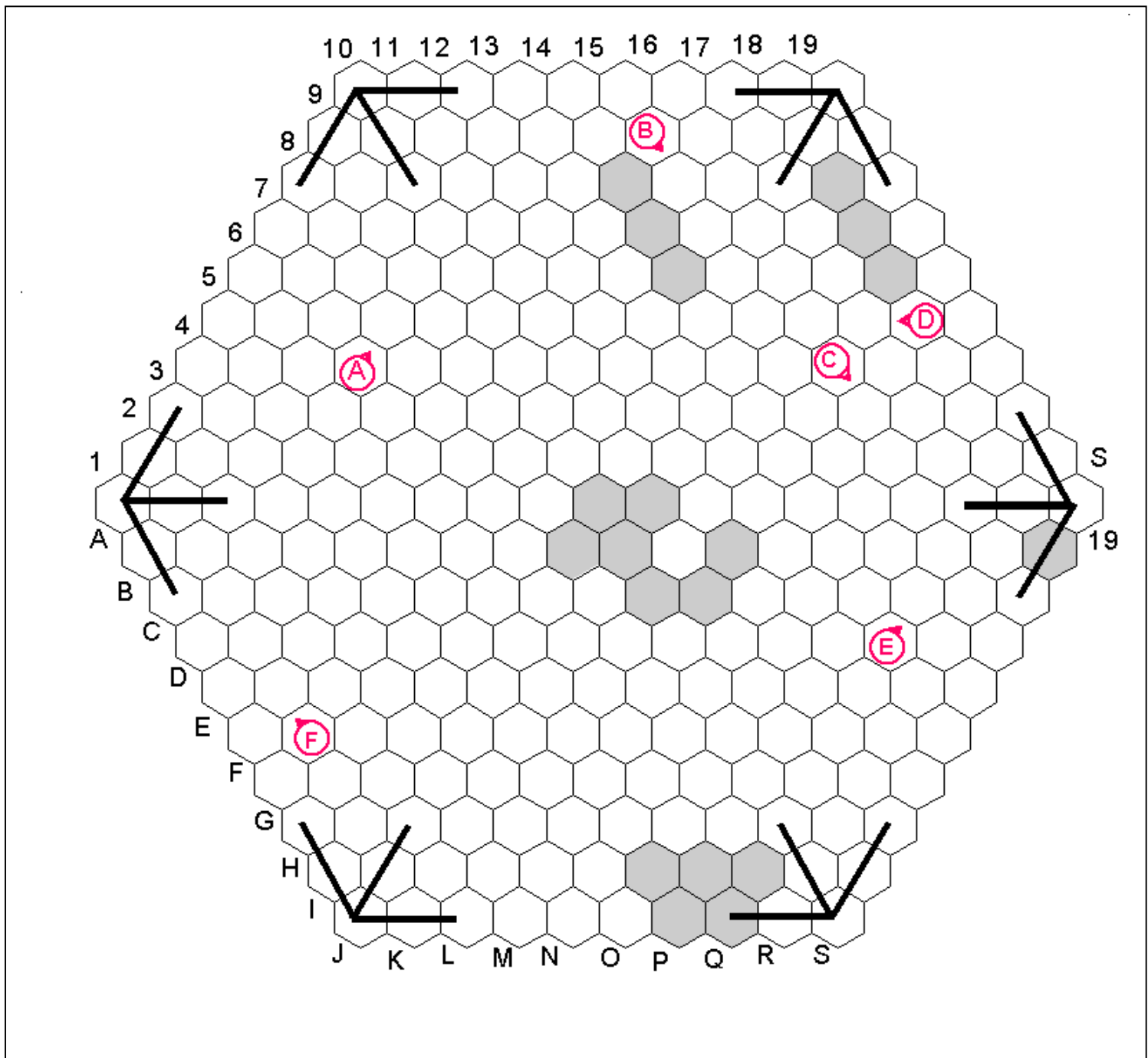
www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/sopwith/snoopy.htm

Bartholomey Bandy and Captain Chaos slip and slide around the sky and trade a few bullets in the process, firing at each other's muzzle flashes from a mere two hexes. Captain Phil chases off a few sea gulls that attempt to mar the finish on his plane and everyone else maneuvers.



	<u>Player</u>	<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>	<u>Wind Dir</u>		
								<u>P1</u>	<u>P2</u>	<u>P3</u>
A	Brad Martin	Captain Ralph	D4	E	16	12	0	LT	A	A
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	A13	SE	15	12	0	A	A	RT
C	Robert Dowrey	Bartholomew Bandy	M19	SE	16	12	0	RS	RS FLA	RS FR
D	Jim Tretick	Captain Chaos	P18	NW	16	12	0	RS FA	A FAL	LT
E	Karl Schmit	Lt. Lucy	S13	NE	16	12	0	LS	A	LS
F	Phil Reynolds	Capt. Phil	J4	NW	16	12	0	LT	LS	LS FAR

	<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	D7	NE	16	12	0
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	G15	SE	15	12	0
C	Robert Dowrey	Bartholomew Bandy	M16	SE	13	9	3
D	Jim Tretick	Captain Chaos	N18	W	13	9	3
E	Karl Schmit	Lt. Lucy	Q14	NE	16	12	0
F	Phil Reynolds	Capt. Phil	G2	NE	14	12	0



The following was really just too much to resist. Statistically of course it may not mean much as some states were close and others had wide margins, but it sure does make one think . . . or not!

US Election 2004

Results listed by average IQ

LIST	STATE	AVERAGE POPULATION IQ	PRESIDENT ELECT
1	Connecticut	113	John Kerry
2	Massachusetts	111	John Kerry
3	New Jersey	111	John Kerry
4	New York	109	John Kerry
5	Rhode Island	107	John Kerry
6	Hawaii	106	John Kerry
7	Maryland	105	John Kerry
8	New Hampshire	105	John Kerry
9	Illinois	104	John Kerry
10	Delaware	103	John Kerry
11	Minnesota	102	John Kerry
12	Vermont	102	John Kerry
13	Washington	102	John Kerry
14	California	101	John Kerry
15	Pennsylvania	101	John Kerry
16	Maine	100	John Kerry
17	Virginia	100	George Bush
18	Wisconsin	100	John Kerry
19	Colorado	99	George Bush
20	Iowa	99	George Bush
21	Michigan	99	John Kerry
22	Nevada	99	George Bush
23	Ohio	99	George Bush
24	Oregon	99	John Kerry
25	Alaska	98	George Bush
26	Florida	98	George Bush
27	Missouri	98	George Bush
28	Kansas	98	George Bush
29	Nebraska	95	George Bush
30	Arizona	94	George Bush
31	Indiana	94	George Bush
32	Tennessee	94	George Bush
33	North Carolina	93	George Bush
34	West Virginia	93	George Bush
35	Arkansas	92	George Bush
36	Georgia	92	George Bush
37	Kentucky	92	George Bush
38	New Mexico	92	George Bush
39	North Dakota	92	George Bush
40	Texas	92	George Bush
41	Alabama	90	George Bush
42	Louisiana	90	George Bush
43	Montana	90	George Bush
44	Oklahoma	90	George Bush
45	South Dakota	90	George Bush
46	South Carolina	89	George Bush
47	Wyoming	89	George Bush
48	Idaho	87	George Bush
49	Utah	87	George Bush
50	Mississippi	85	George Bush

The IQ numbers were originally attributed to the book "IQ and the Wealth of Nations", though they do not appear in the current edition. The tests and data were administered via the Raven's APT, and the The Test Agency, one of the UK's leading publishers and distributors of psychometric tests. This data has been published in the Economist and the St. Petersburg Times, though this does not mean it should be taken as fact.