

People who lay out sums of money in order to secure office get into the habit of looking, not unreasonably, for some return. Even the poor but reasonable man will want to profit, so it could hardly be expected that the not-so-honest, who has already put his hand in his pocket, should not want his profit too. - Aristotle, *Politics*, Bk. II, c.334-23 b.c.

September, 2005

Welcome to Tinamou #59, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: rebhuhn@rocketmail.com). Tinamou now appears on the web in conjunction with TAP. The web page has everything you'll find here including maps. Go to Jim's index page <http://www.diplom.org/DipPouch/Postal/Zines/TAP> and check it out, your comments and suggestions are welcome!

Deadline for all games: Monday, Dec 19

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.

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

Standard Diplomacy:

Game Opening: Standard Diplomacy

Signed up:

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

Signed up: Doug Kent, Graham Wilson, Art Schleinkofer

Industrial Waste:

A 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:

Railway Rivals: Anyone have a favorite map they want?

Brendan has volunteered his REVISED Victoria map.

Signed up: Brendan Whyte, Brad Martin, Richard Weiss, Andrew Glynn

Richard has suggested some possible maps:

- 1) Eric Brosius's adaption of David Watts' map of New York and PA (5 starting spaces);
- 2) Eric's Poland (Probably 4, all start in one place, may not be good for by mail unless first turn had no costs for building on the same spaces);
- 3) David's Iowa (there are ten starting points, no specified starting number that I see)
- 4) David's New York and Chicago (7 starting places, 2 can start per spot, no specific # of players); or,
- 5) David's Illinois (3-8 players).

Two maps from Dampfross – Ireland and Russia seem appealing as well.

If any of these are appealing to anyone let me know. I just need someone to send me a map.

Transcontinental USA: Eric Brosius's variant. Now that we've play tested it once we'll try again with a few modifications to reduce the east coast congestion a bit.

Signed up: Eric Brosius, Conrad von Metzke, Mike Barno, Brendan Whyte, Andrew Glynn, Richard Weiss. **Will start as soon as we work out the rules modifications. Send me your suggestions!**

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? 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

Catan: Settlers or Seafarers, player choice: Signed up: Brad Martin, Al Tabor, Andrew Glynn

Sopwith:

Brendan Whyte

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.

Persephone, Standard Diplomacy: Fall 1901

Country	Player	Address
Austria	Graham Wilson	48 Harbourview Cresent Toronto, Ontario M8V 4B1 grahamaw at rogers.com
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035 pegandkarl at mindspring.com
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA wiedem at planet.eon.net
Germany	John Power	18 Tilton Court Baltimore, MD 21236 natjohn2 at comcast.net
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025 mattandzoe at earthlink.net
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Hank Alme	506 Paige Loop Los Alamos, NM 87544 almehj at swcp.com

COUNTRY	MOVES
Austria	F GRE - ION , A VIE - BOH , A GAL - UKR, A BUD - TRI, A SER S T A RUM
England	A BEL - PIC, F ENG - MAO, F IRI S ENG - MAO, F NTH - ENG, F NWY H
France	F MAO - ENG , A PAR S A MAR - BUR, A GAS S A MAR - BUR, A MAR - BUR , F SPA/SC - POR
Germany	A BUR S PIE - MAR, A RUH S BUR, A HOL H, A MUN S BUR, F BAL - SWE
Italy	F WES - NAF, F TYS - WES, A PIE - MAR, A VEN H
Russia	F BLA - ANK , A SEV - RUM , A UKR - WAR, F STP/SC - LVN
Turkey	F CON - BLA, A RUM H, A ANK H, F BUL S F CON - BLA

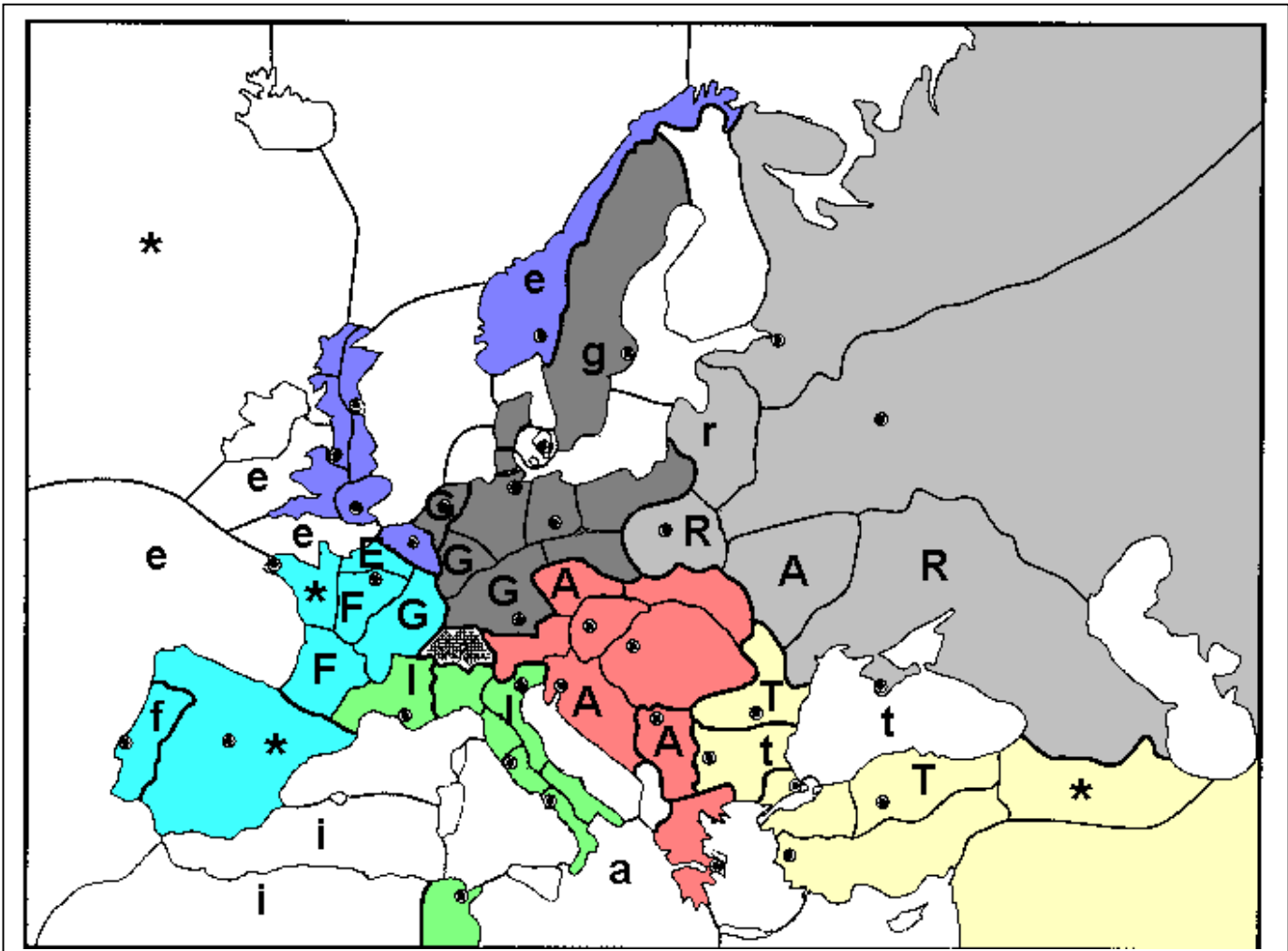
Retreats:

France: F MAO - NAO, Spa, Bre, OTB; A Mar - Spa, OTB
Russia: F Bla - Arm, OTB

Winter 1902

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

Fall 1902 Moves



Carrier Pigeon (2003E), Spring 1907 Postal negotiations only

England and France move forward. Italian offer for France is spurned. A/T keeps France out of Ionian. Russian snoozing.

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	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

Spring 1907 Moves

COUNTRY	MOVES
Austria	A VIE S BUD - TRI, A SER S RUM, <u>A ROM - NAP</u> , A BUD - TRI, A RUM S SER,
England	A RUH - KIE, A BER - PRU, F BAL S BER - PRU, F SWE - GOB, F NTH - C LON - HOL, A NWY - FIN, F NWS - BAR, A LON - HOL, A LVP - YOR, F EDI - NWS
France	A MUN S PAR - BUR, F NAF - WES, <u>F TUN - ION</u> , F BRE - MAO, F MAR - GOL, A PAR - BUR <u>F NAP S TUN - ION</u> , A VEN - TUS, A TYR - VEN
Germany	OUT
Italy	<u>A TRI S F A TYR - VIE</u>
Russia	F STP H, A SIL H, A BOH H, A SEV H,
Turkey	A ANK - SMY, F BLK - CON, A BUL - GRE A GRE - ALB, <u>F AEG - ION</u>

Summer 1907 Retreats

Italy: A Tri - Tyr, OTB

T to R = thanks . may you fight hard, live long and prosper.

T to A = against the e/f

A -> T/R: Should we unite against E/F? Or are we all playing for the consolation prize?

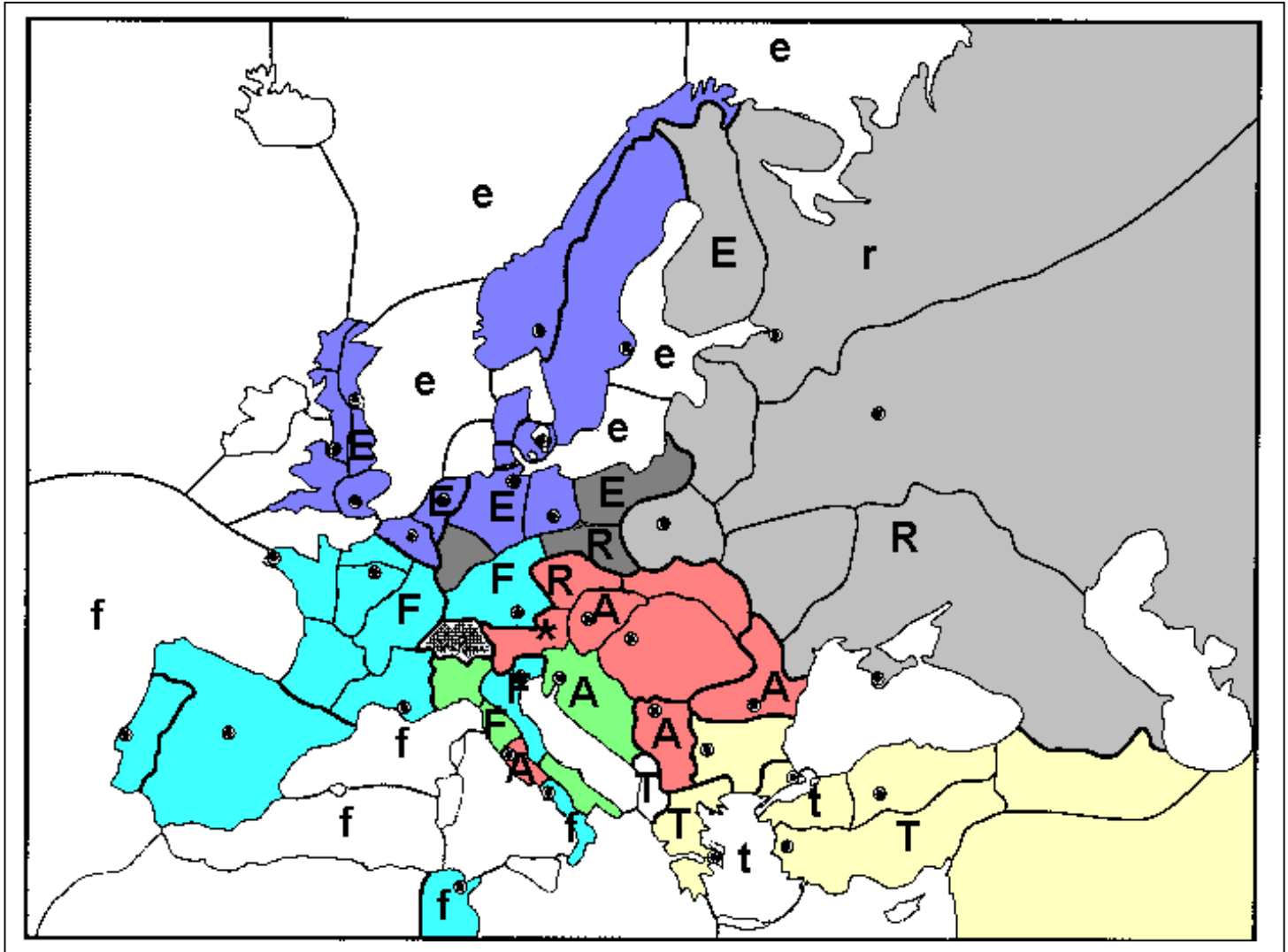
Eng to Fra- With allies like you who needs enemies? Signed Bart Bandy, Capt Royal Canadian Flying Corps.

Eng to Fra- The King would like to apologize for his arial ambassador's previous remarks. He has been instructed to stick to his own game in the future. Eng to Rus- A farewell gift for T and A but nothing for England. I hardly consider that fair! I'm tellin' the GM!

Eng to GM- Russia only gave a farewell gift to T and A and not to me! He's not being fair!

GM to Eng: So let me get this straight, you are complaining because Russia favors t&a over tea? Heck, so do I!!

Eng to Rus- NYAH NYAH!! I told on you! So there..



Dyson (Outpost) Turn 2

- Andy opens the bidding on a Data Library and Cary wins it for 19 (Wa9, Wa6, Or4).
- Andy opens the bidding on a Data Library and Chris wins it for 18 (Wa7, Or5, Or4, Or2)
- Andy opens the bidding on a Data Library and wins it for 16 (Wa8, Or5, Or3)
- Eric passes.
- Kevin buys a pop (Or1, Wa9) and mans his idle Ore factory.
- Cary passes.
- Karl buys a water factory (Or1, Or2, Or4, Or5, Wa8) and transfers pop to man it.
- Michael buys a water factory (Wa10, Or4, Or4, Or1, Or1) and a pop to man it (Wa10).
- Chris buys a pop (Wa6, Or4) and mans his idle factory.

	Company	Player	Factories	Upgrades	VPs
1	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa	DL	5
2	Bartertown	Andy York	Or, Or, Wa	DL, DL	5
3		Michael Lowrey	Or, Or, Wa, Wa, Wa		4
4	Golden Orb	Cary Nichols	Or, Or, Wa, Wa	DL	4
5	HDBC	Kevin Wilson	Or, Or, Wa, Wa		4
6	MMC	Eric Brosius	Or, Or, Wa, Wa		4
7		Karl Schmit	Or, Or, Wa, Wa, Wa		3

Just arrived: Data Library, Heavy Equipment, Warehouse

Upgrade	Available	Remaining	Minimum Bid
Data Library	1	0/1	15
Heavy Equipment	2	3/4	30
Warehouse	2	3/4	25
Nodule	2	3/5	25

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.

Perdu (1902TC) Transcontinental USA

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

That's all folks! An interesting variant certainly. Congratulations to Eric for his convincing win. A lot of work to GM and I appreciate your patience with me as I tried to keep things straight. I think it's obvious from the map and the results that the game is skewed towards building a network on the east coast and connecting all those early races. The west never really came into play. I'm happy to run another game, but first I'd like to discuss possible changes to balance the map and make building westward a viable option. Please send me your thoughts!

Final round of races:

72) 20 (West Palm Beach, FL-K98) - 47 (Florence KY-T39)
 SPIKE: 22+1M 20 [-2 ARAB][-5 COB] = **13**
 COB: 20 10 [-6 ARAB][+5 SPIKE][+1 ARAB] = **10**
 ARAB: 26 0 [-1 COB][+6 COB][+2 SPIKE] = **7**

73) 35 (Springfield OH-R40) - 88 (Eby KY-U41)
 SPIKE: 3 20 [-1 ARAB][+2 ARAB] = **21**
 ARAB: 3 5 [-2 SPIKE][+1 SPIKE] = **4**
 COB: 3 5 [-2 HUBRIS][+1 HUBRIS] = **4**
 HUBRIS: 3 0 [+2 COB][-1 COB] = **1**

74) 1 (Al Quodo d'Utopia-E95) - 30 (Richmond VA-T47)
 COB: 11 20 [-2 ARAB][-2 SPIKE] = **16**
 SPIKE: 11 10 [+2 COB] = **12**
 ARAB: 11 0 [+2 COB] = **2**

75) 80 (Redwood NP-I3) - 29 (Brandenburg KY-U39)
 COB: 45+2M 20[-2 HUBRIS][+1 HUBRIS] = **21**
 HUBRIS: 41+4M 10[-1 COB][+2 COB] = **11**

76) 38 (Whitehall OH-X32) - 34 (Waterbury CT-L51)
 SPIKE: 27+1M 20[-2 HUBRIS] = **18**
 COB: 29+1M 10[-3 HUBRIS][-3 ARAB] = **4**
 ARAB: 41+3M 0[+3 COB] = **3**

Rip Gooch	TURN (Green)	124
Brendan Whyte	ARAB (Purple)	593 + 16 = 609
Mike Barno	HUBRIS (Blue)	484 + 12 = 496
Eric Brosius	SPIKE (Gold)	762 + 64 = 826
Conrad Von Metzke	COB (Red)	350 + 55 = 405

Breaking Away: Keep Pedalin' Orville

Brilliant! 24 riders all playing a 3, a real tour de farce of cooperation! The second column shows the card played this turn. The card in bold is the replacement card received this turn. (Thank you for helping us recycle our commentary.)

Square	RIDERS	CARD
9		
8	BRANDT, DICKHEAD	3
7	EARNHARDT, LUMBER, WELSH, CHARLIE, FEZZIK	5
6	SPENCER, INIGO, BAKER, DONNY, WHEAT, CALHOUN	10
5	BODINE, WESTLEY, ABEL, SOBCHAK, BOEHEIM, ORE	16
4	STEWART, BRICK, PITINO, THE DUDE, BUTTERCUP	22

Big East Basketball Coaches (Jim Burgess) 0 points

Team Manager: Louie Carnesecca

A	3	Rick Pitino	5	9	15	22
B	3	Tim Welsh	5	8	13	
C	3	Jim Calhoun	7	10	10	
D	3	Jim Boeheim	6	8	16	

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Anti-Nihilists (Karl Schmit) 0 points

Team Captain: The Big Lebowski

A	3	Walter Sobchak	6	8	14	16
B	3	Donny	7	10	15	
C	3	The Dude	8	11	22	
D	3	Brandt	3	5	10	

Mutton, Lettuce and Tomato (Rick Desper) 0 points

Team Coach: Miracle Max

A	3	Westley, aka The Man in Black, aka the Dread Pirate Roberts	6	9	13	16
B	3	Inigo Montoya, aka the Spaniard	10	7	15	
C	3	Fezzik, aka the Giant, aka the Brute Squad	5	5	11	
D	3	Buttercup, aka the Princess Bride	7	8	22	

The Phoenician Alphabeticists (Brendan Whyte) 0 points

A	3	Abel	6	10	12	16
B	3	Baker	8	11	14	
C	3	Charlie	5	7	9	
D	3	Dickhead	3	5	6	

Front Bumpers (Mike Barno) 0 points

A	3	Dale Earnhardt	1	5	11	14
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B	3	Jimmy Spencer	8	10	14	
C	3	Geoff Bodine	4	14	16	
D	3	Tony Stewart	1	14	22	

Wandering Otter Orbiting League (Tom Howell) 0 points

A	3	Brick	5	9	15	22
B	3	Lumber	5	8	13	
C	3	Wheat	7	10	10	
D	3	Ore	6	8	16	

Press:

JIM-BOB'S NEGOTIATORS RESIGN IN DISGUST: Well, so much for trying to "work out a plan to avoid overcrowding"! We all should be ashamed to call ourselves Diplomacy Players.

GM – JB: I don't know, looks like a real paragon of cooperation to me (<:

Dickhead to the great giver of replacement cards: "Ifya gonna gimme a tree, Ima gonna playa tree. So dere!!"

GGoRC to DH: Oak-ay, play the tree.

(NASCAR to BASKETBALL): Hey, only one out of us four is dead yet. (Gee, thanks for asking.) How about you, aren't some of your The Front Men dead, or do they just sound that way?? I'll bet at least one has a dead drummer in his career. And NASCAR has lots fewer participant deaths due to cocaine-induced embolisms than the NCAA or the NBA. Even Tim Richmond died of something AIDS-related, not his sex-and-maybe-drugs lifestyle.

Max -> Coach Carnesecca: Nice Sweater! Very tasteful!

Max -> Donny: You're out of your element!

Buttercup -> Westley: Do you think you could pull in front of the team and let us draft you?

Westley -> Buttercup: As you wish.

GM – Westley: You're going to have to pedal harder than that to pull in front!

Inigo Montoya -> Field: Has anybody seen the six-fingered man?

W. R. Grace (Industrial Waste) Turn 2.1

Set 1 (Dennis)	Set 2 (Brad)	Set 3 (Jim)	Set 4 (Graham)
Raw Materials	Order	Bribery	Advisor
Order	Innovation	Waste Disposal	Growth
Growth	Growth	Growth	Innovation
	Waste Disposal	Waste Disposal	Raw Materials

2.2a)

- Graham .plays Growth
- Jim plays Growth
- Brad plays Growth
- Dennis offers up 4 Raw Materials. Graham bids \$5M. Jim and Brad decline to bid. Dennis buys them for \$6M.

2.2b)

- Graham .plays Innovation paying \$5M to reduce his waste production
- Jim plays Waste Disposal
- Brad processes an order, using 5 RM, generating \$15M and 5 waste
- Dennis play Growth

2.2c)

- Graham .puts 5RM up for bid. Jim and Brad pass. Dennis bids \$5M. Graham signs them over and pockets the cash.
- Jim discards a Waste Disposal.
- Brad plays Innovation, spending \$5M to reduce his waste production.
- Dennis saves his Order

2.2d)

- Graham pays \$5M in end of turn costs
- Jim pays \$5M in end of turn costs
- Brad pays \$5M in end of turn costs
- Dennis 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	4	\$4M	\$0M	10	16	5	5/1	4/3	5/1	6	Order	23
Graham Wilson	1	\$13M	\$0M	5	16	5	5/1	5/1	4/3	6	Advisor	27
Jim Tretick	2	\$7M	\$0M	5	15	5	4/3	5/1	5/1	0	Bribery	23
Brad Martin	3	\$9M	\$0M	5	15	5	5/1	5/1	4/3	5	Waste Disposal	24

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

Discard Pile

Order	Order	Order	Order	Raw Materials	Raw Materials
Raw Materials	Raw Materials	Growth	Growth	Growth	Growth
Growth	Growth	Innovation	Innovation	Waste Disposal	Waste Disposal

Boston Harbor (Industrial Waste) Turn 7.1

- Karl chooses Set #2.
- Brad liked two as well, but settles for Set #3.
- Richard gets his first choice of Set #1
- Andy is disappointed in his quest for number 3, but gets his second choice of Set #4.

Set 1 (Richard)	Set 2 (Karl)	Set 3 (Brad)	Set 4 (Andy)
Raw Materials	Innovation	Growth	Growth
Order	Order	Advisor	Hiring/Firing
Waste Disposal	Bribery	Raw Materials	Order
Hiring/Firing			Raw Materials

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	3	\$2M	\$0M	4	17	4	5/1	1/15	5/1	4	Hiring/Firing	35
Andy York	4	\$24M	\$10M	5	19	4	4/3	5/1	2/10	2	Raw Materials	35
Karl Schmit	1	\$8M	\$10M	5	18	3	3/6	5/1	5/1	7		20
Brad Martin	2	\$22M	\$0M	1	16	5	5/1	1/15	5/1	19		44

Three Mile Island (Industrial Waste) -- Turn 5.2

Set 1 (Andy)	Set 2 (Eric)	Set 3 (Harold)	Set 4 (Richard)
Hiring/Firing	Waste Disposal	Hiring/Firing	Waste Disposal
Order	Innovation	Growth	Waste Removal
Growth	Waste Removal	Innovation	Innovation
Raw Materials			Hiring/Firing

5.2.a)

- Eric plays Waste Disposal to reduce his waste to 5.
- Richard plays Waste Disposal to reduce his waste to 7.
- Andy Plays Growth to move to 19
- Harold plays Innovation spending \$5M to reduce his Rationalization to 2/10

5.2.b)

- Eric Plays Innovation and spends \$5M to move his Waste Reduction to 1/15.
- Richard plays Waste Removal and sends a little present to his friends.
- Andy processes an Order, using 4RM, gaining \$19M and generating 5 waste.
- Harold plays Hiring/Firing to “remove some more deadbeats from the staff”

5.2.c)

- Eric plays Waste Removal to share some lovely goo with his fellow man.
- Richard discards a Hiring/Firing card.
- Andy auctions off a set of 5 RM. Harold passes. Richard passes. Eric bids 1. Andy buys them for 2.
- Harold plays Growth.

5.2.d)

- Eric pays \$5M in end of turn costs.
- Richard pays \$5M in end of turn costs.
- Andy pays \$5M in end of turn costs.
- Harold pays \$2M in end of turn costs.

And now, because Harold has reached the end of the factory track, the game ends and there is an automatic accident which costs Andy \$10M and moves his factory two spaces to the left.

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	1	\$1M	\$0M	3	15	5	5/1	3/6	1/15	5		37
Richard Weiss	2	\$8M	\$0M	4	16	5	5/1	2/10	5/1	7	Innovation	32
Andy York	3	\$20M	\$0M	7	17	5	5/1	4/3	5/1	15	Hiring/ Firing	32
Harold Reynolds	4	\$10M	\$0M	0	20	2	2/10	5/1	5/1	8		37

Harold's gambit pays off. The reduction in work force saves him \$1M, putting him in a tie with Eric. Tie goes to the player with the most money, so congratulations to Harold! By the same tiebreaker, Andy edges out Richard for 3rd place.

SOPWITH: Snoopy, Turn 7

- Jim flies on.
- Bart Bandy figures Lucy's only got one shot, so he tries to be tricky, but the Peanuts gang knows better than to try and outmaneuver Lucy and she uses her last shot to great affect. But as Snoopy would be the first to tell you, you've got to watch your 6 Lucy!

PRESS

Uber-Zpt: Zo, meebie zis time you vill not zo eazily grazp through mein zlip!

GM – Uber-Zpt: He's ztill zlippin'.

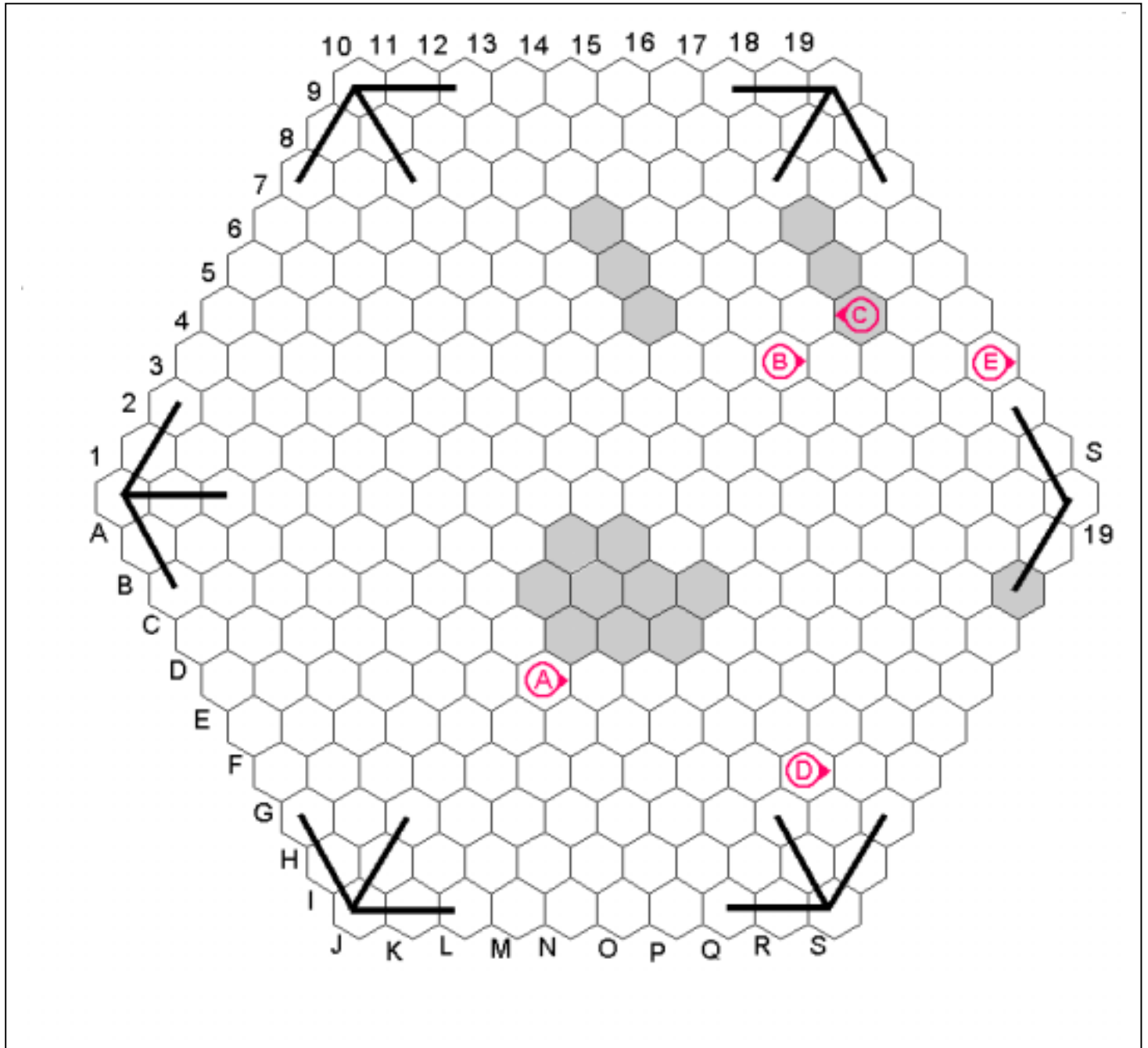
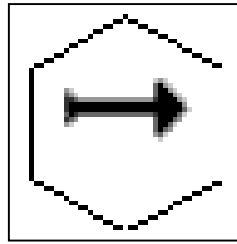
Captain Chaos: My rudder is jammed!

	Player	Pilot	Start	Facing	Ammo	Damage	Points	P1	P2	P3
A	Brad Martin	Captain Ralph	H6	SW	13	12	1	LT	A, FL	LT, FA
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	L13	W	5	9	10	RT	RT, FR	RT, FA
C	Robert Dowrey	Bartholomew Bandy	O17	E	7	6	3	LT	LT	LT
D	Jim Tretick	Captain Chaos	N8	E	13	1	3	A	A	A
E	Karl Schmit	Lt. Lucy	O16	NE	1	10	9	A, FA	A	RT

	Player	Pilot	End	Facing	Ammo	Damage	Points
A	Brad Martin	Captain Ralph	K7	E	11	12	1
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	L15	E	3	9	12
C	Robert Dowrey	Bartholomew Bandy	M17	W	7	3	3
D	Jim Tretick	Captain Chaos	Q11	E	13	1	3
E	Karl Schmit	Lt. Lucy	P19	E	0	8	12

Snoopy Turn 8

Wind Dir



Bronzewing (RR1989QL) Queensland Round 6

Rip has been steadily fading away from the hobby due to lots of things happening in the real world. Conrad has kindly agreed to send in orders for this turn and if I do not hear from Rip by next deadline Conrad will become the player of record.

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

Player	Seg 1 (3)	Seg 2 (6)	Seg 3 (5)	Score
Rip Gooch (Conrad von Metke) TURN	(Glencurry) - U7 - V7	(Glencurry) - MT. ISA	O11 - Croydon; (L76) - L77 [1-JOH]	41 +6(cities) +1(builds) = 48
Michael Pargman QoQC	(O88)-O89	(O89)-P89[1-JOH]; (O89)-Brisbane; (I82)-J81; (V29)-U30	(J81)-L80[1-JOH]; (U30)-Mackay	71 +5(builds) = 76
Brad Martin JOH	E67 - - - B68	B68 - - - - W21 - V20 [2-TURN]	V20 - - - - Charters Towers [1-TIK]	97 +2(builds) = 99
Brendan Whyte TIK	Hughenden - T17 - T16 - U16	Croydon - - K11 - J10 - - - Normanton	U16 - - - WINTON; T16 - T14	10 +3(cities) + 2(builds) = 15
Andrew Glynn TSR	M88 - - - N88	N88 - - P89 [4-QoQc]; M86 - - Chinchilla [1-JOH]; N86 - - P85 [2-QoQc][1-JOH]	P85 - - R84 - Goondiwindi; J86 - - H87 [1-QoQc][1-TIK]	32 -10(builds) = 22

Build up to 12 points (not counting payments to rivals).

Races for Round 7:

Race 1: 12 (Croydon) - 25 (Longreach)

Race 2: 24 (Winton/Boulia) - 36 (Emerald)

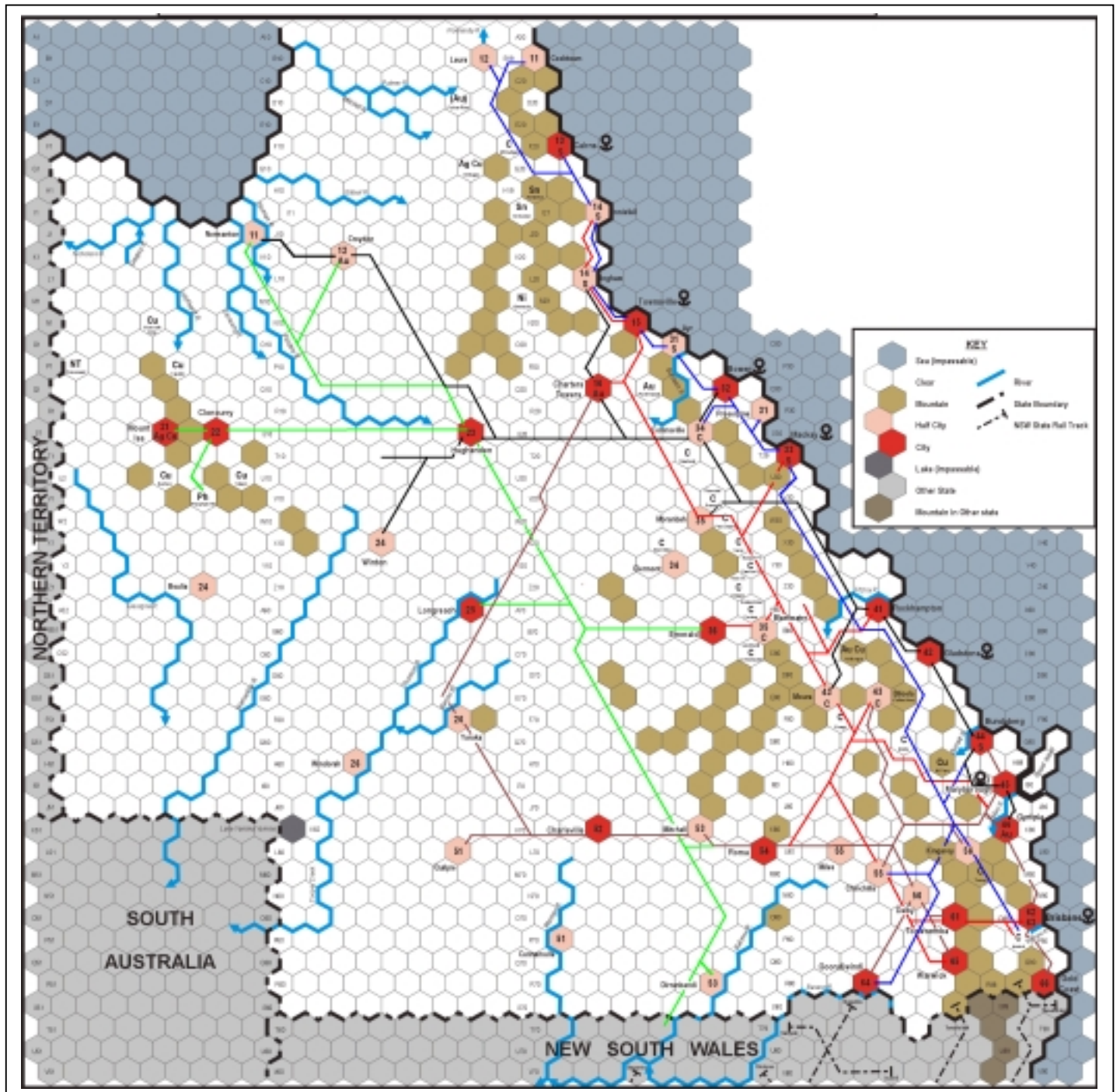
Race 3: 34 (Clermont/Collinsville) - 46 (Gympie)

Race 4: 45 (Maryborough) - 51 (Quilpie/Cunnamulla)

Race 5: 54 (Roma) - 66 (Gold Coast)

Race 6: 65 (Warwick) - Coal (Collinsville, Blackwater, Moura, Biloela or any of the 13 hexes labelled 'C')

Race 7: Sugar (Cairns, Innisfail, Ingham, Ayr, Mackay or Bundaberg) - 11 (Normanton)



Kypinka (RR1993UA) Ukraine – Round 7

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

RUS is very popular in Race 7, but not with the dice as TSR upsets him for the win. TSR creates the largest collection of small connector builds I've seen in my admittedly fairly short time playing RR.

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

Player	Builds	Score
Conrad von Metzke OBAMA	(Lutsk) – H45 - - - H43; (F67) – G68 [1-UKR]	100 +26(races) – 2(builds) = 124
Mike Barno UKR	(Karkiv) – F68 – G68; (A72) --- Luhansk; (D52) - - Vinnytsya	32 + 46(races) – 4(builds) = 74
Brad Martin RUS	None!	68 + 38(races) = 106
Brendan Whyte C&O	J63 - - - - - Poltava [1-Obama]; M26 ----- Zaporizhzhya; Lutsk – H45 [1-Obama]	56 + 19 (races) – 11(builds) = 64
Andrew Glynn TSR	(K21) - - N19 [1-C&O][1-UKR]; (K21) – J21 – Kherson; (C67) - - C65 [2-Obama]; (C67) – D67 [1-UKR]; (N27) – M27 [1-Obama]; (B61) – A62 [1-C&O]; (M24) - - M26 [1-C&O]	26 + 83(races) – 19(builds) = 90

Build up to 12 points of track.

Round 7 race results:

Race 1: Dnipro-Petrovsk (66) – Odesa(34)

TSR(12): 20 [-1 RUS][+1 RUS] = 20
 RUS(15): 10 [-3 C&O][-1 TSR][+1 RUS] = 7
 UKR (14): 0
 C&O: 0 [+3 RUS] = 3

Race 2: Sevastapol (41) – Rivne(21)

RUS (29): 20 [-3 OBAMA][-1 UKR][+4 OBAMA] = 20
 OBAMA (32): 10 [-4 RUS][+3 RUS] = 9
 UKR: 0 [+1 RUS] = 1

Race 3: Kamyanets-Podilskyy(15) – Simferpol(42)

TSR (29): XRP w/ RUS 20
 RUS (26): XRP w/TSR 10
 UKR: JR w/ RUS -- Declined
 C&O: JR w/RUS -- Declined

Race 4 Torez(52) – Chernivtsi(14)

TSR (29): 20 [-1 UKR][+4 UKR] = 23
 UKR (40): 10 [-4 TSR][+1 TSR] = 7

Race 5: Kirovohrad(32) – Coastal Town(x6)

UKR (4): to Mikolayiv 20
 C&O(8): to Mikolayiv 10
 RUS(8): to Odesa 0

Race 6: Horlivka(53) – Chernihiv(61)

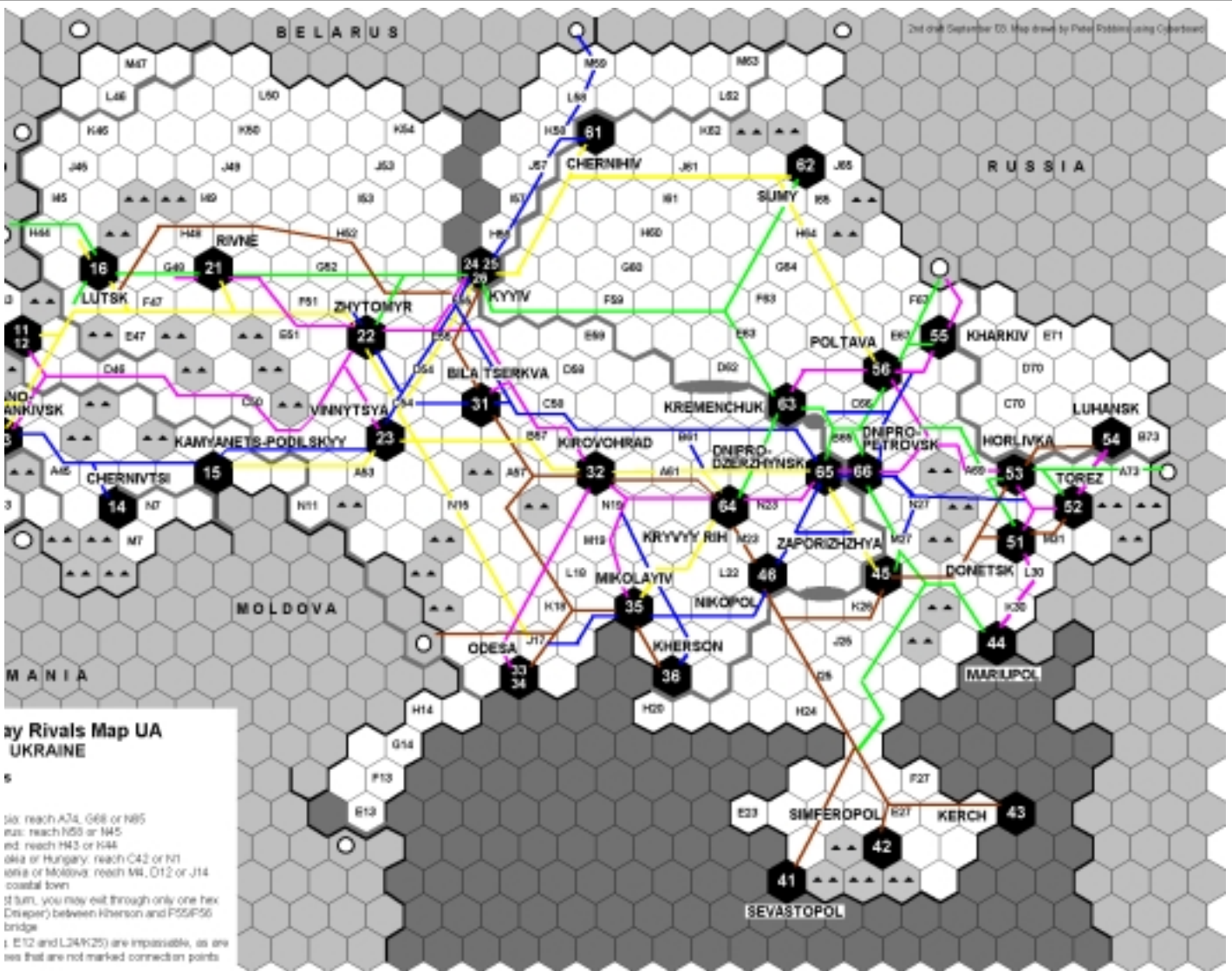
OBAMA(22): 20 [-5 TSR][+2 C&O] = 17
 TSR(24): 10[-1 RUS][+5 OBAMA][+2 C&O] = 16
 C&O(27): 0 [-2 TSR][-2 UKR][-2 OBAMA] = -6
 UKR: 0 [+2 C&O] = 2
 RUS: 0 [+1 TSR] = 1

Race 7: Slovakia or Hungary(x4)-Vinnytsya(23)

UKR (13): 20[-2 C&O][-2 TSR] = 16
 C&O (17): 10[+2 UKR] = 12
 TSR: 0[+2 UKR] = 2

Round 8 races:

- (13) Ivano-Frankivsk – (64) Kryvyy Rih
- (16) Lutsk – (x3) Poland: H43 or K44
- (22) Zhytomyr – (33) Odesa
- (24) Kyiv – (65) Dnipro-Dzerzhynsk
- (35) Mikolayiv – (55) Kharkiv
- (43) Kerch – (56) Poltava
- (46) Nikopol – (x1) Russia: A74, G68 or N65



Ukraine Rivals Map UA
UKRAINE

- 16: reach A74, G66 or H65
- 18: reach H63 or H44
- 19: reach H43 or H44
- 20: reach H43 or H44
- 21: reach H43 or H44
- 22: reach H43 or H44
- 23: reach H43 or H44
- 24: reach H43 or H44
- 25: reach H43 or H44
- 26: reach H43 or H44
- 27: reach H43 or H44
- 28: reach H43 or H44
- 29: reach H43 or H44
- 30: reach H43 or H44
- 31: reach H43 or H44
- 32: reach H43 or H44
- 33: reach H43 or H44
- 34: reach H43 or H44
- 35: reach H43 or H44
- 36: reach H43 or H44
- 37: reach H43 or H44
- 38: reach H43 or H44
- 39: reach H43 or H44
- 40: reach H43 or H44
- 41: reach H43 or H44
- 42: reach H43 or H44
- 43: reach H43 or H44
- 44: reach H43 or H44
- 45: reach H43 or H44
- 46: reach H43 or H44
- 47: reach H43 or H44
- 48: reach H43 or H44
- 49: reach H43 or H44
- 50: reach H43 or H44
- 51: reach H43 or H44
- 52: reach H43 or H44
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- 54: reach H43 or H44
- 55: reach H43 or H44
- 56: reach H43 or H44
- 57: reach H43 or H44
- 58: reach H43 or H44
- 59: reach H43 or H44
- 60: reach H43 or H44
- 61: reach H43 or H44
- 62: reach H43 or H44
- 63: reach H43 or H44
- 64: reach H43 or H44
- 65: reach H43 or H44
- 66: reach H43 or H44

1. E12 and L24(N25) are impassable, as are the two that are not marked connection points