

The trouble with having an open mind is that people keep coming along and sticking things in it. *Opus (Berkeley Bretahed)*

We must all live so that our children do not have to pay for our deeds. *Andrejs Upits*

Brain, n. In our civilization, and under our republican form of government, brain is so highly honored that it is rewarded by exemption from the cares of office. - Ambrose Bierce, *The Devil's Dictionary*. 1911.

Jan, 2007

Mr. Murphy Comes To Call

“What’s worse than having an ice storm take out your power and not having a generator while it’s 2 degrees outside?”
 Having a generator and it won’t start! NH was hit with a heavy ice storm in mid-January. By the time it stopped coming down most tree branches were three times their normal diameter. Not surprisingly this resulted in the power going out in many places, one of them being where I live. Having lived in northern New England all my life, I have a generator and a transfer switch so that I can run most of the house off of it when this happens. So, no problem, head out to the garage, pull the generator out into the driveway, hook up the cables and give a pull. And a pull, and a pull, and a pull This went on for a long time with various expletives and the work out keeping me warm. Flooded? Low on oil? Lots of possibilities but none seemed to work, so we went through the first night without power. The kids loved eating by candlelight and at least with a gas stove we could cook. Next day more efforts and finally find that the low oil cutoff switch was stuck and we’re up and running. But, when Mr. Murphy comes to call he brings his relatives. I go into the basement and throw the switches and the first welcome sound is the furnace kicking in and starting to heat the house (which was down into the mid 40s). Good. We’ve got lights, now all we need is water. But we don’t have water. Why not? More head scratching as my wife and I figure out that the tank is slowly filling but no water at the taps. Phones are out, but cell phones are working so a call to the well company to see if they have any ideas. It’s normally a lack of power to the pump they say, you should have 220 volts there. (As always, any comment like this is always preceded by a long pause while they try to guess if you are the kind of person who has no clue what voltage is and if you’d electrocute yourself if they told you how to check it). So, first check the transfer switch and sure enough, two breakers tied together for the water pump. Pop the cover off and measure it and we’ve got 50 volts! That’s not good, not even 110. Better turn off the breaker before the pump gets burned out from running on such low power. Throw the switch, and the living room lights go out! This is definitely not good! I’m not an electrician by trade, but there’s only so much that a transfer switch has to do, so we turn off the main power (just in case it comes back on, I’d rather not be fried), turn off the generator and get out the flashlights and a screwdriver. Take the transfer switch apart and sure enough, it’s as simple as could be expected and all

looks like it’s wired correctly. Out comes the trusty voltmeter again and start checking resistance (mainly because it’s one of the few things I know how to do!). Everything’s fine until all the way at the end of the circuit where there’s a gauge to measure the watts being used. No resistance at all. Schrodinger’s cat has invaded my transfer switch! Everything works fine until you try to measure it, then it fails. We have one of those classic TV sitcom conversations:
 “It’s just a gauge right?”
 “Right.”
 “It doesn’t do anything but measure, right?”
 “Right.”
 “So I can just wire around it, right?”
 “Right.”
 “Okay, I’m wiring around it.”
 “Right.”
 “Okay, I’m going to turn it on, right?”
 “Right.”
 And lo and behold Murphy and his cat too head off to bother someone else. The power comes on, the living lights aren’t connected to the water pump and we’ve got 220 volts and water again. Sixty hours after it went out the power comes back on and now the icy forest glistening in the sun merely inspires awe at its beauty and no longer looks quite so deadly. Two weeks before this it was 60 degrees and some of the trees were being fooled into budding. It’s too much to be just global warming, but something’s going on with the weather folks and we better start to take notice!

Welcome to Tinamou #65, 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!

Deadline for all games: Mon, March 26 2007

STANDBY CALLS:

I haven’t heard from Jim Tretick so would the following players please submit standby orders for him in case he does not return in the next issue.

- Eric Brosius** for W.R. Grace (Industrial Waste)
- Conrad von Metzke** for Bambusicola (Railway Rivals)
- Karl Schmit** for Snoopy (Sopwith)

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:

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

Railway Rivals: Anyone have a favorite map they want?

Answer was yes!

West USA (one of the originals!): Signed up: David Hooton, Conrad von Metzke. Will take up to 4 more.

GAME START: Bambusicola

Brendan Whyte's Tokyo and the Kanto Plain Map:

Andrew Glynn, Peter Robbins, Jim Tretick, Brendan Whyte, Michael Pargman, Brad Martin.

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/throwell/o-t-s/index.html> for some games in progress.

Signed up: Tom Howell, Dennis Menear

GAME START: Pioneers

Settlers of Catan: Brad Martin, Al Tabor, Brendan Whyte, David Hooton, Michael Scott, Paraic Reddington

Sopwith: (Next game once Snoopy finishes.)

Brendan Whyte

Bambusicola: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
Jim Tretick	jatretick of comcast.net	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				20
Brendan Whyte NIPOFF				20
Peter Robbins NoNo				20
Jim Tretick YokoThomas				20
Andrew Glynn TSR				20
Michael Pargman Sayonara				20

Die Rolls for Round 1: 6, 5, 3

Down Under:Victoria Round 4

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

Player	Segment 4A (5)	Segment 4B (4)	Segment 4C (2)	Score
Richard Weiss VD	(G75) – G76; (D59) – E59 – E58; (W21) – U22 [-1 TSR][-1 NKCRC]	(U22) – T22 – Echuca	(V14) – T13 [-1 GOLD]	46 – 2(builds) = 44
Michael Pargman POVERTY	(B70) – B69 – C69; (V16) – T15; (C69) – C68 [-1 GOLD]	(C68) – C65; (V19) – U20 [-1 TSR][-1 NKCRC]	(U20) – T20; (T25) – S25	43 – 2(builds) = 41
Brad Martin GOLD	(Bendigo) – ECHUCA[+3]; (St Arnaud) – S14	(S14) – CHARLTON[+3] – BOORT[+3]; (S20) – S21	(S21) – S23 [-1 VD]	58 + 9(cities) +1(builds) = 68
Brendan Whyte NKCRC	(Bendigo) – ECHUCA[+3]; (V17) – Maryborough	(V17) – T16 – St. Arnaud [-1 POVERTY]	(U24) – T23 – Shepparton	38 + 3(cities) + 6(builds) = 47
Andrew Glynn TSR	(Benalla) – T27 – Wangaratta – Q29 – Q30 [-5 NKCRC]	(L14) – H12	(H12) – H10	24 – 3(builds) = 21

Die Rolls for Round 5: 5, 2, 6

Dyson (Outpost) Turn 8

- KS buys a Ti Factory (Or1, Or3, Wa7, Wa6, Wa4, Ti9) and a Pop (Ti10) to man it.
- Tiger buys a Ti Factory (MWa) and a Pop (Or5, Or4, Or1) to man it.
- NebulaWorks opens the bidding on a Warehouse which Golden Orb gets for 29 (Wa8, Wa8, Wa8, He discount).
- NebulaWorks opens the bidding on another Warehouse which he wins for 25 (Or2, Or2, Wa5, Wa8, Wa8).
- Golden Orb now passes
- MMC buys a Ti Factory (MWa) and two Pop (Wa8, Wa8, Wa7). He mans the new factory and an idle Ore plant.
- Bartertown buys a Pop (Wa10) and mans an empty Ore Factory
- HDBC builds a Ti Factory (Wa7, Wa8, Wa5, Wa5, Wa5) and transfers a Pop to man it.

	Company	Player	Factories	Upgrades	VPs
1	KS	Karl Schmit	Or, Or, Wa, Wa, Wa, Ti, Ti, Ti	He, No	14
2	TIGER	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	No, HE	13
3	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti	No, He	12
4	Golden Orb	Cary Nichols	Or, Or, Wa, Wa, Wa	DL, We, No, He, We	10
5	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa, Wa	DL, DL, No, We	10
6	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti	He, We	8
7	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa	DL, DL, DL	8

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

Just arrived: Outpost, Laboratory (Yes, again!)

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

Breaking Away: Keep Pedalin' Orville:

And the pack reforms! The Phoenecians pull in the big cards this time.

Square	RIDERS	CARD
60		
59	WESTLEY	3
58		
57	INIGO, BODINE	3
56	SPENSER, BUTTERCUP	5
55	FEZZIK	7
54	ABEL, BOEHEIM, ORE, LUMBER, WELSH, WHEAT, STEWART	8
53	SOBCHAK, EARNHARDT, BAKER	15
52	PITINO, BRICK, CALHOUN	18
51	DICKHEAD	21
50	CHARLIE	22
49		
48		
47	THE DUDE	3
46		
45	DONNY	3
44	BRANDT	4

Big East Basketball Coaches (Jim Burgess) 1 point

Team Manager: Louie Carnesecca

A	3	Rick Pitino	8	15	22	18
B	7	Tim Welsh	12	13	8	
C	3	Jim Calhoun	10	20	18	
D	7	Jim Boeheim	14	16	8	

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Anti-Nihilists (Karl Schmit) 0 points

Team Captain: The Big Lebowski

A	9	Walter Sobchak	6	14	16	15
B	3	Donny	10	15	3	
C	7	The Dude	12	22	3	
D	3	Brandt	1	5	4	

Mutton, Lettuce and Tomato (Rick Desper) 6 points

Team Coach: Miracle Max

A	14	Westley, aka The Man in Black, aka the Dread Pirate Roberts	3	6	16	3
B	15	Inigo Montoya, aka the Spaniard	3	16	3	
C	14	Fezzik, aka the Giant, aka the Brute Squad	5	9	7	
D	3	Buttercup, aka the Princess Bride	3	8	5	

The Phoenician Alphabeticists (Brendan Whyte) 13 points

A	7	Abel	3	10	12	8
B	6	Baker	3	7	15	
C	5	Charlie	3	3	22	
D	6	Dickhead	3	3	21	

Front Bumpers (Mike Barno) 17 points

A	6	Dale Earnhardt	1	7	11	15
B	8	Jimmy Spencer	6	9	5	
C	10	Geoff Bodine	7	16	3	
D	3	Tony Stewart	3	15	8	

Wandering Otter Orbiting League (Tom Howell) 2 points

A	3	Brick	8	15	22	18
B	7	Lumber	13	20	8	
C	3	Wheat	5	16	8	
D	7	Ore	16	16	8	

Press:

Louie to Otters: I'm not having a debate with you about what "it" is. I'm not, you'll have to find another sucker to do that....

BOOB to ANONYMOUS: Breathe in our air.... ain't it sweet?

Brick to Pitino: Still holding back? Shades of Jim Ryan! You sure are sticky!

Pitino to Brick: We are quick, and quick enough to see Baker on 53, so we are there to rake in the big cards. If you played high, you lose.

Brick to Pitino: Naw. Ore's been saving up to go out with his seven this turn.

Louie to the Pack: Come on boys, get up here so we can draft you!

Big East to World: I thought I'd give my Big East season preview this time, but we're already wildly into League play! My PC Friars are doing brilliantly at home and stinking it up on the road, that's 'cause they're really NEXT year's team. But I think an NCAA bid is in the cards for them. Notre Dame is a surprise for me, they should be much worse than their record says they are. Calhoun is in a rough patch for him, not your best UConn team. Pitino is going to lose his luster if he can't get these crybabies he has to listen to him. He's just about to make a run by going SMALL and HITTING the threes. It might just squeak him into the Tournament....

TONY STEWART to PHOENICIAN ALPHABETISTS: If you guys weren't in the race, this pit stop might be putting me first-except-Buttercup-to-worst.

GM - TS: Yeah, but the big cards come from the back, and look who's there!

Tom to Karl: Yeah, I know. No points at the first sprint line IS my style. But, man: ya gotta have bigger cards than that to pull it off! Look at Jim: he's down right dangerous!

Tom - GM: He didn't do it.

Tom to Jim: Did you do it?

GM - Tom: Nah, he didn't do it.

Ore to Boeheim: That's exactly why I still have that card. <lotsa teeth showing here>

Wheat to Buttercup: Butter, honey, when that boy-hunk, Pitino, catches up to you, why don't you shag him off into the bushes for a short spell?

GM – Wheat: Cause she's already dragged Stewart off into the wheat (<:.

Persephone, Standard Diplomacy

Austria positions to try and finally reduce those pesky Russians. Turkey continues to play the loyal ally. Italy shuffles some fleets around and enjoys the peace. The French fleet continues it's wandering journey and Germany manages to bounce himself out of an advance into the North Sea.

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

Winter 1904 Retreats

Fra: F NWG –NAO

Winter 1904

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

Spring 1905 Moves

COUNTRY	MOVES
Austria	A GAL – UKR, A MOS S A GAL – UKR, A BUD – GAL, A VIE – BOH, A TRI – TYO, F ALB – TRI
England	A PIC - PAR, F ENG - PIC, F NTH - NWY, F NWG H, F CLY – LVP
Germany	A BEL H, A RUH S BEL, A SWE - NWY, F DEN - NTH, A SIL - MUN, A MUN – KIE, F KIE – HEL
France	F NAO – IRI
Italy	F POR – MAO, F SPA – GOL, A MAR H, A VEN - TYO, A ROM – VEN, F NAP S F ION, F ION S A F ALB – GRE (NSO)
Russia	A STP – MOS, A WAR S STP - MOS
Turkey	A SEV S A MOS, F BUL – CON, A CON – SMY, A RUM – BUL, F BLA H, F AEG - EMS

Carrier Pigeon (2003E), Spring 1909 Postal negotiations only

It's all locked up in the south with France holding a stalemate line with only 4 units. England pushes his way over the top in the north and miscommunications between Russia and England lead to a surprising French advance into the heart of Germany.

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

Carrier Pigeon Winter 1909 Adjustments

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

Spring 1910 Moves

COUNTRY	MOVES
Austria	A GAL S A BOH, A BOH S A TYO, A TYO S A TRI, A TRI S A TYO, A SER S A TRI
England	F NWG – NAO, F CLY S F NWG – NAO, A SWE H, A LVP H, F LON – ENG, A KIE – HOL, F NTH S A KIE – HOL, A BER – KIE
France	F ION H, F ADR S F ION, F TY S – WES, A BUR – RUH, A VEN S A MUN – TYO (NSO), A PIE S A VEN, A RUH – KIE, A HOL S A RUH – KIE,

	F NAO – LVP, F ENG – NTH, F MAO – ENG
Russia	A WAR – SIL, A MUN S E A KIE – RUH (NSO), A SIL – BOH, F STP H, A PRU S E A KIE (IMP)
Turkey	A CON H, F AEG S F EAS – ION, F EAS – ION, A ALB S A A TRI, A GRE S A ALB

Summer 1910 Retreats

Eng: A Kie – Den, OTB

Fra: F NAO – Iri, OTB

W. R. Grace (Industrial Waste) Turn 4.2

Jim has gone missing on us. As this game doesn't play well (IMHO) with an NMR we'll delay one issue and see if he comes back. Would **Eric Brosius** please submit standby orders for Jim.

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

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	2	\$2M	\$0M	7	14	4	4/3	4/3	4/3	11		24
Graham Wilson	3	\$0M	\$0M	5	17	5	4/3	5/1	2/10	4		31
Jim Tretick	4	\$17M	\$0M	0	16	5	4/3	4/3	5/1	3	Bribery	31
Brad Martin	1	\$15M	\$0M	5	15	5	5/1	5/1	4/3	4	Bribery	27

Discard Pile:

Due to accident will be reshuffled before next draw.

Golden Spike: Transcontinental V2 Round 4

Spike goes on a city building spree, building two during race 12 and another during race 14. R4D4 also builds in race 12 and PUTT-PUTT and FLAGLER join together to build another one during race 14 as well.

FLAGLER also builds a West Coast city. And we see a rapid growth in the Ohio valley as the railroads open up the land.

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

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

Player	Segment 4A (3)	Segment 4B (2)	Segment 4C (4)	Score
Richard Weiss The I-70	(City 11) – N46; (City 18) - - R35	(N40) – N39 – M39	(U37) ---- W38	73 + 30(races) +2(builds) = 105
Eric Brosius SPIKE	(Q43) - P42; (O51) - N51; (D87) - E88	(P42) - P41 [-1 I70]; (Z39) - A90	(N51) - M52; (V40) - U40	87 + 33(races) -1(builds) = 119
Conrad von Metzke PUTT-PUTT	(X35) - - - U34 [-1 I70]	(D93) - - F94 [-1 R4D4]	(U34) - - - - S33	107 +35(races) -2 (builds) = 140
Brendan Whyte R4D4	(A95) - - - X46	(X46) - - V47	(V47) – U47 - - S48 [-1 PUTT-PUTT]; (R23) – Q23	75 + 6(races) +1(builds) = 82
Mike Barno FLAGLER	Create City U4 (U32) - - - U29	(U29) - - U27	(U27) - - - - U23 [-1 R4D4]	107 +6(cities) + 36(races) -1(builds) = 148

Rolls for Round 5: 2, 6, 6

Race Results for Round 4:

Race 11: City 17 – City 4

I70 (12) 20 [+6 SPIKE] **26**
 SPIKE (12) 10 [-6 I70] **4**

Race 12: City 12 – City 9

PUTT-PUTT(22) 20 [-7 R4D4][-2 SPIKE][-2 I70][+10 R4D4] **19**
 R4D4(22) 10 [-10 PUTT-PUTT][-1 FLAGLER][-2 I70][-2 SPIKE][+7 PUTT-PUTT][+4 SPIKE] **6**
 SPIKE (28+1m) 0[-4 R4D4][+2 PUTT-PUTT][+2 R4D4] **0**
 I70 [+2 PUTT-PUTT][+2 R4D4] **4**
 FLAGLER [+1 R4D4] **1**

Race 13: City 8 – City 14

Races for Round 5:

Race 16) City14 – City25

Race 17) City21 – City22

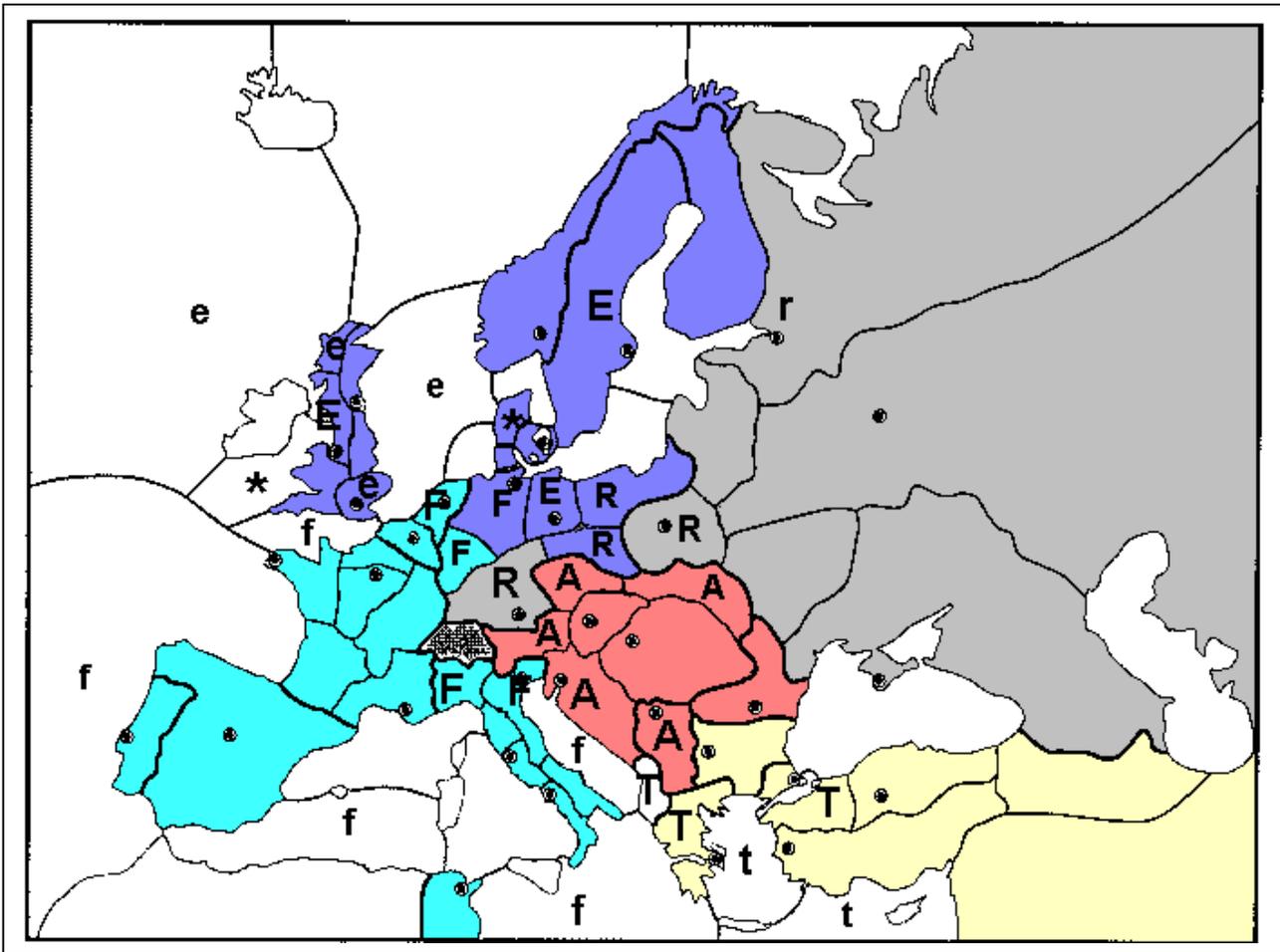
Race 18) City1 – City26

Race 19) City6 – City31 (31 being a west coast city, this race will just fade away.)

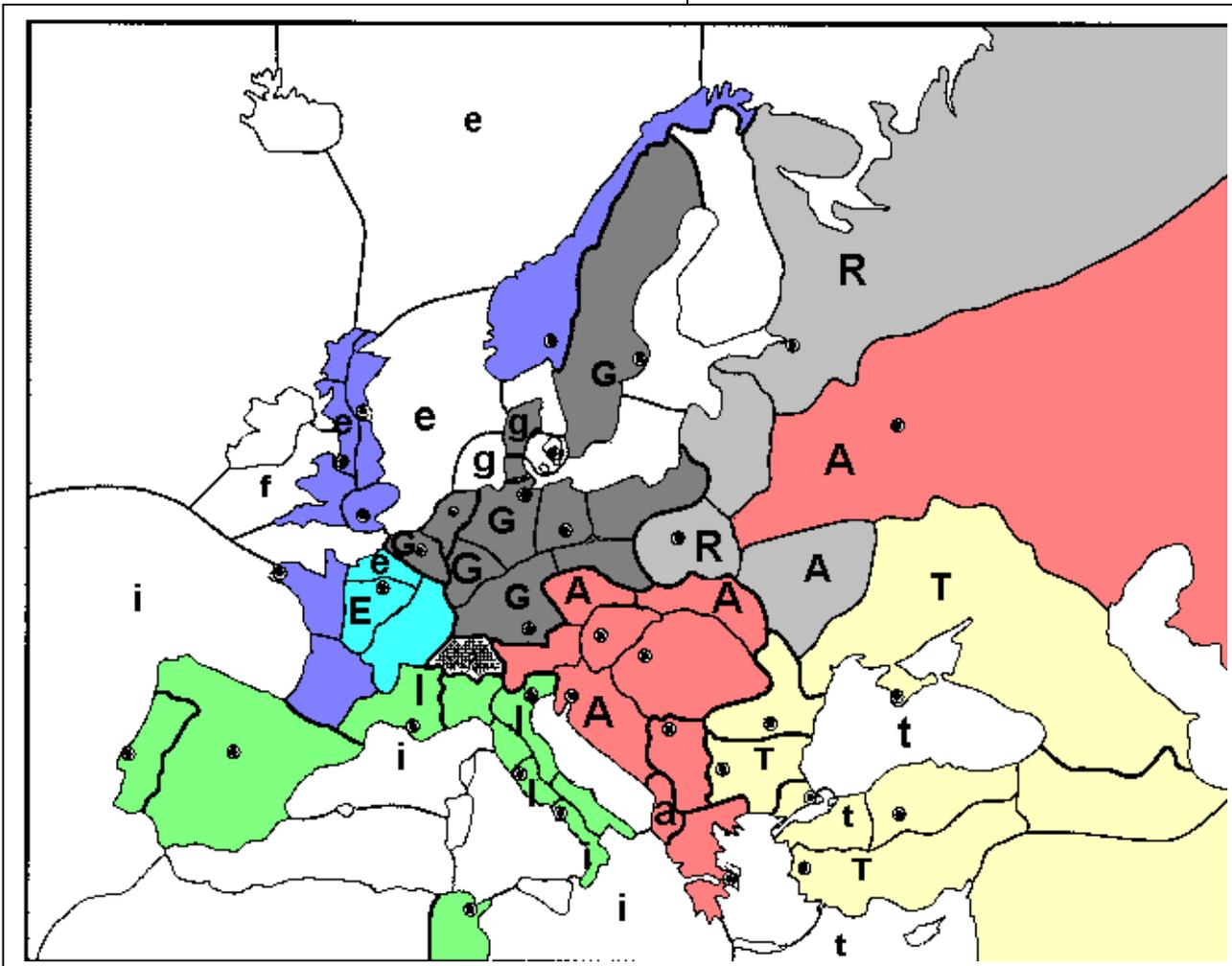
Race 20) City 18 – City4

SPIKE (4)	20 [-2 FLAGLER]	18
FLAGLER (4)	10 [+2 SPIKE]	12
Race 14: City 19 – City 18		
SPIKE (15)	20 [-1 PUTT-PUTT][-8 FLAGLER]	11
PUTT-PUTT JR	5[+1 SPIKE]	6
FLAGLER (15+1m)		
FLAGLER JR PUTT-PUTT (15+1m)	5 [+8 SPIKE]	13
I70 JR SPIKE	Declined	
Race 15 City 1 – City 7		
PUTT-PUTT JR	10	10
FLAGLER (13+1m)		
FLAGLER JR PUTT-PUTT (13+1m)	10	10

CARRIER PIGEON



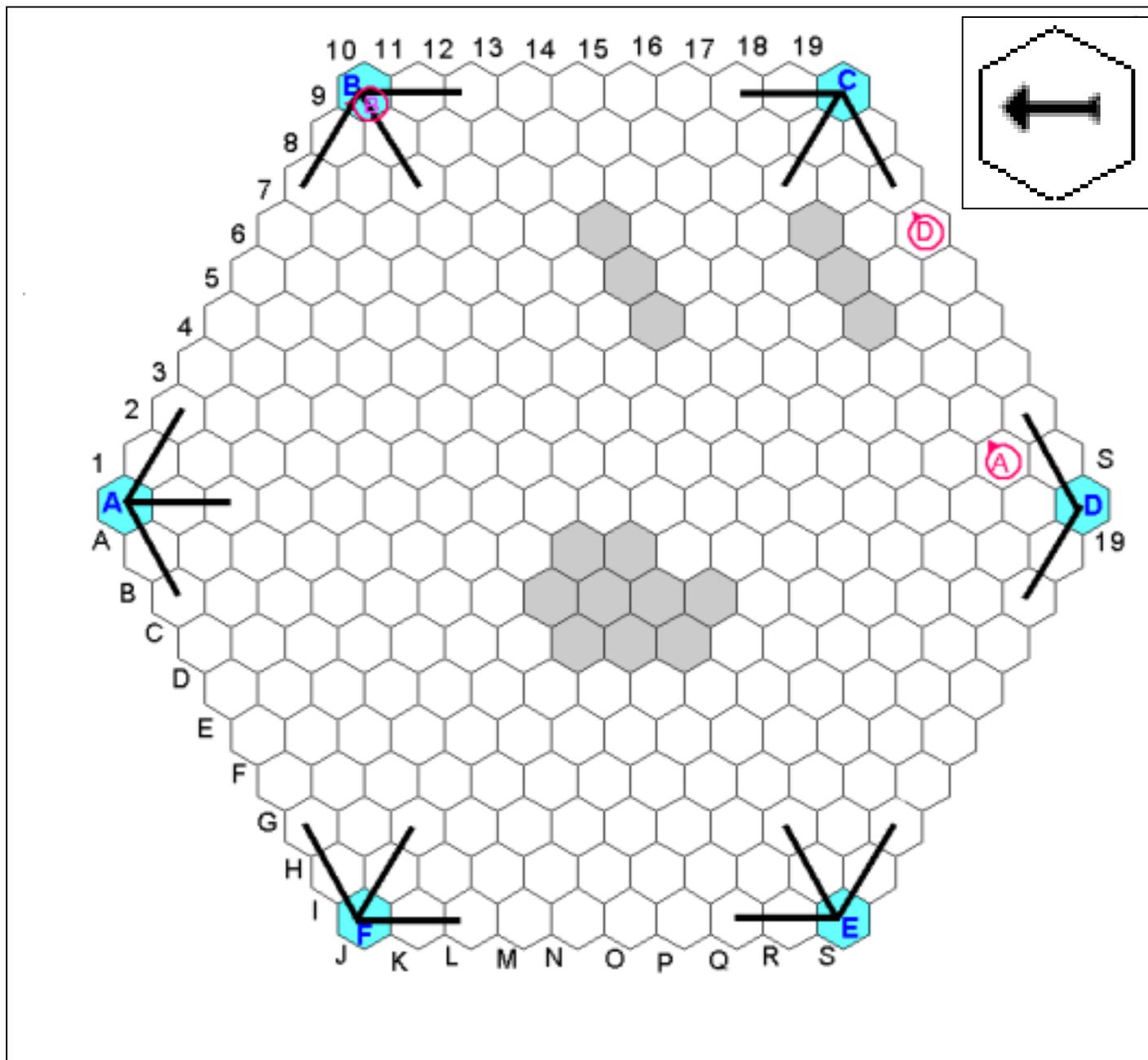
PERSEPHONE



SOPWITH: Snoopy, Turn 12

Herr Totenhosen lands to refuel and repair. Captain Chaos pulls the throttle all the way out and goes for distance. Captain Ralph doesn't expect such straight line behaviour from old Chaos and his shots whistle by CC's left wing but do no damage.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	R17 (NE)	LT	A, FA	0, FA	R17 (NE)	4	12	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	D14 (W)	A	A	A	B10 (down)	16	9	24
D	Jim Tretick	Captain Chaos	P19 (NE)	A	A	A	M19	16	2	2



Bronzewing (RR1989QL) Queensland Round 12

Player	Email	Company	Start	Colour
Conrad von Metzke	Metzke of san.rr.com	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		Score
Conrad von Metzke TURN	None	128 + 54(races) = 182
Michael Pargman QoQC	None	319 + 40(races) = 359
Brad Martin JOH	None	293 + 15(races) = 308
Brendan Whyte TIK	None	185 + 47 (races) = 232
Andrew Glynn TSR	None	194 + 25(races) = 219

Build whatever you want.

Results for Round 12 Races:

Race 36: (14) Ingham/Innisfail – (46) Gympie			
QoQc (31)	20[-1 JOH]	19	
TSR (33)	10[-3 JOH]	7	
TIK (33)		0	
JOH	[+1 QoQc][+3 TSR]	4	

Race 37: (15) Townsville – (54) Roma			
QoQc (26)	20[-1 JOH]	19	
TIK (31)	10[-1 TSR]	9	
TSR	[+1 TIK]	1	
JOH	[+1 QoQc]	1	

Race 38: (22) Cloncurry – (53) Mitchell/Dirranbandi			
TURN (29)	20[-1 JOH]	19	
QoQc (40)	10[-3 TIK]	7	
TIK	[+3 QoQc]	3	
JOH	[+1 TURN]	1	

Race 39: (23) Hughenden – (64) Goondiwindi			
TURN (31)	20[-2 JOH]	18	
TIK (36)	10	10	
QoQc (33)	0[-2 TURN][-3 JOH]	-5	
JOH (40)	0[-1 TIK]	-1	

Race 40: (31) Ayr/Proserpine – (62) Brisbane			
TSR (26 +1M)	20[-1 QoQc]	19	
QoQc	[+1 TSR]	1	

Race 41: (32) Bowen – (X5/3) Northern Territory			
TURN (34 +1M)	20[-2 TIK][-1 TSR]	17	
TIK	[+2 TURN]	2	
TSR	[+1 TURN]	1	

Race 42: (44) Bundaberg – (X2) Port.			
TIK (4 - Gladstone)	20 [+3 TSR]	23	
JOH (8 - Brisbane)	10	10	
TSR (6 - Gladstone)	0[-3 TIK]	-3	

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

Kypinka (RR1993UA) Ukraine – Round 12

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

Player	Builds	Score
Conrad von Metzke OBAMA	None	293 + 17 = 310
Mike Barno UKR	None	152 + 45 = 197
Brad Martin RUS	None	169 + 23 = 191
Brendan Whyte C&O	None	180 + 71 = 251
Andrew Glynn TSR	None	235 + 53 = 288

Getting into the Far East seems a good thing: it really got jammed up in there and I wasn't in it. Likewise the Crimea seemed a necessary part of a good net, but Brad's monopoly didn't pay off, and Conrad was only near it, not in it. Hmm.... Overall an improvement over version 1 of the map, but the Romania/Moldova connections need rethinking: no one is going to go down to D12. And there's more than 2 lines into Belarus... and why no Chernobyl on the map? The whole NW is empty... And a Kerch ferry to Russia would be nice... A version 3 needs doing perhaps? Thanks to Dave for running, and all for playing, and congrats to Conrad!
Brendan

What a disaster -- that is the last time I will bother with the Crimea. Congratulations to Conrad.
Brad

Pioneers: Settlers of Catan (6 player expansion)

I gave some thought to running this game using a dice roller and letting you all move at your own pace however, with the expansion build phase that the expansion adds it seemed to me that this would lead to too much confusion. Each player has a chance to build each turn and we'd go crazy trying to make sure everyone got his chance. Therefore I'm going to run it the way Chris Hassler runs it in SOB. Each round will consist of 7 moves, 1 for each player and a second one for the first player to move. That way the player to move first each round will change with each issue. I will publish in advance the rolls for all of the players so you may use that knowledge in planning your play. Players may submit conditional orders for any of their actions, including builds during the expansion phase. For those not familiar with this phase, after each player's builds are completed all other players, in order, have the opportunity to make their own builds. They may only build during this phase, no trades, playing of cards or use of ports to trade resources. For the first round I'm going to ask you all to submit your preference for your first settlement placement. Hopefully you'll all quickly respond and we'll do the second placement as soon as I have the first set. Send me a list of choices as long as your play position (i.e., if you're third I need three choices to ensure you get one of them). Remember that the second settlement placement happens in reverse order and your starting resources are based on the hexes abutting your second settlement. David you can certainly send me both your choices and anyone else who wants to send a second choice along with the first please feel free, just make sure you give me enough possibilities. Any questions please let me know!

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Al Tabor (atabor of mountainhardwear.com)	Green							
Paraic Reddington (paraic87 of hotmail.com)	Red							
Michael Scott (mikesmag2 of junos.com)	Purple							
Brad Martin (westfront of westnet.com.au)	Blue							
Brendan Whyte (obiwonfive of hotmail.com)	Yellow							
David Hooton (hooton_david of emc.com)	Brown							

Pioneers: Turn 0

