

“Paramount among the responsibilities of a free press is the duty to prevent any part of the government from deceiving the people and sending them off to distant lands to die of foreign fevers and foreign shot and shell.” -- Justice Hugo Black

To get what you want, STOP doing what isn't working.” – Justice Earl Warren

“Many journalists have fallen for the conspiracy theory of government. I do assure you that they would produce more accurate work if they adhered to the cock-up theory.” -- Sir Bernard Ingham.

## JANUARY, 2007

Took a long time to get this issue out and I apologize for that. Took about two weeks to round up all the orders, then Thanksgiving hit, it's budget season for the school board, indoor soccer season started, the holiday band my sons are in started up again, on and on and I'm sure you all have similar stories.

Heard a story on the radio yesterday about a bowling league in a retirement home. Seems Nintendo has been giving free Wiis to senior centers to drum up business and it's worked very well. The seniors have a Wii bowling league and of course many of them went out and bought their own controllers. The journalist seemed impressed the youngest member of the league was 65. Well, over the Thanksgiving holidays I went to my aunt's birthday party. She's an avid bowler so after dinner about 25 of us went out and bowled (real bowling with a big ball, not candlepin) and she showed most of us up, I think she had the 3<sup>rd</sup> highest score. It was her 90<sup>th</sup> birthday. Maybe it's just me, but I'm not impressed with our nations skills at video games. Get off your butts everyone and go out and do something. Way too many overweight people everywhere I look.

Of course, after talking about overweight people I'll segue directly into food, but, since this is a gaming szine after all, it's just a metaphor for gaming really. The other day while watching an event my kids were involved in I ended up in a casual conversation with a woman standing next to me. I really can't remember how it got there but somehow we started talking about gender roles and I said I thought they had changed a lot lately, for example I do a lot of the cooking in our house. She looked fairly skeptical and asked me when the last time I cooked a dinner was. “Last night”, I replied. And what did I cook she wanted to know? “Pizza”, I replied. It was interesting to watch her face. The bit of acceptance that had started to form there when I said I'd cooked the last night quickly faded away. Pizza, that's not really cooking, just another guy who shoves the takeout in the oven and thinks he's actually doing something played across her features. Well, that's not what pizza is in our house. We buy very few prepackaged foods, so pizza starts with making a dough and while it's rising cutting up the tomatoes and garlic and getting the sauce simmering. Fresh cheeses need to be grated for the three cheese blend favorite, portabellas sautéed, spices mixed

for the spicy tempeh. It's a three hour labor of love and feeds a family of six for three days. So, how's this a gaming metaphor you ask, assuming you haven't fallen asleep yet? Well, it's all about perception. Pizza to me is an extravagant event and feast, to here it's something that comes out of the freezer in a box. The same thing applies all the time in gaming, and most particularly in Diplomacy. The brilliant plan you've concocted to bring down your enemies seems like a setup for a stab to your ally. One of the hardest lessons to master in Diplomacy for me was stepping back and seeing the board from the view of my allies as well as my enemies. It gelled after I finally understood that a number of the times I was stabbed by an ally it wasn't because the ally was really trying to make a play to take me out, it was because he thought I was about to stab him. And that was all because he viewed my moves in an entirely different light than I did. So, for what it's worth, Dave's Tip for the Day is don't just talk to your allies about the moves. Ask them to let you know if they are concerned about anything and try hard to look at the moves not from a “what will it do for the E/F alliance” but at least for a moment from the “How would I view this if I were France instead of England? Would I be worried?” Not rocket science I know, but it's called Diplomacy, not Ballistics, and it's really all about the basics.

Welcome to Tinamou #69, produced by Dave Partridge, 15 Woodland Drive, Brookline NH, 03033 (email: [rebhuhn\\_of\\_rocketmail.com](mailto:rebhuhn_of_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, February 24, 2008**

**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. **GAME FULL, please verify that you are still interested!!**

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

**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 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.

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

Brad Martin

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

Signed up: Eric Brosius, Chris Hassler, Andy York

**Snowball fighting:** Current game is over. Anyone interested in another go? **I've had someone express interest in the game. Anyone who's interested please let me know and I'll start this right away if I've got enough.**

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

Signed up: Tom Howell, Dennis Menear

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

Signed up: Michael Scott, Gina Teh

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

Signed up: Brendan Whyte

**Puerto Rico:**

Signed up: Richard Weiss, Brad Martin

**Wooden Ships & Iron Men**

Signed up: Bob Dowrey

**Bambusicola (2069KP):Tokyo and Kanto Plain Round 4**

**PLEASE NOTE:** There is apparently more than one version of this map in use. We are using Brendan Whyte's version, which is available on the Tinamou website at

[http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo\\_kp.pdf](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.pdf)

[http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo\\_kp.gif](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/tokyo_kp.gif)

Player	Email	Company	Start	Colour
Brad Martin	westfront of westnet.com.au	Yellow Engines in Nippon	Shinagawa (33)	Brown
Brendan Whyte	obiwonfive of hotmail.com	National Iron Pullman Overland Freight Federation	Shinagawa (33)	Yellow
Peter Robbins	peter of hollowell.plus.com	Nip-On Nip-Off	Tokyo (35)	Black
Conrad von Metzke	Metzke of san.rr.com	YokoThomas and Friends	Shinagawa (33)	Violet
Andrew Glynn	andrew6261 of shaw.ca	TSR	Ueno (34)	Blue
Michael Pargman	Michael.pargman of tele2.se	Stop All Your Obtrusive Nitpicking Accusations Right Away	Ueno (34)	Green

Player	Segment 4A (6)	Segment 4B (2)	Segment 4C (2)	Score
Brad Martin YEN	(Tachikawa) --- Q24 - Hachioji - - N24	(N24) - - L25	(L25) - - J26	22 + 3(cities) = <b>25</b>
Brendan Whyte NIPOFF	(Y23) --- A72 - - C73 [-1 NoNo]	(C73) - D73 - E73	(E73) - - Narita	44 - 1(builds) = <b>43</b>
Peter Robbins NoNo	(C72) - - - F70 - G71 - - Sawara	(F76) - G77 - G78	(G78) - - Ohara	32 + 6(cities) + 1(builds) = <b>39</b>
Conrad von Metzke YokoThomas	(W26) - X26 - A78 - - - E76	(E76) - - G75	(G75) - - I74	44 - 6(ferry) + 1(builds) = <b>39</b>
Andrew Glynn TSR	(I62) --- Oarai; (G60) --- G59	(G59) - - I58	(I58) - - Hitachi	50 + 9(cities) = <b>59</b>
Michael Pargman Sayonara	(V13) - Oyama - T12 - - - T9	(T9) - Utsunomiya; (U26) - U27	(U27) - Yokohama[-1 YT] - U29	30 + 3(cities) - 1(builds) - <b>32</b>

**Die Rolls for Round 5: 6, 5, 2**

## Breaking Away: Keep Pedalin' Orville:

Pitino makes his break, but it's hard to get real separation from the pack when you're pulling a Brick behind you. Calhoun and Boeheim make their own small move, but they've got a bit stick dragging along behind them as well. There's a small peloton in the middle and we at least make it into double digits on the replacement cards. Can the Big East hold on for the win? I haven't figured all the possibilities myself, but I know where I'd lay my bets.

Square	RIDERS	CARD
115	BRICK, PITINO	3
...		
101		
100	SOBCHAK	3
99	LUMBER	4
98		
97	ORE	3
96	THE DUDE, CALHOUN	4
95	BOEHEIM	6
94		
93		
92		
91		
90	BAKER, WHEAT	3
89	ABEL	5
88		
87	WESTLEY, CHARLIE, DICKHEAD, STEWART	3
86	EARNHARDT	7
85	INIGO, BODINE, WELSH	8
84	BUTTERCUP	11
83		
82	FEZZIK	3
81	SPENCER	4
	*****SPRINT FINISH LINE*****	
80	DONNY	5

### Big East Basketball Coaches (Jim Burgess) 17 points

Team Manager: Louie Carnesecca

A	8	Rick Pitino	4	5	7	3
B	3	Tim Welsh	8	6	8	
C	3	Jim Calhoun	10	3	4	
D	3	Jim Boeheim	3	4	6	

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### Anti-Nihilists (Karl Schmit) 2 points

Team Captain: The Big Lebowski

A	15	Walter Sobchak	3	3	16	3
B	7	Donny	5	6	5	
C	12	The Dude	4	4	4	
D		Brandt	Pints so far			4

### Mutton, Lettuce and Tomato (Rick Desper) 16 points

Team Coach: Miracle Max

A	3	Westley, aka The Man in Black, aka the Dread Pirate Roberts	3	4	4	3
B	6	Inigo Montoya, aka the Spaniard	5	10	8	
C	6	Fezzik, aka the Giant, aka the Brute Squad	3	3	3	
D	8	Buttercup, aka the Princess Bride	3	4	11	

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

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

### Front Bumpers (Mike Barno) 17 points

A	5	Dale Earnhardt	1	11	5	7
B	6	Jimmy Spencer	5	5	4	
C	3	Geoff Bodine	7	4	8	
D	7	Tony Stewart	3	3	3	

### Wandering Otter Orbiting League (Tom Howell) 13 points

A	15	Brick	3	3	6	3
B	8	Lumber	3	5	4	
C	16	Wheat	6	8	3	
D	16	Ore	3	5	3	

### Press:

(FRONT BUMPERS to REST OF THE PACK): [gives arm signal for "let's get in line and draft up to catch the leaders"]

(MIKE to RICK): Let me get this straight, that's your "A" rider who has only threes and fours? I can understand it from Jim's "D" rider, starting with 16 points of cards, but Westley started with 30 points. Apparently, instead of effective action, he's squandered them on flowery stories that had insufficient foundation. If you get PayPal'ed for this quality of math, it's gonna be micropayments.

Westley -> Moses Malone: Fo', fo', fo?

Fezzik -> World: hey, why doesn't somebody at least try to let me draft him?

Pitino Exults: Yes, we take the individual crown! I've got a 7 to cross the finish line and Brick only has a 6.

GM - Pitino: No one likes an exulter.

Louie Schemes: But Rick, we need MORE scoring from the rest of the team, that's a bit more dicey.

Pitino Exults: Yes, we take the individual crown! I've got a 7 to cross the finish line and Brick only has a 6.

Louie Schemes: But Rick, we need MORE scoring from the rest of the team, that's a bit more dicey.

Tim Laments: Hey, fill in that 86 ahead of me this time!

GM - Tim: Done, but will it help?

Jim and Jim Collaborate: Hey, boys, join our mini-pelaton, and don't let the Lumber score all the points!!!

## Down Under (2067VA):Victoria Round 8

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	obiwonfive of hotmail.com	NKCRC (Ned Kelly's Cattle-Rustling Caboose)	Bendigo	Black
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Bendigo	Blue

Player	Round 8 builds	Score
Richard Weiss VD	(Hamilton) - - - - - B52 ; (Sale) - C81 - B81	118 -6(builds) +24(races) = <b>136</b>
Michael Pargman POVERTY	(B70)-B71 [-1 GOLD]; (Charlton) - - - - -L11; (C69)-Geelong	81 -9(builds) +37(races) = <b>109</b>
Brad Martin GOLD	(Swan Hill) - - - I14 - - -I11 - H10 [-2 TSR]	134 -8(builds) +46(races) = <b>172</b>
Brendan Whyte NKCRC	horsham-v9-w10-b57-hamilton [-2 VD]	27 -10(builds) +54(races) = <b>71</b>
Andrew Glynn TSR	(V10) - - - - - V2	55 -6(builds) +39(races) = <b>88</b>

**Build allowance for Round 9: 8 points** (not counting payments to rivals)

### Races for Round 8, results:

<p>Race 8) Horsham (16) – Warrnambool(23) GOLD(22) <span style="float: right;"><b>20</b></span></p> <p>Race 9) Donald/Charlton(14) – Warragul(61) POVERTY(19) 20[+1 POVERTY] <span style="float: right;"><b>21</b></span> 3,3,5,3,4,4 VD (21) 2,3,2,4,3,3,4 GOLD(22) 5,4,4,4,4,2 10[-1 POVERTY] <span style="float: right;"><b>9</b></span></p> <p>Race 10) Castlemaine(34) – Ringwood(53) TSR(8) 3,3,3 [-2 VD] <span style="float: right;"><b>-2</b></span> POVERTY(8) 10[-1 VD] <span style="float: right;"><b>9</b></span> 3,3,4 VD (8) 3,4,5 20[+2 TSR][+1 POVERTY] <span style="float: right;"><b>23</b></span> GOLD(15) 4,3,2,5,4</p> <p>Race 11) Wodonga(45) – Seymour(51) TSR (11) 5,4,3 20[-5 NKCRC] <span style="float: right;"><b>15</b></span> NKCRC(11) 10[+5 TSR] <span style="float: right;"><b>15</b></span> 2,2,3,4</p>	<p>Race 12) Colac(24) – Maryborough(33) TSR(9) 3,4,4 15[-5 GOLD][+3 GOLD] <span style="float: right;"><b>13</b></span> NKCRC(19) 5,2,3,2,3,3,5 GOLD(9) 4,3,4 15[-3 TSR][+5 TSR] <span style="float: right;"><b>17</b></span></p> <p>Race 13) Mansfield/Bright(46) – Wheat (X6) TSR(16) 4,3,4,3,3 15[-2 POVERTY] <span style="float: right;"><b>13</b></span> POVERTY(16) 3,3,4,3,3 [-4 NKCRC][+2 TSR] <span style="float: right;"><b>-2</b></span> VD (25) (B – Donald) 3,3,5,4,2,5,5 NKCRC (16) (M - 15[+4 NKCRC] <span style="float: right;"><b>19</b></span> Charlton) 4,3,3,3,4</p> <p>Race 14) Cudgewa(66) – NSW Rail(X2) POVERTY(32) 10[-1 VD] <span style="float: right;"><b>9</b></span> NKCRC (7) 20 <span style="float: right;"><b>20</b></span> VD [+1 POVERTY] <span style="float: right;"><b>1</b></span></p>
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### Races for Round 9:

Race 15) X5[Coal] – Ballarat (25)	Race 16) X3[SA] – Bendigo (35)	Race 17) Swan Hill (13) – Wangaratta (44)
Race 18) Boort/Kerang (15) – Melbourne (52)	Race 19) Bellarat(26) – Geelong(56)	Race 20) St. Arnaud(32) – Bairnsdale(65)
Race 21) Benalla (43) – Foster (62)		

## Dyson (Outpost) Turn 12

- KS opens the bidding on the Laboratory. HDBC wins it for 83 (MWa, Ti12, Ti10, Ti10, Ti10, Wa7, Or4)
- KS now opens the bidding on an Outpost and wins it for 100 (25Dis, Or2, Or4, Wa6, Wa7, Ti12, MTi). He uses his spare Population to man the new Ti factory.
- MMC starts the bidding on Scientists. It goes to Nebulaworks for 63(20Dis, MWa, Or4, Or3, Or3, Or3).
- MMC opens the bidding on the second Scientist. It goes to Nebulaworks again for 64 (20Dis, MWa, Re14).
- MMC doesn't give up. He opens the bidding on an Orbital Lab. TIGER wins it for 60 (MWa, Ti10, Ti10, Ti10).
- Still persisting, MMC opens the bidding on the next Orbital Lab. Bartertown wins it for 59 (Wa5, Wa6, Wa6, Re10, Re16, Re16).
- That's enough for MMC. He buys a Pop factor (Wa9), mans his Water Factory and heads to bed.
- Tiger now passes.
- Golden Orb buys a Ti factory (Wa5, Wa5, Wa6, Wa7, Ti11) and transfers pop to man it.
- Bartertown now passes. HDBC transfers pop to man his new Research factory and passes. Nebulaworks passes.

	Company	Player	Factories	Upgrades	VPs
1	KS	Karl Schmit	Or, Or, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti, Ti	He, No, We, Ep, Ou, Ou	36
2	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti	No, He, Ep, We, Ou	28
3	TIGER	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti, Ti, Re	No, He, La, Ro, OL	28
4	Golden Orb	Cary Nichols	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	DL, We, No, He, We, Ep	18
5	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Re, Re	DL, DL, DL, La, Sc, OL	20
6	HDBC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Re	He, We, Ou, La	23
7	Nebulaworks	Chris Hassler	Or, Or, Wa, Wa, Wa, Wa	DL, DL, No, We, Sc, Sc, Sc	17

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

### Just arrived: Outpost, Orbital Lab(x2), Robots, Scientists, Laboratory

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	0/1	40
Orbital Lab	2	1/2	50
Robots	1	3/4	50
Laboratory	1	1/2	80
Ecoplants	0	2/3	30
Outpost	2	0/1	100

There will be at least 5 of each upgrade. The first two upgrades to receive another roll will have 6. The ## in the **Remaining** column therefore reflects the min/max number of that upgrade remaining.

### Persephone, Standard Diplomacy

Country	Player	Address
Austria	Graham Wilson	44 Bonnyview Drive Toronto, Ontario M8Y 3G6 <a href="mailto:grahamaw@rogers.com">grahamaw at rogers.com</a>
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035 <a href="mailto:pegandkarl@mindspring.com">pegandkarl at mindspring.com</a>
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA <a href="mailto:wiedem@planet.eon.net">wiedem at planet.eon.net</a>

Germany	John Power	18 Tilton Court Baltimore, MD 21236 <a href="mailto:natjohn2@comcast.net">natjohn2 at comcast.net</a>
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025 <a href="mailto:mattandzoe@earthlink.net">mattandzoe at earthlink.net</a>
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127 Dowreyhome at adelphia.net

## Winter 1906 retreats

Turkey: A Sev retreats OTB

### Winter 1906

Austria 8	TRI, BUD, VIE, SER, <del>GRE</del> , MOS, WAR, <b>SEV</b> , RUM	BUILDS A VIE
England 7	LON, EDI, LVP, NWY, BRE, PAR, <b>BEL</b>	BUILDS F EDI
Germany 7	BER, MUN, KIE, HOL, DEN, SWE, <b>STP</b> , <del>BEL</del>	EVEN
Italy 8	VEN, NAP, ROM, TUN, MAR, SPA, POR, <b>GRE</b>	BUILD S F NAP
Russia	<b>STP</b>	<b>OUT</b>
Turkey 4	CON, ANK, SMY, <del>RUM</del> , BUL, <del>SEV</del>	REMOVE F SYR

## Carrier Pigeon (2003E), Spring 1911 Postal Negotiations Only

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 1911 Adjustments

Austria 6	BUD, VIE, SER, RUM, TRI, MUN	EVEN
England 7	LON, EDI, LVP, <del>DEN</del> , KIE, BER, SWE, NWY	REMOVE A LON, A BER
France 11	BRE, PAR, SPA, POR, MAR, NAP, VEN, TUN, ROM, BEL, HOL	BUILD A PAR
Russia 5	SEV, WAR, MOS, STP, <b>DEN</b>	BUILD F STP/NC
Turkey 5	CON, ANK, SMY, BUL, GRE	EVEN

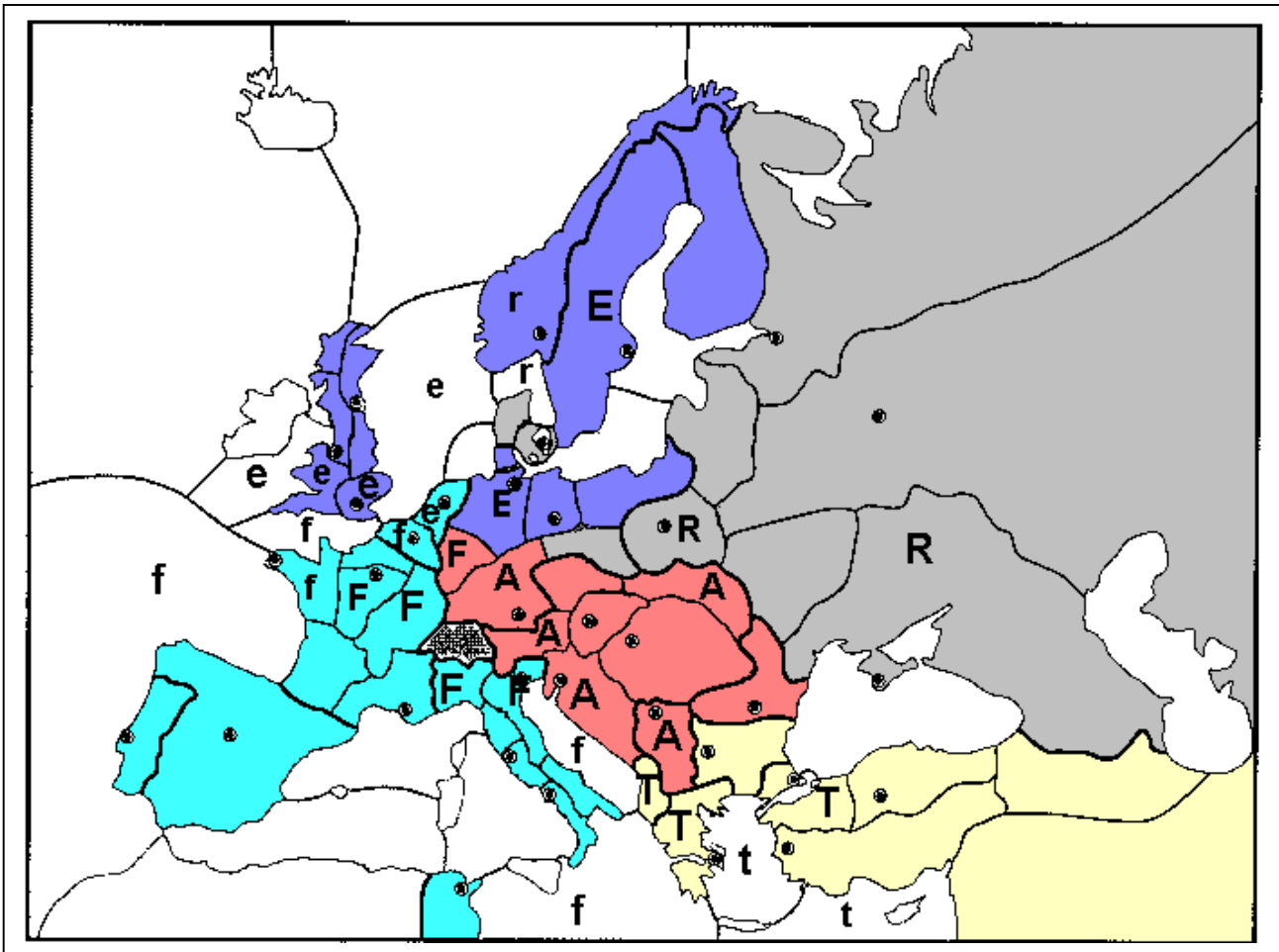
## Spring 1912 Moves

COUNTRY	MOVES
Austria	<u>GAL - RUM</u> , <u>RUH - BUR</u> , <u>MUN S BUR - RUH</u> , <u>TYO - VEN</u> , <u>TRI S TYO - VEN</u> , <u>SER S TRI</u>
England	F WAL - LON, F IRI - WAL, F NAO - IRI F HEL - HOL, F NTH S F HEL - HOL A KIE S F HEL - HOL, A SWE H
Turkey	A CON H, F AEG S FEAS - ION, <u>F EAS - ION</u> , A ALB S A A TRI, A GRE S A ALB
France	F BRE S MAO, F ENG S MAO F MAO S ENG, F BEL S ENG A HOL-RUH, A BUR S A HOL-RUH A PAR S BUR, <u>A VEN-TYO</u> A PIE S A VEN-TYO, F ADR S ION F ION S ADR
Russia	F STP(NC) - NWY, F DEN - SKA, <u>A SEV-RUM</u> A <u>WAR-GAL</u> , A MOS-UKR

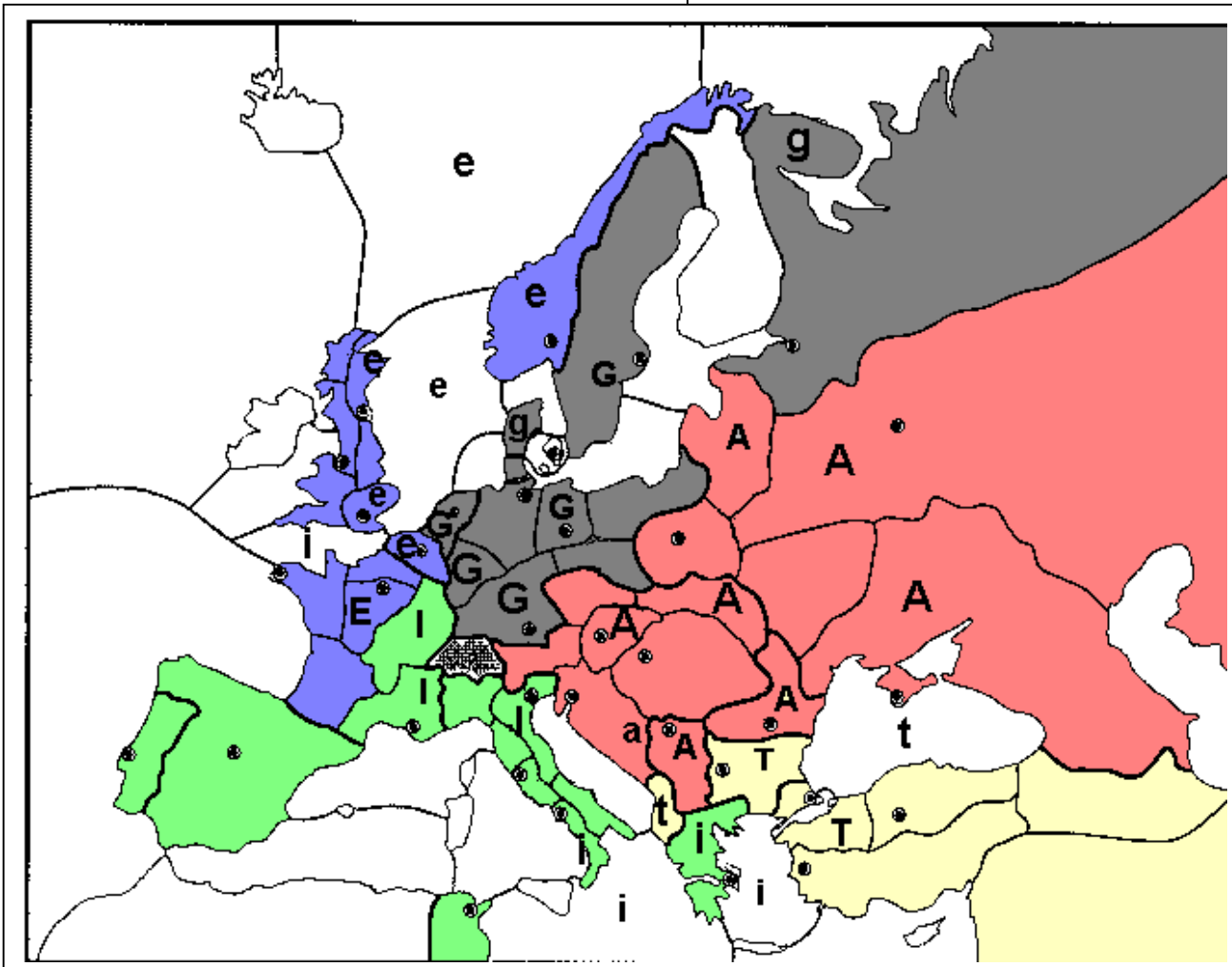
## Summer 1912 Retreats

Aus: A Ruh annihilated

CARRIER PIGEON



PERSPHONE



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

About Development cards: To clarify my long winded explanation last time, you can not play the card the turn you buy it (your turn), but you CAN play in on ANY subsequent turn.

### Turn 3

Player	Roll	Resources	Actions
Brad	10	Brad & David get L, Mike gets 2L, Al gets 2W	Brad passes. Brendan builds a road from A9-A10. Al builds a settlement at G6. Paraic buys a card. Mike builds a road from D10-D11
Brendan	11	Brad gets O, Paraic gets L&2G	Brendan passes.
David	9	Brad gets B. David gets G. Al gets G & 3B	David trades a L to Al for a B. Al builds roads from G8-H8-H7. Brad builds a road from G3-G4
Al	8	David and Paraic get O&G. Mike gets B.	Al passes. David builds a city at D3.
Paraic	7	Moves robber to C8. Steals a Grain from Al	
Mike	10	Brad gains L. David & Mike gain 2L. Al gets 2W.	Mike builds a road from D11-D12. David builds a road from G11-H11.
Brad	5	David & Al get W. Brad gets 2W. Mike gets 3W.	Trades 2W for O. Builds city at C8. Paraic buys a card.

### Resources

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Al Tabor	Green		4					5
Paraic Reddington	Red	4			1		2 Unknown	3
Michael Scott	Purple	1	3		1		1 Unknown	6*
Brad Martin	Blue	1	1		1		1 Soldier	4
Brendan Whyte	Yellow		1			3		3
David Hooton	Brown	1	2		1		1 Unknown	4

\*Longest Road

**Trade offers:** Brad offers Wool for Ore

Rolls for Turn 5:

Brendan: 7      David: 5      Al: 2      Paraic: 8      Mike: 6      Brad: 4      Brendan: 9

### Exxon Valdez (Industrial Waste) Turn 1.2

- A) Brad plays Growth and moves his Factory to 15  
Eric plays Innovation and pays \$5 to move Waste Disposal one step to the right.  
Graham plays Innovation and Advisor, paying \$10 to move Raw Materials two steps to the right.  
Richard plays Growth and moves his Factory to 15.
- B) Brad process an Order, using 5RM and generating \$15M and 5 waste.  
Eric process an Order, using 5RM and generating \$14M and 4 waste.  
Graham passes.  
Richard plays Innovation and pays \$5M to move Rationalization one step to the right.
- C) Brad puts 5RM up for auction. Eric bids \$5M and Brad buys them from the bank for \$6M.  
Eric, Graham and Rich all pass.
- D) Everyone pays \$5M in end of turn costs.



Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rational-ization	(Building) Raw Materials	(Building) Waste Reduction	Waste Disposal	Saved Card	V P S
Brad Martin	1	\$19M	\$0M	5	15	5	5/1	5/1	5/1	5		24
Eric Brosius	2	\$24M	\$0M	0	14	5	5/1	5/1	4/3	4	Waste Disposal	24
Graham Wilson	3	\$0M	\$0M	5	14	5	5/1	3/6	5/1	0	Raw Materials	24
Richard Weiss (Bligh Reef)	4	\$5M	\$0M	5	15	5	4/3	5/1	5/1	0	Waste Disposal	24

Set1	Set2	Set3	Set4	Set5
Advisor	Waste Removal	Waste Disposal	Order	Raw Material
Innovation	Order	Raw Materials	Waste Removal	Growth
Order	Hiring/Firing	Waste Removal	Hiring/Firing	Order

**Discard Pile:** An accident occurs, so we will reshuffle and deal from the full deck next time. No one has managed to pollute enough yet to suffer any damages from the accident.

### Bobwhite (RR2070C) USA West (Map C) Turn 3

No surprises here as it's a mad dash for the west coast.

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

Player	Segment 3A (2)	Segment 3B (6)	Segment 3C (4)	Score
Conrad von Metzke	(Des Moines) -- V30	(V18) --- --- V16	(V30) – Omaha(+6); (U21) -- Denver(+6); (V16) – V15	26 +12(cities) +1(builds) = <b>39</b>
David Hooton	(F16) – E16 – E15	(E15) -- G14 --- G11; (K32) – L32 [-1 OP]	(G11) -- G9	29 – 1(builds) = <b>28</b>
Brad Martin	(C58) – Billings(+6) – C56	(C56) -- C54; (Y37) – W38 [-1 Anacreon]	(C54) – Butte(+6); (W38) – V38	38 +12(cities) –1(builds) = <b>49</b>
Peter Robbins	(Santa Fe) – M18 – N17	(N17) --- --- P16	(P16) - P15 --- S14	32 +1(builds) = <b>33</b>
Andrew Glynn	(F16) – E16 - E15	(E15) -- G14 --- G11; (G13) – Phoenix(+6)	(G11) -- G9	29 +6(cities) = <b>35</b>

**Dice Rolls for Turn 4: 4, 4, 5**

## W. R. Grace (Industrial Waste) Turn 6.1

Eric takes set #5.

Brad's chooses #3.

Dennis takes set #4.

Graham also gets his first choice of set #1

Set #1 (Graham)	Set #2 (discarded)	Set #3 (Brad)	Set #4 (Dennis)	Set #5 (Eric)
Order	Innovation	Raw Materials	Advisor	Growth
Hiring/Firing	Order	Advisor	Innovation	Waste Removal
Growth	Hiring/Firing	Order	Bribery	Advisor

Would **Richard Weiss** please submit standby orders for Dennis.

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
Dennis Menear	3	\$19M	\$0M	3	15	4	4/3	4/3	4/3	11	Raw Materials	33
Graham Wilson	4	\$6M	\$0M	5	18	5	4/3	5/1	2/10	1		35
Eric Brosius	1	\$3M	\$0M	9	17	5	4/3	3/6	5/1	3	Order	28
Brad Martin	2	\$10M	\$0M	0	16	5	5/1	5/1	1/15	7	Bribery	38

### Discard Pile

Order	Order	Raw Materials	Raw Materials	Raw Materials	Growth	Growth
Growth	Innovation	Innovation	Waste Disposal	Waste Disposal	Waste Disposal	Waste Disposal
Waste Disposal	Advisor	Waste Removal	Innovation	Order	Hiring/Firing	

## Golden Spike (2068TC): Transcontinental V2 Round 8

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

City	Hex	Created	City	Hex	Created	City	Hex	Created	City	Hex	Created	City	Hex	Created
1	B96	Start	2	R48	Start	3	E95	Start	4-5	Q49	Start	6	O46	R0
7	S42	R0	8	X42	R0	9	R51	R0	10	G96	R0	11	N45	R1
12	E91	R1	13	A94	R1	14	U40	R1	15	U43	R1	16	X41	R2
17	L41	R2	18	R37	R2	19	A90	R2	20	F87	R2	21	E88	R3
22	R46	R3	23	A90	R3	24	K51	R3	25	K38	R3	26	C96	Race 12
27	C88	Race 12	28	Y39	Race 12	29	S42	Race 14	30	V41	Race 14	31	U4	Flagler
32	S42	R4	33	S36	R4	34	T40	R4	35	V42	R4	36	Z36	R4
37	S40	R5	38	Z40	R5	39	K39	R5	40	G84	R5	41	Y36	R5
42	I3	R4D4	43	H36	R6	44	C84	R6	45	Y37	R6	46	C87	R6
47	G32	R6	48	X36	R7	49	U36	R7	50	E84	R7	51	P31	R7
52	U34	R7	53	A90	Race 30	54	K51	Race 34	55	P30	R8	56	K76	R8
57	F83	R8	58	B75	R8	59	G30	R8						

### Race Results for Round 8:

Race 31) City33 – City12

SPIKE (19)	0 [-1 I70] [-3 R4D4]	<b>-4</b>
I70(14)	20 [-3 R4D4] [+1 SPIKE]	<b>18</b>
R4D4 (15)	10 [+3 SPIKE] [+3 I70]	<b>16</b>

Race 32) City30 – City44: **Not Connected**

Race 33) City10 – City36

SPIKE (14)	15 [-2 R4D4] [-2 PUTT-PUTT]	<b>11</b>
PUTT-PUTT(13)	15 [+2 SPIKE]	<b>17</b>
R4D4	[+2 SPIKE]	<b>2</b>

Race 34) City6 – City24

I70 is so glad to be here that he doubles the city size in a generous gesture.

SPIKE (13+1M)	20 [+5 I70]	<b>25</b>
I70 (16)	10 [-5 SPIKE]	<b>5</b>

Race 35) City1 – City41

SPIKE (14)	0 [-5 PUTT-PUTT] [-1 R4D4]	<b>-6</b>
R4D4 (16)	10 [+1 SPIKE] [+1 PP]	<b>12</b>
PUTT-PUTT (12)	20 [-1 R4D4] [+5 SPIKE]	<b>24</b>

### Builds for Round 8

Player	Segment 8A (4)	Segment 8B (6)	Segment 8C (3)	Score
<b>Richard Weiss</b> <b>The I-70</b>	Y36 - - - B84; W38 – W37	B84 - - <b>City 44</b> ; City 15 - - - City 35; T36 – City 49	W38 - - W41 City 38 – Z41	186 +23(races)
<b>Eric Brosius</b> <b>SPIKE</b>	(Y38) – City 45 – City 41 – A85 [-5 I70]	(A85) - - - City44 [-4 I70]; (M34) - - - I36	(I36) – <b>City 43</b> ; (J32) – J31 – I31 [-1 PP]	233 +26(races)
<b>Conrad von Metzke</b> <b>PUTT-PUTT</b>	(L29) - - - I28 – I27	(I27) - - - - - I21	(I21) - - - F19	210 +41(races)
Brendan Whyte R4D4	(J9) - I9 - - - I8	(I8) - - - - - I4	(I4) - - - I3(City 42)	185 +30(races)
<b>Mike Barno</b> <b>FLAGLER</b>	(S35) - - U36(City49) – V36 – W36	W36 - - - X36(City 48); (U5) - - - U4(City 31)	(R45) – Q46 – P46 – O46(City6) [-1 SPIKE] [-1 I70]	229

**Rolls for Round 9: 5, 6, 2** (After this round there will be no more build dice as we will have run the Transcontinental race. There will be a build allowance of 8 per round, paying from your score as in normal RR games.)

### Press:

**(FLAGLER):** Yay, I get transcontinental this turn! Unfortunately R4D4 gets there too. Hey, gamemaster, couldn't you have rolled one less pip of builds, or rolled thirteen in a combination that wouldn't let Brendan build over his mountains? Considering your friendly city-randomizer let me attempt ZERO runs this race round, I could wish for better luck. I would have connected coasts last turn had the same total build points been rolled on better individual rolls. Grumble, whine, et cetera.

### Races for Round 9:

Race 32) City30 – City44 (Reoffered)

Race 36) City44[C84] – City39[K39]

Race 39) City32[S42] – City4[Q49]

Race 37) City50[E84] – City45[Y37]

Race 40) City29[S42] – City15[U43]

Race 38) City23[A90] – City11[N45]

Race 41) Transcontinental Race

### SOPWITH: Snoopy, Turn 16

Captain Chaos lands his plane, obviously hoping to repair some damage (2 points per turn landed), but it appears the Uber-Zpt.'s motto may be "shoot 'em while they're down". Captain Ralph also seems to be heading home to rearm.

	Player	Pilot	Start	P1	P2	P3	End	Ammo	Plane	Points
A	Brad Martin	Captain Ralph	J9 (W)	A	A	A	G6 (W)	4	11	11
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta	G13 (E)	A	A	RS	J15 (W)	14	10	24
D	Karl Schmit	Captain Chaos	O19 (SE)	A	A landing	A landing	R19 (down)	16	1	2

