



BORIS THE SPIDER

**A Journal of Duplicious Doings,
Raw Power, and Naked Greed**

"Oh, what a tangled web we weave

When first we practice to deceive!"

--Sir Walter Scott--



VOLUME VI, #29

18 MAY 01

Planning for WBC!

Yes, it's time to preregister and start planning for this year's World Boardgaming Championships, to be held 1-6 Aug at the Hunt Valley, MD Marriott. Over 100 events offered, including my own humble (and desperate to get 16 players) WIZARD'S QUEST tourney. Check out the Boardgame Players Association (BPA) website at www.boardgamers.org. Boris has reserved a non-smoking room at WBC and is looking for roomies to split the \$101.20/night four ways (how about it Jack? Rick? Ron?). Dan Farrow and Dave Anderson have already said they can't make it.

An especial attraction is that World DIPCON is being held as part of WBC, and the game's inventor is scheduled to be there to plug his book. Those of you looking for a replacement for GENCON, should give this serious thought. None of the role-playing zoo.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "What's the good of having mastery over cosmic balance and knowing the secrets of fate if you can't blow something up?" --the Dean of Unseen University

No comments yet on my WIZARD'S QUEST website. If you want to know what I looked like before I shaved off my beard and what Dan Farrow looked like last August, check it out at:

<http://members.aol.com/prbolduc/website/wzqhome.htm>

Check out the Marco Poll on p 11.

Alan Calhamer, the designer of DIPLOMACY, has a book out "Calhamer on DIPLOMACY", available for \$4.95 as a download from www.1st.books.com and as a paperback (ISBN: 1-58500-758-7) from www.amazon.com and www.barnesandnoble.com. He will also be guest of honor at World DIPCON at the WBC the first weekend in August (see above).

Alan Bargender has a new e-address. Dan Gorham & Don Chinnery have websites of their own: <http://danielgorham.domainvalet.com> & <http://members.aol.com/dongent/settlers.html> respectively.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (& free issue) goes to Jack Shacklett for his *Birmingham Buzzard* article in "Boris XIV".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Bill Wordelmann for delay of zine.

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 3 Jun 00



**Some Speak!
Some Don't!**

XII

1998!

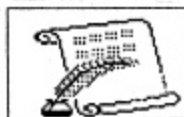
Winter 1912/13

TROOP MOVEMENTS

German F DEN retreats to HEL.

Shacklett (ENGLAND): Well the fleet is restless, they only have Scotch to drink as the Russians have the ale from Liverpool and the Frogs have London drinking wine. I guess I went wrong when I tried to get everyone to jump on Wormtounge (the old 'Get Paul FIRST' play). Of course, if you have ever done FTF with Paul or Wormtounge it's not a bad idea. However, at some point you have to sharpen the old dagger, sword, meat cleaver, etc. and go after an ally. Wade was a little quicker than me and very generous (roll over and play dead and I'll let you stay in the game. Very generous indeed when it's two to one in fleets. Nicely played and enjoyable to watch. Now about Boris XIV!!!! Dan, Ron, HELP!!

Fisher (GERMANY): Kudos to Wade-a well-played Russia really kicked a** and showed mastery of the game mechanics and negotiation skills as well as being a fun opponent.



**Sabres are Rattling!
War Imminent!**

XIV

2000?

Winter 1900/01

TROOP PLACEMENTS:

AUSTRIA (Boyum): A Bud, A Vie, F Tri;

ENGLAND (Shacklett): A Lpl, F Edi, F Lon;

FRANCE (Kannel): A Mar, A Par, F Bre;

GERMANY (Gorham): A Ber, A Mun, F Kie;

ITALY (Trent): A Rom, A Ven, F Nap;

RUSSIA (Wertz): A Mos, A War, F Sev, F StPisc;

TURKEY (R. Fisher): A Con, A Smy, F Ank.

Due next time are orders for Spring 1901.

EMBASSY BEAT

Whitehall, London, England: King One-eyed Jack has announced that with the current state of animosity amongst the European nations, he seeks assurances and alliances from all countries to maintain the peace and tranquility of our world.

BORIS PRESS REVIEW

Birmingham Buzzard (advertisement): The Admiralty and has announced that in keeping with King One-eyed Jack's hope for peace, they are soliciting bids for the production of 5 new battleships, 20 cruisers and 50 destroyers. The Admiral of the Fleet, rumored to be related to the Ferengi, has been quoted to say "Peace is profitable."

Sidekick/ Second Banana available for immediate employment. Experienced syncopant and boot-lick seeking new employer/patron. I've whored to every nation on the continent, I know what you need, I'll pander to your wishes and work cheap: "on-the-board-at-the-end is all I ask; for the love of God, help me avoid being eliminated, its all I ask! I'll do anything you want. **EVEN THAT!**"

Leave position offer and demands addressed to: R. Fisher, Esq. Chirchhill Station Mens Loo, third stall along, behind the water pipes.



EAST IN DISARRAY!! Italy in Shock!

XIII

Spring 1989

1998Q

ERRATA: Italian [A Bul-Con] failed.

KLENDATHU: The situation is rather confused. The Tsar is conceding the North to Britain as STP cannot be defended, nor can KIE. Just as Italy gets the force in place to finish off Sultan Ali Wayne, the Tsar and the French have occupied northern Italy. TUN, NAP, GRE, VIE, MUN, KIE, and STP are all in peril. Is the Tsar gambling all on taking out Italy?

TROOP MOVEMENTS:

Italian A RUM retreats to BUD. Russian F DEN retreats otb. England builds A EDI. Italy builds A VEN and F NAP.

ENGLAND (Trent): F Nwy-Bar, F Swe S A Den, F Hol-Hel, F Nth C A Edi-Nwy, A Yor H, A Den S F Swe, A Edi-Nwy;

FRANCE (Reichert): A Bel-Hol, A Ruh S A Bel-Hol, F Tun-Ion, F Wes S F Tyn-Lyo, F Tyn-Lyo, A Mar-Pie, A Bur S A Ruh;

ITALY (Anderson): A Bud sings opera arias (H), F Ank S A Bul-Con, F Ion-Aeg, [A Bul-Con], [A Apu-Ven], [F Tus-Lyo], F Rom S F Nap-Tyn, [A Ven-Tus](r-???), F Nap-Tyn;

RUSSIA (Ja Kanne): A Sev-Rum, A Pie-Ven, A Ber S A Kie, A Rum-Ser, [A Kie S FRE A Ruh-Hol](nsol), A Mun-Boh, A Trl S A Pie-Ven, A Mos-Ukr, F StP(nc) H;

TURKEY (Morrison): [F Con S F Smy], F Smy S F Con.

Italian A VEN must r-otb or to TRI.

Due next time are orders for the retreat and for Fall 1989 and **Press**. Ms Nar craves **Press**!

EMBASSY BEAT

Countess Sara-Italian swine: We are shocked...SHOCKED!...at your refusal to bring peace to Europe. If you continue this abominable behavior, I will not be sending you a fruit cake next Christmas. You have been warned.

Countess Sara-Noble Sultan: Alas, our plan to pay a State Visit to your ancient country has been delayed due to the Italian Navy wanting to play bumper-boat with the French Navy. Rest assured that you have not been forgotten.

STELLAR CONQUEST

William T. Riker: Awaiting Turn 20 combat.

W. Thomas Riker: Awaiting Turn 33 combat.



BPA

WORLD BOARDGAMING CHAMPIONSHIPS

August 1st - 6th, 2000
featuring **WORLD DIPCON X**



COLONIAL DIPLOMACY

Two More Fleets Sunk!!

Turks Resurgent!

1882

1999D
ea04

ERRATA: British [A Ben-U-Bur] failed. China didn't enter VLA, so Russia keeps it, China builds 1, Russia builds 2.

CLIFFHOME: The West is firmly in the hands of the Turks; it's but a matter of time that all west of AFG will be theirs. The Japanese control the East edge. The Brits and Chinese are working together in the center. The French now seem alone, and no one is worrying about the Dutch. Oddsmakers here expect Russia to be eliminated first, then Holland, then France, although Britain is rated more likely than France by some of the more respected touts since it will be caught between the eastward charging Turks and the land-hungry Chinese.

TROOP MOVEMENTS:

Britain removes F Sul.S. China builds A SIK. France builds A TON, F ANN, & F CON (imp). Japan builds A OTA, F KYO & F TOK. Russia builds A MOS & F VLA. Turkey builds A BAG.

BRITAIN (Copeland): A Pun-Kam, A Ben S CHI A Tib-Ass, F Sud H, F Kar H, F Dav S JAP F New-CS, A Afg S A Pun-Kam, F WIO-Ara.S, F GoM-AS, F BoB S F GoM-AS.

CHINA (Reynolds): A Tib-Ass, A Irk-Vla, A Mac S A Irk-Vla, A Sha S F Nan, [A Kra-Oms], A Pek S A Sha, A Kam-Tib, F Nan S F HK-Can, F HK-Can, A Sik S A Tib-Ass;

FRANCE (McCabe): A Ran-May, A U-Bur S A Ass-Yun, [F Mal-AS], A Ass-Yun, [F GoS-Mal], [F SCS S F Can-Nan], [F Can-Nan]d, [A Ton-Can], F Ann S F SCS, [F Con-GoS]nsu, imp;

HOLLAND (K. Wilson): A Sar H, [F CS-LP]r-???, F EIO-Sum, F Sin-JS, F JS-TS;

JAPAN (Anderson): A P.Art S A Seo, F YS H, F Mna-LS, F Cebu-Sul.S, [A Seo S RUS A Vla]nsu, F For S F Mna-LS, F New-CS, [F ECS-SCS], [F MP-LP], A Ota sings "Sukyaki" (H), [F Kyo-SoJ], F Tok-OS;

RUSSIA (York): A Oms H, A Mos H, [F Vla-SoJ]d;

TURKEY (Boyum): [A Egy-Sud], F Per H, F Bla-Med, F Ode H, A Mec-Ade, A Bak-Tab, A Bag-Shi.

Orders in brackets fail; d = destroyed, imp = impossible, nsu = no such unit, otb = off the board, r-??? = unit must retreat, u = unordered.

Dutch F CS must retreat otb or to BOR or CEL.

Due next time are orders for builds/tears and for 1884.

EMBASSY BEAT

CHINA TO BRITAIN: Yeah, yeah, yeah....

CHINA TO FRANCE: Oooh, a stab with F Can? I was willing to let you have my Ass for the turn, but no more. I want my Ass, as well as my Can, back! And there's no butts about it!

CHINA TO HOLLAND: Help us, won't you?

CHINA TO JAPAN: Don't think this means I'll roll over for you.

CHINA TO RUSSIA: Oh, goody, we got rid of one Russian who refused to negotiate. Now the question is, have we got another Russian who refuses to negotiate?

CHINA TO TURKEY: I thank you much for your continuing anti-Russian orders.



KREMLIN Epidemic! Year 6.1-6.5



THE CAST:

R. Fisher (The Republican Electrate for Kriminally Idealistic Entropy Socialists: TREKIES)
Anderson (Bipartisan Organization for Responsible Government: BORG)
Scott (The California Connection: TCC) -- 2 Waves
Buttitta (The Party Knows Best: TPKB)
K. Wilson (October Revolution Reformer Party: ORRP) -- 1 Wave
Zodda (Revolutionary Zealots: RZ)

POLITBURO:

Party Chief:	Wasolin (Z: 62, CURE, ?)	10+(ORRP), 9(TCC), 6(RZ)
KGB Head:	Patina (S: 64, ?)	9(ORRP), 7(TREK)
Foreign Minister:	Gofebrook (C: 74, ?)	2(TCC), 1(TREK)
Defense Minister:	Badenuff (X: 63)	10(RZ), 9(ORRP), 5(TCC), 3(TREK)
Ideology Chief:	Mischif (I: 68)	
Industry Minister:	Doberman (L: 65, ++)	
Economy Minister:	Nogoodnik (V: 55, +, s, CURE)	3(BORG), 2(TREK)
Sports Minister:	Purgemoff (F: 71)	

CANDIDATES: GJOPQ

KREMLIN WALL: ABDHKMR

PEOPLE: TUWY

SIBERIA: EN(67)

6.1 CURE: Wasolin goes back to work and ages 2 SP to 64. Patina ages 1 SP to 65. Gofebrook ages 1 SP to 75. Doberman stays at work and ages 2 SP to 67. Nogoodnik leaves the Sanitorium and resists aging 1 SP.

6.2 PURGE: Patina elects not to purge anyone.

6.3 SPY INVESTIGATION: Badenov brings Gofebrook to trial. TCC declares 1 IP on Doberman, but RZ then declares 2 IP. The vote is 2 "Guilty" (X & L) and 4 "Innocent" (Z, S, C, & V). Badenov ages 3 SP to 66.

6.4 HEALTH:

Party Chief Wasolin runs "18" km weekly, remains healthy.
KGB Head Patina swims "15" laps daily, remains healthy.
Foreign Minister Gofebrook smokes "3" packs of Camels a day, grows ill (++)
Defense Minister Badenuff bitten by "3" rabid squirrels, grows ill (++)
Ideology Chief Mischif gives "5" hour speech, gets sick (+)
Industry Minister Doberman has "3" too-many glasses of vodka and dies.
Economy Minister Nogoodnik takes "17" hour bath and is cured.
Sports Minister Purgemoff plays "3" hours of ice hockey, grows ill.

6.5 FUNERAL COMMISSION: not needed

Due next: Due next time are orders for Turn 6 Promotion through Parade Phases. Orders may be conditional on things that have happened in earlier phases.

POLITBURO:

Party Chief:	Wasolin (Z: 64, ?)	10+(ORRP), 9(TCC), 6(RZ)
KGB Head:	Patina (S: 65, ?)	9(ORRP), 7(TREK)
Foreign Minister:	Gofebrook (C: 75, ?, ++)	2(TCC), 1(TREK)
Defense Minister:	Badenuff (X: 66, ++)	10(RZ), 9(ORRP), 65(TCC), 3(TREK)
Ideology Chief:	Mischif (I: 68, +)	
Industry Minister:	<VACANT>	
Economy Minister:	Nogoodnik (V: 55, s)	3(BORG), 2(TREK)
Sports Minister:	Purgemoff (F: 71, ++)	

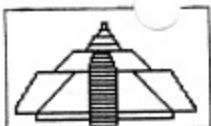
CANDIDATES: GJOPQ

KREMLIN WALL: ABDHKLMR

PEOPLE: TUWY

SIBERIA: EN(67)

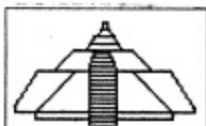
Your Cards:



ADVANCED CIVILIZATION

A LEADER EMERGES FROM THE PACK

TURNS 8.10-9.3



General Comments:

In trading I will assume that the first two cards you list will be the cards that you are being truthful about, similarly I am assuming that the first two cards that you list as getting will be the ones that you are expecting to be the truthful cards. There were several trades this last round where there was not a match between the first two cards being given and received from each party in the future I may not let these trades go through.

Corrections:

There were a few errors in the adjudication of the moves, but they did not amount to much.

8.10 Trade

1. Babylon trades Timber, Papyrus and Hides to Crete for Salt, Ochre and Treachery
2. Babylon trades Ochre, Bronze and Spice to Egypt for Wine, Silver and Iron
3. Assyria trades Oil 24, Cloth 2s and Civil Disorder 1e to Africa for Timber, Bronze and Ochre
4. Assyria trades Spice, Gems, 2 Timber and Superstition to Egypt for 2 Bronze and 2 Hides
5. Egypt trades 2 Ochre and Gems to Iberia for Hides, Papyrus, Timber, Resin, Dye, Barbarian Hordes and Epidemic.

8.11 Resolve Calamities

Treachery (Babylon) - Treachery was traded to Babylon by Crete and since Crete did not send me any orders I randomly determined that Nineveh reverts to Crete.

Famine (Egypt) - Egypt has pottery and reveals 1 Grain card so he loses only 6 tokens. Thebes is reduced to 3 token and 2 tokens are removed from Alexandria and 1 from Tanis. Per special rule 30.311 Africa, Iberia, Assyria and Babylon each must remove 5 tokens. Some of the units Africa loses can be from the Nile flood plain (Upper Egypt or Fayum) but if all three of the tokens in the Nile flood plain are removed the Flood will cause one of the coastal cities to be removed. Babylon reduces Charax.

Superstition (Egypt) & Civil War (Babylon) - Discarded.

Flood (Africa) - Africa triggers a flood in the Nile flood plain and loses all his tokens in Fayum and Upper Egypt. Egypt removes 2 Upper Egypt, 2 Fayum and 1 Tanis.

Barbarian Hordes (Egypt), Epidemic (Egypt), Civil Disorder (Africa) - Discarded

Check for city support:

Africa, Iberia and Assyria will I have to reduce a city as a result of the Famine.

8.12 Acquisition of Civilization Cards

Iberia discards Ochre. Thrace discards 3 Ochre and 2 Iron. Crete discards Iron. Assyria cashes in 6 Bronze and 2 Hides = 220 points for Coinage and Agriculture = 220 points. Babylon cashes in 7 Salt, 3 Silver, and 2 Wine +10 cr = 231 points for Mining and Mysticism = 230 points. Egypt cashes in 3 Timber and Dye + 10 cr = 35 points for Cloth Making = 45 points.

8.13 Alter AST

Thrace and Assyria advance to 1200 BC. Africa, Iberia, Babylon and Egypt advance to 1600 BC. Crete advances to 2000 BC.

Turn 9 - 1200 BC

9.1 **Collect Taxes:** Africa: \$16, Iberia \$14, Thrace, Crete, Babylon and Egypt: \$10, and Assyria uses Coinage to tax at 3 per city for \$21.

9.2 Population Expansion

Africa: 2 WMasu, 1 EMau, 1 N.Afr, 2 Numi, 2 Tuni, 2 Sabr, 2 Mila.
Thrace: 1 Paco, 1 Thra.

Crete: 21 tokens with 22 possible placements.

Assyria: 2 Cypr, 2 Gala, 2 Cil, 1 Gord., 1 Kuba, 2 Arme, 2 more to place.

Iberia, Babylon and Egypt double.

9.3 Census (in order of move execution)

Crete - 44T, 5C, 0R, 11S, 0 Civ., 2000 BC, VP 861 + 8 Cards

Babylon - 36T, 5C, 9R, 10S, 370 Civ., 1600 BC, VP 1330 + 1 Card

Iberia - 35T, 7C, 6R, 14S, 45 Civ., 1600 BC, VP: 1109 + 8 Cards

Thrace - 33T, 5C, 0R, 22S, 0 Civ., 1200 BC, VP 1062 + 8 Cards

Assyria - 32T, 7C, 0R, 23S, 280 Civ., 1200 BC, VP 1453 + 5 Cards

Africa - 31T, 8C, 0R, 24S, 125 Civ., 1600 BC, VP 1249 + 8 Cards

Egypt - 27T, 5C, 8R, 20S, 140 Civ., 1600 BC, VP 1090 + 6 Cards

The Board:

Africa - 31T, 8C, 0R, 24S, 125 Civ., 1600 BC, VP 1249 + 8 Cards

Civilization Cards: Astronomy and Cloth Making

Needs to remove 3 more unit points due to Famine. I have assumed that one city will be reduced to 3 tokens otherwise a city will have to be reduced for support.

Cities: Tripoli, Thapsus, Cirta, Tarentum, Palermo, Carthage, Neapolis, Syracuse and Ithaca. Ships: Neapolis, Syracuse and 2 @ Ithaca.

One of the cities needs to be replaced by 3 tokens. 4 Sabrata, 4 Tunisia, 4 Numidia, 4 West Mauretania, 4 Milazzo, 2 East Mauretania, 2 New Africa, 1 Sahara, 1 Tripolitania, 1 Libya, 1 Jalo = 31

Iberia - 35T, 7C, 6R, 14S, 45 Civ., 1600 BC, VP: 1109 + 8 Cards

Civilization Cards: Pottery

Needs to remove 5 unit points due to Famine. I have assumed that one city will be replaced with one token.

Cities: Corduba, Rome, Massalia, New Carthage, Gaul, Sardinia, Lugdunensis, and Ebusus Ships: Lugdunensis, Ebusus, and Belgica

One of the cities needs to be replaced by 2 tokens (famine reduced it to 1 token and then it doubles).

5 Narbo, 4 Londinium, 2 Etruria, 2 Rhaetia, 2 Tarraconensis, 2 Balaeres, 2 Caralis, 2 Corsica, 2

Belgica, 2 Pyrenae, 2 Iberus, 2 Hispania, 2 Baetica, 2 Lusitania = 35

Thrace - 33T, 5C, 0R, 22S, 0 Civ., 1200 BC, VP 1072 + 8 Cards

Cities: Moesia, Byzantium, Thessalonica, Apollonia and Tyras

Ships: None

4 Danube, 3 Lower Germany, 3 Scythia, 3 Germany, 3 Thrace, 2 Crimea, 2 Illyricum, 2 Dalmatia, 2 Pannonia, 2 Samnium, 2 Paeonia, 1 Etruria, 1 Rhine, 1 Upper Germany, 1 Cisalpine, 1 Rubicon = 33

Crete - 44T, 5C, 0R, 11S, 0 Civ., 2000 BC, VP 861 + 8 Cards

Cities: Nineveh, Phaestos, Sparta, Miletus and Athens

Ships: Athens and 2 Chalkis

Needs to place 21 tokens with 22 possible placements: 3 Ionia, 3 Knossus, 2 Delphi, 2 Thessaly, 2

Rhodes, 2 Thera, 2 Chalkis, 2 Corinth, 1 Epirus, 1 Macedonia, 1 Lemnos, 1 Lesbos, 1 Eretria = 23

Assyria - 32T, 7C, 0R, 23S, 280 Civ., 1200 BC, VP 1453 + 5 Cards

Civilization Cards: Drama and Poetry, Coinage, Agriculture

Needs to remove 5 unit points due to Famine. I have assumed that one city will be reduced and replaced with 1 token.

Cities: Ankara, Troy, Salamis, Kanesh, Sardes, Sinope, Nakhik and Antioch Ships: Cilicia

Needs to reduce a city to 1 token and place 2 tokens 4 Assyria, 4 Armenia, 4 Cilicia, 4 Galatia, 4

Cyprus, 3 Gordium, 2 Kuban, 1 Bithynia, 1 Phrygia, 1 Van, 1 Lesser Armenia = 32

Babylon - 36T, 5C, 9R, 10S, 370 Civ., 1600 BC, VP 1330 + 1 Card

Civilization Cards: Engineering, Mining and Mysticism

Cities: Ur, Susa, Babylon, Mari and Carrhae Ships: None

4 Chaldaea, 4 Parthia, 4 Elam, 4 Babylonia, 4 Mesopotamia, 4 Aleppo, 4 Phoenicia, 4 Damascus, 2 Charax, 2 Sumeria = 36

Egypt - 27T, 5C, 8R, 20S, 140 Civ., 1600 BC, VP 1110 + 6 Cards

Civilization Cards: Mysticism, Pottery, Cloth Making

Cities: Cyrene, Sidon, Tyre, Jerico and Stwa Ships: None

5 Thebes, 4 Buhen, 4 Western Desert, 4 Cyrenaka, 2 Gaza, 2 Sinai, 2 Petra, 2 Jerusalem, 2



HIS DOG KING

DIESELS, OBSCENE PROFITS!

ORs 7.1-3



PLAYER HOLDINGS (**priority, *pres, (#certs/max 11)

Paul Zieske \$9, 3CGR, 6THB*, GW (7.5)
 Kerry Watson \$190, 6GT*, 2LPS (7)
 Don Chinnery \$475, 6LPS*, 2GW, 4CGR, 2BBG* (10)
 Bill Wordelmann \$92, 6CGR (3)
 Mark Frueh \$326, 6GW*, 5CV*, 4 GT, THB (10)
 John Butitta** \$4, 7CGR*, 2LPS (5.5)

CORPORATE HOLDINGS

Co	Pres	Price	Par	IO Pool	Cash	Trains	Tokens	Other
GW	MF	D200	80	0 1	289	6	F15, C14+2	tunnel
GT	KW	C150	100	0 0	746	4	P9, N11+2	
CGR	JB	A125	100	0 0	692	445	everywhere+1	bridge, tunnel
LPS	DC	E100	70	0 0	142	56	C14, F15	
BBG	DC	C80	100	6 2	400	-	3	
THB	PZ	B80	100	2 1	430	4	L15, N17s	
CV	MF	F50y	90	1 4	620	5	N11, L13+1	

OPERATING ROUND 7.1

GW: Plays tile #63 in D17; runs B13t-C14-F17-F15-H15-I12(290); pays dividends (MF+174, PZ+29, DC+58, GW+29); price to C225; buys 5-train from CV for \$300 (\$289+29-300=\$18)

GT: Plays tile #14 in K8(sw); runs P9-N11-M4-N3(240); retains dividends; price to C125; trades 4-train for diesel (\$746+240-750=\$236)

PHASE CHANGE! 4-trains scrapped! Red hex values change!

CGR: Plays tile #14 in L13(s); runs M4-N11-L13-L15-N17(300); pays dividends (JB+105, PZ+45, DC+60, WW+90); price to A150; buys no train

LPS: Plays tile #63 in J11; buys tunnel rights for \$50; runs B13t-C14-F15-H15-I12-J11(290) & B13t-C14-F17-F15-H15(240); pays dividends (DC+318, KW+106, JB+106); price to E110; buys no train (\$142-50=\$92)

BBG: does not operate

THB: No train, no run, no dividends; price to B75; forced to buy diesel; Zieske contributes \$670; (sells 1GW, 3THB, 1CGR for \$600, adds \$70 cash) (GW to D200, THB to E60, CGR unchanged, PZ has \$13)

CV: Plays tile #7 in L11(sw); no train, no run, no dividends; price to F45y; forced to buy train; buys diesel with \$180 from MF

OPERATING ROUND 7.2

GW: Plays tile #23 in D15(nw); runs B13t-C14-D17-F17-F15(240) and B13t-C14-F15-H15-I12-J11 (290); pays dividends (MF+318, DC+106, GW+106); price to C250; buys no train (\$18+106=\$124)

CGR: Runs M4-N11-L13-L15-N17(300); retains earnings; price to A125; buys no train (\$692+300=\$992)

GT: Plays tile #58 in J9(s); runs A20-B19-D17-F17-H15-I12-J11-J9-K8-M10-N11-M4-N3-O2

600); pays dividends (KW+360, MF+240); price to C150; buys no train

LPS: Runs B13t-C14-D17-F17-F15(240) and B13t-C14-F15-H15-I12-J11(290); pays dividends (DC+318, KW+106, JB+106); price to E125; buys no train

BBG: does not operate

THB: Plays tile #6 in J9(s); runs A20-B19-D17-F17-H15-I12-J11-J9-K8-M10-N11-L13-L15-N17-O18-O16-N17(whew! 710); pays dividends (PZ+213, MF+71, THB+284); price to E65; buys no train (80+284-S284)

CV: Plays tile #24 in M16(nw); runs A20-B19-D17-F17-H15-I12-J11-J9-K8-M10-N11-M4-N3-O2(610); pays dividends (MF+305, CV+244); price to F50y; buys 5-train from GW for 890 (80+244-90-S154)

PLAYER HOLDINGS (priority, *pres, (certs/max 10)**

Paul Zieske	\$226, 2CGR, 3THB* (3)
Kerry Watson	\$762, 6GT*, 2LPS (7)
Don Chinnery	\$1335, 6LPS*, 2GW, 4CGR, 2BBG* (10)
Bill Wordelmann	\$182, 6CGR (3)
Mark Fruch	\$1254, 6GW*, 5CV*, 4GT, THB (10)
John Buttitta**	\$321, 7CGR*, 2LPS (5.5)

CORPORATE HOLDINGS

Co	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens	Other
GW	MF	C250	80	0	2	214	6	F15,C14+2	tunnel
CGR	JB	A125	100	0	1	992	5	everywhere+1	bridge, tunnel
GT	KW	C150	100	0	0	236	D	P9,N11+2	
LPS	DC	E110	70	0	0	92	56	C14,F15	tunnel
BBG	DC	B75	100	6	2	400	-	3	
THB	PZ	E65	100	2	4	284	D	L15, N17s	
CV	MF	F45y	90	1	4	154	5D	N11,L13+1	

Bank has \$5548

Available trains: DDD...

Board: B15:7ne B19:14s(CGR) C14:125(GW,LPS) C18:9ne D13:8sw D15:23nw D17:63(CGR)
E14:9nw E16:24se F15:126(GW,LPS) F17:125 G14:8sw G16:23ne H13:8s H15:63 I12:67sw J9:6s
J11:63 K8:14sw(CGR) L3:9se L9:9se L11:7sw L13:14s(CV) L15:123(THB) M4:127(CGR) M6:8se
M10:69n M12:9sw M16:24nw N3:125(CGR) N7:8nw N9:9s N11:124(CGR,GT,CV) N17:66sw(THB)
O10:9sw O16:15nw(CGR) O18:15se(CGR) P9:125(GT)

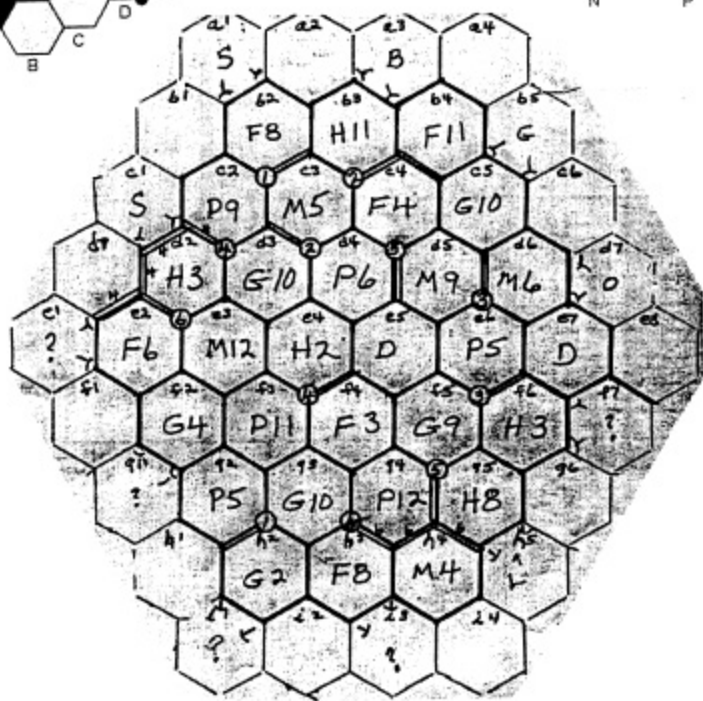
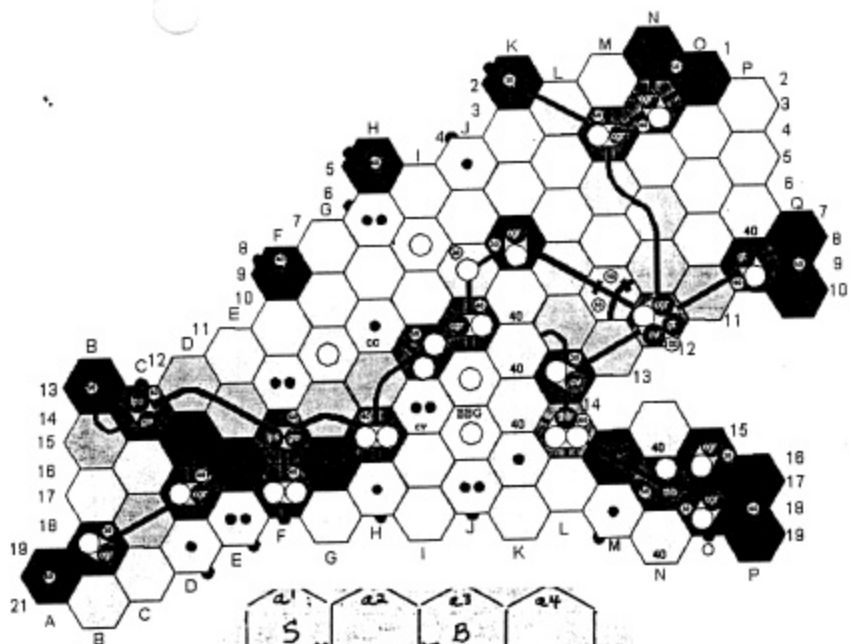
Yellow tiles: 1,2,3(3),4(3),5(2),6(1),7(6),8(8),9(6),55,56,57(4),58(3)

Green tiles: 14(1),15(2),16,17,18,19,20,23(2),24(2),25,26,27,28,29

Brown tiles: 39,40,41(3),42(3),43(2),44,45(2),46(2),47(2),63(1),70

Due next time: OR7.3 and SR8. Looks as if we'll close it out in OR8, so decide which stocks you want to have at the end.







SILVERTON

4 Speak!



DC, #3: I sure was out of the big bucks on this one, not sure whether I ended better than game #1. Had a serious cash flow problem until Zieske helped me out and thus was able to keep a float. Thanks to all for a fine game and congratulations to Bill for another fine finish.

MF, #4: A well-deserved win for Bill. Three turns ago, it looked as if Farrow or Zieske would beat him to the finish line. Now let's try the Mayfair version where there's enough room on the board for six players.

DA, #5: Never had a chance, so really didn't try.

WW, #6: I stuck to my original plan as the Santa Fe player, which was to get to at least Pueblo, or at best Denver, thus turning my position into a Pueblo or a Denver start. I believe that the Pueblo player in a Standard game of Silverton has the best position, but cards and die rolls (luck) will determine the winner. The South Fork mine helped finance my early builds. Mr. Anderson's sale of the Dolores Lumber was also a help. We had made the deal two months earlier by phone. I was still hoping that he would honor it two months later, and was willing (and had included in my orders) to pay more than what we had originally agreed to for it.

From many years of experience, I expect a Standard game of Silverton to end around turn 14. So when I was looking at my cash holdings of just a little over \$8,000 on turn 12, I really thought that I didn't have a snowball's chance in Hades. But I was able to cash in on the 'broken' Durango Coal mine, as well as the riches in nearby Dolores and Silverton.

Thank you all for an entertaining game.

GM: I too thought that Paul had it in the bag. Ms Nar, the goddess of Fate hereabouts, slammed him hard and Bill had been hoarding for the right price, and then, ...

We have enough interest to do this again. Hanna & Reichert have bought the new Mayfair edition and are raring to go. Unfortunately, Mike Fisher intimates it is NOT quite the same game, so...

All interested should submit their druthers as to Basic and Advanced Games, 50 k8 or 24 turn game, Two Wolf or Mayfair rules, regular board or board with the NM expansion. We'll try to match druthers up best we can.

Y2K MARCO POLL

To participate simply list your top five in the following categories:

1. Favorite Zine
2. All Time Favorite Zine
3. Best DIPLOMACY Player
4. All Time Best DIPLOMACY player
5. Best GM
6. Player who writes the best letters/e-mail.
7. Folded Zine You Miss the Most
8. Favorite Variant

Deadline is 1 Sep 00. Mail your ballots to Robert Lesco, 96 Parkside Dr, Brampton, ON, Canada, L6Y 2H1 and please sign your ballot and print your name and hobby affiliation (e.g., "play in 1999XX" or "sub to zine Y". If you must email, do it to marcopoll@yahoo.com. Anyone sending in a ballot will receive a copy of Robert's zine *Northern Flame* (Volume 2).

To get the results, you need to trade zines, sub, or send a dollar.



MERCHANT OF VENUS

Turns 12.1-14.2



THE CAST:	ROLE	RACE	SHIP	ROLLS USED	NEXT ROLLS
K. Wilson	Ka Ro Ma Te	Eeep-Eeep	Sc	3,3,2/5,4,4/4,4,1	5,3,1/5,1,1
Worzelmann	Bill	Dell	Cl	6,6,4,3/5,4,3,2	5,5,5,2/5,5,4,3/6,5,4,2
Chinnery	Namuh	Human	Fr	5,4/6,6	3,2/2,1
Watson	Iron Fist	Wynom	Tr	5,1,1/6,3,3	6,4,2/6,6,1
Buttita	L Spirewell	Nik	Sc	0,0,0/6,3,1	6,6,2/6,3,2
Farrow	Zemog	Qossuth	Sc	5,3,2/6,5,3	6,2,1/4,2,1

Turns 12.1-14.1:

Ka Ro Ma Te: (3,3,2) <Jewel Portio>-Is. Sell Genes (+\$120), draw "Genes +\$40 @ 2", buy Perfume (-\$80).

Bill: (6,6,4,3) <Asteroid City E>-spy ?nw _____-(R10)-Y20(spy @ ?s vide *infra*)-(R30)-A(spy ?s vide *infra*)-Y(spy ?sw vide *infra*)-(R10)-A-A-(R10)-A-Airhome-Y-B-(R)-OP. Buy Chiclé Liquor (-\$40).

Namuh: (5,5) <Wet Landing(s)>-p) Sell 3 Chiclé Liquor (+\$270+27), draw "Sculpture +\$90 @ 2", Furniture, "Dust +\$50 @ 7a). Buy Factory (-\$100+10), Portable Pipe Organ (-\$80+40+8), 2 Paperweights (-\$180+18).

Iron Fist: (6,5,5) <Multigeneration Ship(s)> Buy 2 Grease (-\$100).

Latrell Spirewell: (0,0,0) <Comfort Station(s)>. Serving Jail time for speeding.

Zemog: (5,3,2) <Comfort Station(s)>-B-(R)-B-Y-B-(R)-Base. Deliver Fare (+\$150), draw "Genes +\$80 @ 10), pick up Fare to 9a.

Ka Ro Ma Te: (5,4,4) <Jewel Portis>-o-B-o-A-Y-(R)-B-Y-(R)-A-o-Ice Station(s). Sell Perfume (+\$140), draw Paperweights.

Bill: (5,4,3,2) <OP>-Y10-(R)-A-(R)-B-Y-NC4-MGS-(R20)-NC4-Y-B-(R)-B-(R)-Wet Landing(p). Sell Liquor (+\$90), draw Dust, buy Paperweight (-\$90). Namuh receives \$18 in kickbacks.

Namuh: (6,6) <Wet Landing(s)>-(R)-B-(R)-B-(Y)-NC6-(R)-MGS-NC6-(Y)-B-(R)-A-(R)-(Y10)-OP(w)- (R)-B-(Y)-Airhome-(R)-?(Y10)-(R30)-?(Y30)-(Y)-(B10).

Iron Fist: (6,3,3) <MGS(s)>-NC6-Y-B-R-A-R(s)-Y10-Open Port(p)-R(w)-B-Y-Airhome

Latrell Spirewell: (6,3,1) <Comfort Station(s)>-p-B-R-B-Y-B-R-Base-Y.

Zemog: (6,5,3) <Base>-(R)-B-Y-B-(R)-B-Comfort Station(s) and buy Infinite Puzzles (-\$120+60+12).

Ka Ro Ma Te: (4,4,1) <Ice Station(s)>-o-A-(R)-Y-B-(R)-Y-A-o-B-Jewel Portio).

Due next time are orders for 14.2 to 16.2.

PRESS:

Latrell says "What you mean SPEEDING. Let me get my hands around your neck and we'll talk SPEEDING".

CULTURE SUMMARY:

- #1a: Jungle Planet: Bionic Perfume (x3), factory
- #1b: Inhabited Moon: Voll Silk (x5), factory
- #2: Ice Planet: Space Spice (x5), factory, 2D(+\$40 Genes), D(+\$90 Sculpture)
- #3: Interstellar Biosphere: Mulch Wine(x3), factory, D(+\$60 Silk)
- #4a: Space Station: Finest Dust(x6), factory, D(+\$60 Wine)
- #4b: Polluted Planet: Rock Videos(x3), factory, D(+\$40 Spice)
- #5: Desert Planet: Melf Pelts(x4), factory, D(+\$50 Dust), F(\$140 to Base)
- #6: Multi-Generation Ship: Immortal Grease(x2), factory, 2D(+\$50 Pelts)
- #7a: War-Torn World: Chiclé Liquor (x1), factory, D(+\$50 Dust)
- #7b: Asteroid Belt: Servomechanisms (x3), factory, 2D(+\$50 Dust), 2D(+\$50 Grease)
- #8: Giant Planet: Impossible Furniture(x5), factory, D(+\$60 Liquor)
- #9a: Rogue Planet: Designer Genes(x5), factory
- #9b: Waterworld:
- #10: Colony World: Psychotic Sculpture(x3), 2D(+\$60 Genes)

Ka Ro Ma Te (Eeep-Eeep)
The Extra Parts
Hull: Air Foil, R Laser, Shield
Hold:
Cash: \$370
IOUs: #2

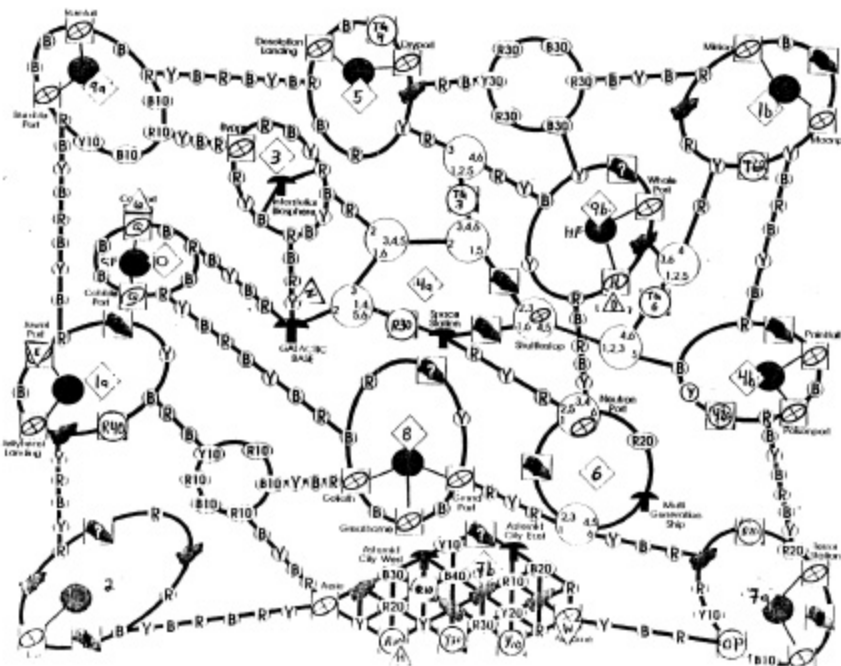
Numah (Human)
V'ger II (Fr)
Hull:
Hold: Y Dr/R Dr, PP Organ, 2 PWeight
Cash: \$33
Deeds: \$300

I Luv NY
Hull:
Hold: 1 Sculpture
Cash: \$190
Deeds:

Bill (Dell)
Thunderbolt Greaseslapper II (Cl)
Hull: Shield, M Gear, Spy Eye
Hold: R Dr, Paperweight
Cash: \$50
IOUs: #1b

Iron Flat (Wynom)
Excaliber II (Tr)
Hull: Jump Start, R Shield, Gatelock
Hold: 3 Grease
Cash: \$0
IOIs: #4a

Joyful
 Hull:
 Hold: Red Dr/Fare to 9a(\$110), Inf Puz
 Cash: \$140
 Deeds: \$600





MAGIC REALM

Octopus Returns!
Clock Runs Out!



THE CAST:

Dave Anderson: Buster the Berserker (retired)
John Butitta: Rosalinda Irontoes the Amazon
Don Chinnery: Whatever the Sorcerer
Phil McCabe: Connor Jr the Dwarf

EVENING 27

MONSTER ROLL = 4

HP6: Rosalinda comes out of hiding to give Enchanter's Skull and Cloven Hoof to Whatever.

DAY 28

GOLD

MONSTER ROLL = 3

The Patrol, goblins and T octopus return to the set-up card.

Lancers @ HP6: S(Loot: 3, 1 = no), S(Loot: 6, 1 = no). Reveal Smoke C, Pool 6. T Octopus appears in HP6 and blocks Lancers.

Connor Jr @ PW4: R(MOVE T6*), R(FIGHT H5*). Reveal Small Campfire at 5.

Whatever @ HP6: S(RR Enchanter's Skull: 2 = Learn/awaken "Blazing Light"), blocked by T octopus.

Rosalinda Irontoes @ HP6: H(5,3), H.

COMBAT: Spells may be cast. Lancers and Whatever vs T octopus.

Due next time, Combat and Spells for Evening 28 after which the game ends.

BOARD NOTES: The Inn and a horse are at BV4. The Chapel is at EV5. The ghosts are at DV5. The House are at CV4. The Guard are at AV5. The Lost Castle is at DW1. The Hoard is at DW6. The Lair, Xyla & Fern w/ the Flowers of Rest (GOLD) are at DW3. The Shrine and the Crypt of the Knight are at Mt4. The Cairns are at L5. The Pool is at HP6. The Statue, a pile with a great sword, armor, and 3 treasures are at R2. The Vault & Toadstool Circle (BLACK) are in R3. Connor with the Golden lion (GREY) is in PW4. REVOLT is in DW6.

GENOA (Copeland): \$117, 17C, 6K, 70M, SV-10

A,E,F,I,R,S,W

Board:

B: 1C @ Alg, BAR, Basq, Con, Cyp, Fez, Gra, Lis, Sev, Tol, Tri, Val, WAF; 1T @ Ada, Barc, Dur, Gal, Jer, Kaf, Leo, Lev, Tar, Tou.

G: 1C @ Alep, Basl, Cre, Erz, GEN, Lyo, Mar, Mil, Nap, Nov, Rom, Sar, Sic, Tan, Tre, Tun, Var.

H: 1C @ Ber, Bru, Bud, Col, Dan, HAM, Lub, Nur, Pra, Rig, Vie; 1T @ Bre, Cop, Ess, Kon, Mal, Mit, Salz, Ste.

L: 1C @ Cal, Che, Edi, Ice, LON, Kle, Por, Sto, Wat, Yor; 1T @ Corn, Ora, Smo, Whl.

P: 1C @ Bor, Dj, Mon, PAR, Salo, StM, Str; 2T @ Ven; 1T @ Ams, Corf, Pal, StG.

V: 1C @ Acr, Alex, Ang, Bel, Dub, Flo, Pot, Smy, Sue; 1t @ Ath, VEN

Press:

HAMBURG: Genoa, you're next.

Your (Karte) are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery level, t = white token, T = colored token



ERRATA: London has 1T @ SMO and ACR, which complicates things some. Alchemist's Gold cost L \$69 (half of recorded cash), so L now has \$59.

THE CAST: (in tie break order)

GENOA (Copeland): \$120, 14C, 3K, 50M, Gal-6
LONDON (Fruch): \$59, 10C, 3K, 150M, Gal-6
BARCELONA (Watson): \$91, 11C, 3K, 90M, SV-10
VENICE (Farrow): \$73, 10C, 2K, 100M, Gal-6
HAMBURG (Klausutis): \$113, 12C, 1K, 100M, Gal-2
PARIS (Webb): \$85, 7C, 2K, 100M, Gal-4

Advances

A.F.I.R
A.E.F.I.N.R.V
F.S.V
F.I.N.R.X
I.N.W
E.I.N

Leaders are St Benedict (H, 1st), Caxton (L, \$10) & Charlemagne (B).

5.4: Purchase Phase

H (-1t) buys "Holy Indulgence" (F: -\$60, +1ML), "Patronage" (E: -\$10, 20 cr +1ML), "Urban Ascendancy" (V: 20 cr), "Printed Word" (O: -\$30, 30 cr, -\$10 to L), Stabilization (-\$1).
L (3t) buys "Printed Word" (O: -\$20, 40 cr, 10MR), "Nationalism" (W: -\$20, 40 cr, 5MR), Stabilization (-\$6). Misery Relief: 15MR + \$10 -1 ML.
V (8t) buys Stabilization (-\$3), "Patronage" (E: -\$10, +1ML, +10MR), "Urban Ascendancy" (V: +5MR), "Nationalism" (W: -\$10, 50 cr, +5MR), "Human Body" (B: -\$50, -1ML, +10MR), 30 MR -1 ML.
P (17t) Upgrades to Galley-6 (-\$10), buys Stabilization (-\$3), "Holy Indulgence" (F: -\$40, 20cr, +1ML), "Nationalism" (W: -\$30, 30 cr).
B (23t) buys "Nationalism" (W: -\$30, 30 cr), "Patronage" (E: -\$10, 20 cr, +1ML), "Overland East" (R: -\$20), & Stabilization (-\$6).
G (26t) buys "Patronage" (E: -\$10, 20 cr, +1ML), "Nationalism" (W: -\$40, 20 cr), "Seaworthy Vessels" (S: -\$60, 20cr), 3 Cards, no stabilization, +1 ML.

5.5: Expansion Phase:

H (-1t) Can do nothing.
L (3t) Play 3t (+1T = c) @ Cal.
V (8t) Play 5t (+1T = c) @ Aer (G,B:W = 4,3:3 -1LT). Buy a card (-3t).
P (17t) Play 5t @ Val (1,5:6 no), 2t (= 1t, -1VT) @ Corf (6,4:5), 6t (= c) @ Salo (6,6:5, -1VC), 3t (= 1t, -1LT) @ Ams (1,1:2; 1,2:3; 6,3:1), 1t @ Pal.
B (23t) Play 1t @ Kaf, 2t @ Dur (5,6:3 -1VT), 4t (= c) @ Waf (5,6:2 -LC), 6t (= c) @ Tri (1,5:6; 5,6:4 -1LT), 8t @ Cal (3,2:4 no), 1t @ Jer, Bar.
G (26t) Play 4t (= c) @ Var (2,3:2 -1VT), 5t (= c) @ Nov (3,5:1 -1HC), 8t (= c) @ Basl (5,3:1 -1C), buy a card (-6t), 3t @ Mon (5,2:6 no).
G gets the expansion bonus card.

5.6: Income Phase:

G earns \$117 (17C), B earns \$93 (13C), H earns \$81 (11C), L earns \$75 (10C), V earns \$69 (9C), & P earns \$57 (7C). There is a surplus (5,4+6) of silk (G -\$2) and of (6,4+1) grain (L -\$2).

Due next time are your orders for Token Purchase (Turn 5.7) and Card Play (6.3) Phases. Conditional orders based on earlier play are welcome.

THE CAST: (in Turn 5 order)

HAMBURG (Klausutis): \$83, 11C, 2K, 150M, Gal-2
LONDON (Fruch): \$76, 10C, 3K, 125M, Gal-6
VENICE (Farrow): \$69, 9C, 4K, 90M, Gal-6
PARIS (Webb): \$59, 7C, 3K, 125M, Gal-6
BARCELONA (Watson): \$118, 13C, 4K, 100M, SV-10

Advances

E.F.I.N.O.V.W
A.E.F.I.N.O.R.V.W
B.E.F.I.N.R.V.-X
E.F.I.N.W
E.F.R.S.V.W



RUSSIAN CIVIL WAR TURNS 5.B.1-6



ERRATA: Green units can't use RR (Rule 5.51), but they could've walked to Vdk anyway. #204 died instead of #206 (didn't update the stacking). E's Red units are in Kuba, his 4Ba2 remain in Kovn.

TURN 5.B.1 (TRADES): None.

TURN 5.B.2: (COMBAT):

Blucher (1R2) @ Kiev subversive vs 1Rm1 @ Kher (6-1: 3 DE)

Zinoviev (#113, #117, Muriviev, #115) & 3Fn6 vs. Lukomsky (Khanzin, #220, #218) @ Arch (5-1: 1 = DE).

TURN 5.B.3: PURGES: None.

TURN 5.B.4: RANDOMIZER: B & D each receive 1 AM. Cup empty.

TURN 5.B.5: REPLACEMENTS (last time)

#102 @ Grod, #112 @ Smol, #201 @ Khar, #306 @ Vite, #308 @ Kher, #310 @ Baku, #311 @ Dagh, #314 @ Vdk

TURN 5.B.6: RANDOM EVENTS

1. Subversive attacks doubled
2. Epidemic: Pola
3. Epidemic: Tsit, Kost, Ryaz (-#110), Tiff

THE BOARD:

A (Scott): Wrangel (#211, #209, #205), Dietericks (#217), Kappel (#207, Markov, #214) & Dutov (#208, Sidorn, #215) @ Kras, Blucher (#105) @ Kiev. Yudenichi #219, May-M) & Deniken (#206) @ Omsk.

B (J Bargender): Smirnov (#114, Peterson, Yeserov, Frunze) @ Yeli, Rykov (#104, Veroshilov, #119) @ Yeli, Kikvidze & 3Cz3 @ Irku, 1By2 @ Mins & Vite.

C (Copeland): Krasnov (Au, #202, #212, 1Uk4, 1Uk2), Romanovsky (Ulagi, #210, #213) @ Taur, Kutepov (#203, Chatilov) @ Taur, 3Sb2 @ Vdk, 1Uk2 @ Kher.

D (M Fisher): Rodzyanko @ Volo, 3Po6 @ Mohi, Lenin (Kalinin) @ Ryaz, Budeney (#118, Slavin, #112) @ Orel, Zinoviev (#113, #117, Muriviev, #115) & 3Fn6 @ Arch.

E (Alan Bargender): Kamenev (Sytn, Sorokin, #116) & Bonch-B (#108, Tukachevsky, Gali, #109) @ Kuba, 4Ba2 @ Kovn.

F (K Wilson): Berzin (Trotsky, #120, Antonov, #101) @ Esto, Sablin (Stalin, #111, Bogomolitz, Vatzetiz) @ Vyat, 1TC2 @ Baku & Dagh.

UNOWNED: #102 @ Grod, #122 @ Smol, #201 @ Khar.

VP CHART:

A: Czar(d), 2RL, 1Rm1

B: 9 PM, 2AM, 1Br2

C: 1RL, 4 AM

D: 4 PM, 3Ge2, 1US2, 2Br2, 4WL, 1Gr1, 1Hu1, 2AM, #218, #220

E: 1 PM, 2Ge2, 1WL, 4 AM

F: 1 PM, 3 AM

Unclaimed: #106, #107, #110, #204, #216

Due next time are trades, movement, and purges for Turn 6.A.

LEGEND: AM = Assassination Marker, Au = gold, j = joins, L = leader, PM = Politburo Marker, R = Red unit, W = White unit

THE CAST

#1: Chad Wertz (C)
#4: Dave Anderson (D)#2: Paul Zieske (P)
#5: Kevin Wilson (K)#3: James Kanne (J)
#6: Sara Reichert (S)

#	Name	Settlement	Road	Cards drawn
4.	Anderson	e4/f3/f4	e4/f4	Brick, Lumber, Wool
3.	Kanne	e6/f5/f6	e6/f6	Brick, Grain, Wool
2.	Zieske	b3/c3/c4	b3/c4	Brick, Lumber, Ore
1.	Wertz	g2/g3/h2	g2/h2	Grain, Grain, Wool

Turns 1.1-2.1

Wertz (3): No Action; K=+B; A=+L,+B; R=+B. SBP Z=Build Road(-B,-L) @ b4/c4; A=Build Roads (-2B,-2L) @ c1/d2 & d1/d2; R = Build Road(-B,-L) @ g4/h4 *

Zieske (3): No action; K=+B; A=+L,+B; R=+B. SBP A=Build road(-B,-L) @ d1/e2

Kanne (6): +Ore No Action; Z=+W; W=+W; R=+L. SBP R=Build Road(-B,-L) @ g5/h4

Anderson (5): No Action; W=+Ore,+W; Z=+2 Ore; K=+2 W. SBP NONE

Wilson (11): No Action; Z=+B; A=+W. SBP NONE

Reichert (4): No Action; Z=+L; W=+L. SBP NONE

Wertz (11): No Action; Z=+B; A=+W. SBP NONE

*[NOTE: If Player Not listed for SBP = No SBP Action]

Build Summary

Roads = Z@b4/c4; A@c1/d2&d1/d2&d1/e2; R@g4/h4&g5/h4. Settlements = None; Cities = None

Inventory/Summary

	Brick	Grain	Lumber	Ore	Wool	VP	Cards	Knights
Wertz	0	2	0	2	0	2		
Zieske	2	0	1	3	1	2		
Kanne	3	1	0	1	3	2		
Anderson	0	0	0	3	2	2		
Wilson	0	0	2	1	2	2		
Reichert	1	0	0	1	0	2		

Die Rolls 2.2 thru 3.2

Zieske 5; Kanne 5; Anderson 11; Wilson 7; Reichert 11; Zieske 2

Orders for turns as indicated and the following Special Build Phases due one week prior to Borts deadline.

GM Comment: This time only: The limit when the robber shows for this expansion variant is 7 resource cards same as the regular game.

LEGEND:

? generic 3:1 port
dice number
H/b hill hex/brick special port
D desert hex
F/l forest hex/lumber special port
G/g grain hex/grain special port
M/o mountain hex/ore special port
P/s pasture hex/sheep special port
R robber
W water tile

Map on p 10.



ON DECK



1830: Copeland, Watson, Butitta, Reichert, Chinnery, Farrow, Hanna

1835: Reichert, Chinnery, R Fisher(?), Butitta, Hanna

1856: Reichert, Chinnery, Butitta, Hanna

AGE OF RENAISSANCE: Hanna

AIR BARON: Copeland, Butitta, Ringhoffer, Wordelmann, Reynolds, Farrow

BRITANNIA: Copeland, Zodda, Anderson, Reynolds, Boyum, Hanna

CIRCUS IMPERIUM: Reynolds

CIRCUS MAXIMUS: Copeland, Reynolds, Anderson, Kanne

Tourney Rules: Anderson, R Fisher, need 5 more

CONQUISTADOR: Copeland, York, Scott, Reynolds, Chinnery(?), Fowble

DIPLOMACY:

Regular: Gerani(?), Gorham, Trent, Allen(?), Morrison, Anderson, Kanne, Boyum

BALKAN WARS VI: K Wilson, R Fisher, Reynolds, Morrison

DOWN WITH THE KING: Copeland, Anderson, Fowble

DUNE: K Wilson, Anderson, R Fisher; need 3-6 more

GLADIATOR: Reynolds

GUNSLINGER: Farrow, Scott, Reynolds, Fowble; need 3 more

HISTORY OF THE WORLD: Morrison, Anderson, Reynolds, K Wilson

JUNTA: Copeland, Anderson, Reynolds, Hanna

KINGMAKER (Scott GM): (Webb), Reynolds, McConnell(?), Chinnery, Anderson

MACHIAVELLI: Scott, Reynolds, Anderson, McConnell, K Wilson

MAGIC REALM: Butitta

MAHARAJA: K Wilson, Khaos, Hanna, Anderson, Morrison, Butitta

MONSTERS RAVAGE AMERICA: Butitta, TJ & L Klausutis(?)

REPUBLIC OF ROME: Centurius Populus, Copeland, (Webb), Reynolds

SILVERTON: Hanna, Reichert

SOURCE OF THE NILE (*A. Bargender GM): Reynolds, Farrow, Chinnery

TITAN: Khaos, A & J Bargender, (Webb), Reynolds; need 1 or 2 more

WIZARD'S QUEST: A&J Bargender, Farrow, Reynolds

OTHER POSSIBILITIES: 1829 (N OR S), 1870, 4000 AD(*), AFTER THE HOLOCAUST(*),

GODSFIRE (*), KAMAKURA, PLANET MINERS, SETTLERS OF CATAN.

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 3 JUN 00

The Bottom Line

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