

A change of vote meant that all players opted for the increased die rolls. The building allowances during the operating rounds have also been increased accordingly.

Builds

CLEOPATRA Brown (B73) - Cairo; (el Mahalla el Kubra) - J19 - Kafr el Sheik - I18 - I17 - Sidi Salem
 BIEN Orange (M25) - I27 - I28 - F29
 DELTA Purple (M20) - Kafr el Sheik - I18; (L30) - El Manzala; (I18) - I17 - H16
 GRIND Green (C72 - Qalyub - V18 [1 short])
 REDLINE Red (M18) - M20; (Y21) - Z20 - Qalyub; (Disuq) - H13 - Fuwa - G12
 GITCO Blue (Q16) - Q14 - El Yahudiya - O13 - O12 - N11 - Hosh Isa; (Abu Kebir) - Q29

Scores		End	=	Start	Towns	
CLEOPATRA	Brad Martin	46	=	35	+3	+8
BIEN	Christian Bien	26	=	27	+0	-1/DELTA
DELTA	David Hooton	42	=	42	+6	-8/CLEOPATRA +2
GRIND	John Webley	29	=	22	+3	+4
REDLINE	Mike Ruffhead	24	=	26	+3	-1/DELTA -4/GRIND
GITCO	Tony Sait	39	=	33	+6	

Building Allowances

The building allowance for each of round 6 will be derived from three die rolls in the range 4 to 8 with no one round ever having more than one roll of 4. The building allowance in round 7 will be 15 points (plus payments to rivals) and will then decrease by 2 for each subsequent round.