Number 127

S.O.B.

May, 2006

Notes from Hades

Soon the Hassler household will be the proud owners of a new solar photo voltaic system. The only thing we are currently waiting on is the building permit from the city of La Habra before the contractor can start installation. They already have all of the equipment. It's been a long process – we first signed started this back in last November, when I started getting bids and looking for financing. There were lots of forms to fill out, including things like rebate requests from the state of California. We were fortunate in one sense – we got our California rebate last year, when the rebates were higher. And, since the system will be installed this year, we will qualify for a higher Federal tax rebate.

The next deadline is **Tuesday, June 20 at 5:00 p.m. Pacific Time.** **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

Contents

Game Openings

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Eric Brosius, Dave Partridge, Richard Weiss, and Michael Longdin. This game is closed, but Dave and Eric are willing to defer to anyone who is not in Junk Yard Dog. **Starts this issue!**

Jackal. New World. A game of colonization in the Americas. Have Dave Partridge, Andy Lewis, Bob Robles, Andy York, Brendan Whyte, and Cary Nichols. **Starts this issue!**

Terrier. Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, Andy Lewis, Paul Bolduc, and Michael Longdin, will take up to 1 more.

Hound. Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, Eric Brosius, and Michael Longdin, will take up to 2 more.

Flea Collar. Kremlin. This game will start when Sled Dog ends. Have Bob Robles, Brendan Whyte, Pasquale Giovine, Chris Geggus, and Mike Scott need 1 more.

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, and Mike Scott, will take up to 3 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, and Paul Bolduc, will take up to 3 more (4 if one player plays the Bene Tleilaxu).

History of the World. Have Andy Lewis and Kevin Wilson, will take up to 5 more.

Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, Dave Partridge, and Michael Longdin, need up to 3 more.

Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin and Bob Robles, need up to 4 more.

In general, game ownership is recommended, but not required.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

Howling at the Moon
The S.O.B. Letter Column

Bob Robles

First, three book reviews."And quiet flows the Don" by Mikhail Sholokhov. This is a fictional account of the life and struggles of the Don Cossacks. It is part of a multi-volume story of the Cossacks. This covers the period from the start of the First World War to the Russian Revolution. It is a sprawling novel in the same vein as 'War and Peace'. The characters are fully developed and the language truly evokes the feelings and the scenes of the moment. I highly recommend this book.

Second, Freakonomics-A Rogue Economnist explores the hidden side of everything. By Steven D. Leavitt and Stephen J. Dubner. One of the 'books of the season. A very entertaining discussion analyzing assumptions about a disparate array of subjects. No sacred cows are spared: abortion, parenting, fruad among school teachers. A very fun and quick read.

Third, The Victorian Internet-Tom Standage. A fascinating history of the telegraph. The author takes us through the invention of the telegraph and its wide spread adoption. He reviews the unintended consequences of rapid communication. The author does a very nice job drawing parallels between the effect the telegraph on society and that of the internet today. We can learn something from the past!

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Fall 1467
Deadline for Winter/Spring 1468: 6/20 Tuesday

France and Naples manage to keep Venice in check, but cannot prevent him from completing his conquest of Turkey.

Addendum

The Venice garrison in Lucca cannot be besieged by the French fleet because Lucca is not a port.

Summer 1467 Retreats

Venice retreats F Ancona to garrison

Expenditures

France spends 12 ducats to disband Venice A Cremona
Naples spends 18 ducats to buy Venice A Bologna
Venice borrows 2 ducats for 2 years (3 ducats due Fall 1469) and counterbribes A Pistoia for 3 ducats

Outstanding Debt

Summer 1469: 27 ducats due from Venice (18 borrowed)
Fall 1469: 3 ducats due from Venice (2 borrowed)

Orders

FRANCE ✍: [A TYROLEA to Milan], A COMO supports A Tyrloea to Milan, A PAVIA supports A Tyrolea to Milan, A Parma to CREMONA, [A Swiss to Tyrolea], A TURIN supports A Swiss to Tyrolea, [A MODENA supports F Lucca besiege (cut)], A FORNOVA supports A Modena, [F LUCCA besiege (not a port)], G GENOA convert to A

NAPLES ✍: A PISA supports A Urbino to Florence, A Urbino to FLORENCE, [A Ancona besieges (DISLODGED, retreat Urbino, Spoleto, Aquila, OTB)], [A BOLOGNA to Pistoia], F Otranto to IONIAN SEA, F MESSINA supports F Otranto to Ionian Sea, F GULF OF NAPLES holds (u)

VENICE ✍: [A AUSTRIA to Tyrolea], A CARINTHIA supports A Milan, A TRENT supports A Milan, A MILAN supports A Austria to Tyrolea, [A Cremona supports A Milan (nsu)], [A MANTUA to Modena], [A FERRARA to Bologna], [A Bologna to Florence (nsu)], [A (EM) PISTOIA supports A Bologna to Florence (nsu)], A Aquila to CAPUA, A Croatia to SLAVONIA, [A Albania to Durazzo], F LOWER ADRIATIC supports G Ancona convert to A, [F Ionian Sea to Durazzo (DISLODGED, retreat Palermo, Central Mediterranean, OTB)], F TUNIS holds, G LUCCA holds, G ANCONA converts to A

Your treasury:

Press

France – Naples: Dear Ally, he is proving to finish this year. I hope that you made the good moves while I proved for Cremona and Milan. Next Spring, if we are still in the game, I shall send a fleet, or all two, to the south to help you.

**Naples – France:** Hopefully I heard something from you this turn....

Naples – Venice: Good moves, but I'm now going to rebound, I hope...

Venice – All: I hope the game ends within 2 years either by win or draw. If not, I know I will have lost by unbalancing things.

Venice – Naples/France: I think together you can crush me. The question is, can you work together effectively in a gunboat game? I am counting on an the constraints of gunboat being enough to hobble your cooperation and not be able to adjust tactics to account for my wild moves.

Venice – Naples: To be honest, one of the major reasons I attacked you instead of France was I have lusted after the Turkish variable for years now. Always just one province away. I truly wanted to attack France more but he always had such

Off the Leash
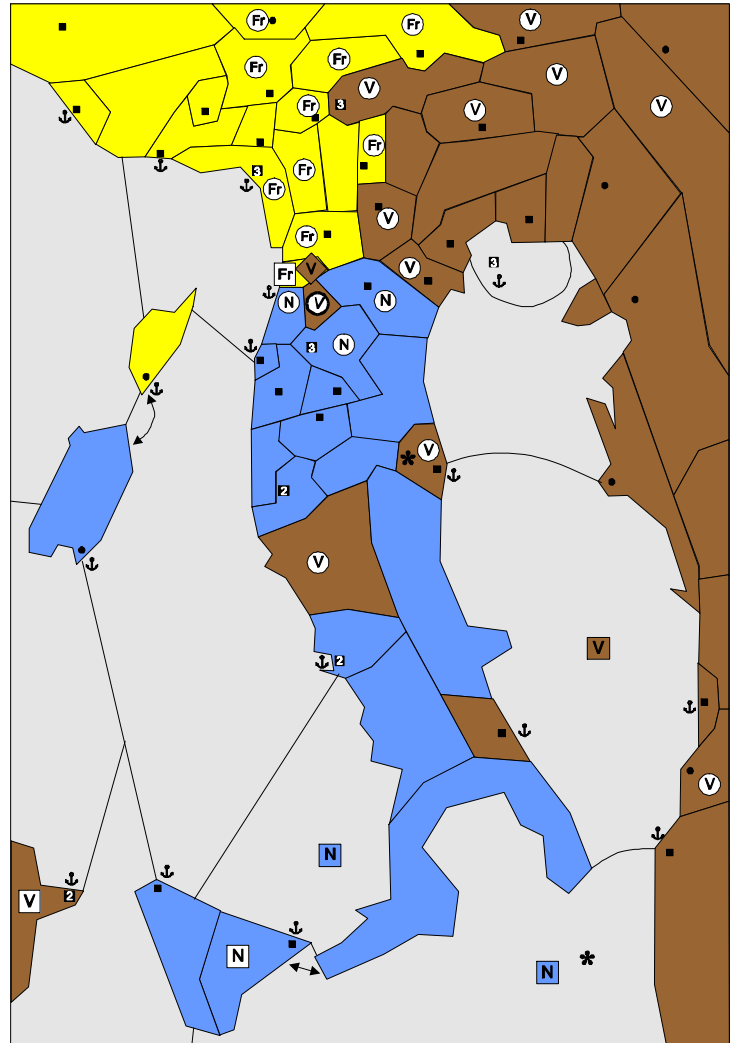
○ Army   □ Fleet   ◇ Garrison   ◆ Autonomous Garrison   ◈ Besieged Garrison

strong defenses and wasting my money against him would have just allowed you to keep stashing the cash.

Notes

Venice has conquered the Turkish home areas. He now gains all Turkish home areas as his own as well as the Turkish variable income die roll.

Spring 1467 Famine

Good Year – No Famine!

Spring 1467 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

FRANC E:	Avignon, Swiss, Tyrolea, Marseilles, Provence, Turin, Como, Saluzzo, Savoy, Genoa, Montferrat, Pavia, Fornova, Parma, Cremona, Modena, Lucca, Corsica	18

NAPLEs: Bologna, Urbino, Florence, Pisa, Piombino, Sienna, Arezzo, Perugia, Patrimony, Rome, Spoleto, Aquila, Naples, Salerno, Otranto, Messina, *Palermo*, Sardinia

VENICE: Austria, Hungary, Slavonia, Carinthia, Trent, Milan, Bergamo, Mantua, Ferrara, Verona, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Pistoia, Ancona, Capua, Bari, Tunis

Seas

NAPLES: Gulf of Naples, Ionian Sea

VENICE: Lower Adriatic, Venice

Cities

FRANCE: Avignon, Swiss, Tyrolea, Marseilles, Turin, Saluzzo, Savoy, Genoa (3), Montferrat, Pavia, Cremona, Modena, Corsica

NAPLEs: Bologna, Florence (3), Pisa, Piombino, Sienna, Arezzo, Perugia, Rome (2), Naples (2), Messina, *Palermo*, Sardinia

VENICE: Austria, Hungary, Trent, Milan (3), Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bari, Tunis (2), Lucca, Venice (3)

S.O.B.

1
8

2
7

2

2

1
5

1
6

2
4

Totals

Variable income die roll was 6.

	Variable	Provinces	Seas	Cities	Gross
FRA	15	18	0	15	48
NAP	14	18	2	16	50
VEN	20	27	2	24	73

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63
Aus	3	2	3	4	5	4	2	4	0	0
Flo	3	6	8	7	6	6	6	7	11	10
Fra	3	7	8	9	10	12	13	10	12	12
Mil	3	5	5	2	2	3	0	0	0	0
Nap	4	4	5	6	7	7	8	9	8	7
Pap	4	3	2	2	0	0	0	0	0	0
Tur	3	5	5	6	4	1	0	0	0	0
Ven	4	6	7	6	9	10	14	14	12	15

	'64	'65	'66	'67	'68
Aus	0	0	0	0	0
Flo	8	7	6	0	0
Fra	14	12	11	12	13
Mil	0	0	0	0	0
Nap	7	10	10	12	12
Pap	0	0	0	0	0
Tur	0	0	0	0	0
Ven	13	15	15	20	18

Dirty Deeds Done Dirt Cheap
Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Strategic Movement, Black Press, Standard Victory
Miller Number 2000Fpw10
Summer 1057
Deadline for Fall 1057 6/20, Tuesday

Pisa and Venice continue to dance around in the north, while the Pope makes advances against Pisa. Byzantium creeps northwards and the Muslims are unchallenged at sea.

Spring 1057 Retreats

Pisa retreats A Florence to Pisa
Venice retreats A Milan to Pavia

Summer 1057 Plague

Poor Year – Row Only: Carinthia, Ferrara (Venice F destroyed), Milan (Pisa A destroyed), Florence (Venice A destroyed), Otranto, Corsica

Outstanding Debt

Fall 1058: 33 ducats due from Pisa (22 borrowed), 18 ducats due from Venice (12 borrowed)

Orders

BYZANTINES (Robles): A Herzegovina to BOSNIA, *F (EM) DURAZZO holds*
MUSLIMS (Wilson): F Tyrrhenian Sea to LIGURIAN SEA, F GULF OF NAPLES supports F Ionian Sea, F IONIAN SEA supports F Bari to Lower Adriatic, F Bari to LOWER ADRIATIC, F AQUILA supports F Bari to Lower Adriatic
PAPACY (Scott): A Urbino to FLORENCE, A PATRIMONY holds (rebellion suppressed), *A (EM) Sienna to PISA*, [G SIENNA converts to A]
PISA (Roalstad): [A BERGAMO to VERONA], A Mantua to PARMA, A Modena to BOLOGNA, [A Pisa supports F Piombino to Sienna (cut,

DISLODGED, retreat Lucca, Pistoia, Piombino, garrison, OTB)], *F (EM) Piombino to SIENNA*
VENICE (Partridge): A Pavia to MILAN, [A PADUA to VERONA], A Bologna to MANTUA, F Upper Adriatic to FERRARA

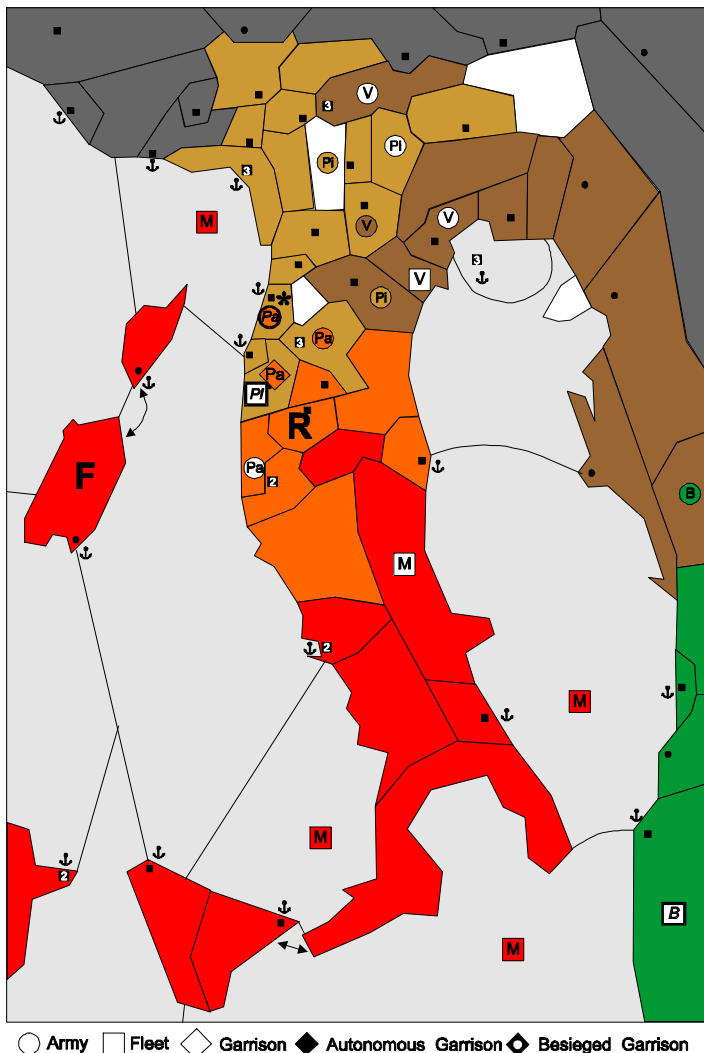Your treasury:

Press

Byzantines – All: I'll push on with my puny forces to help out.
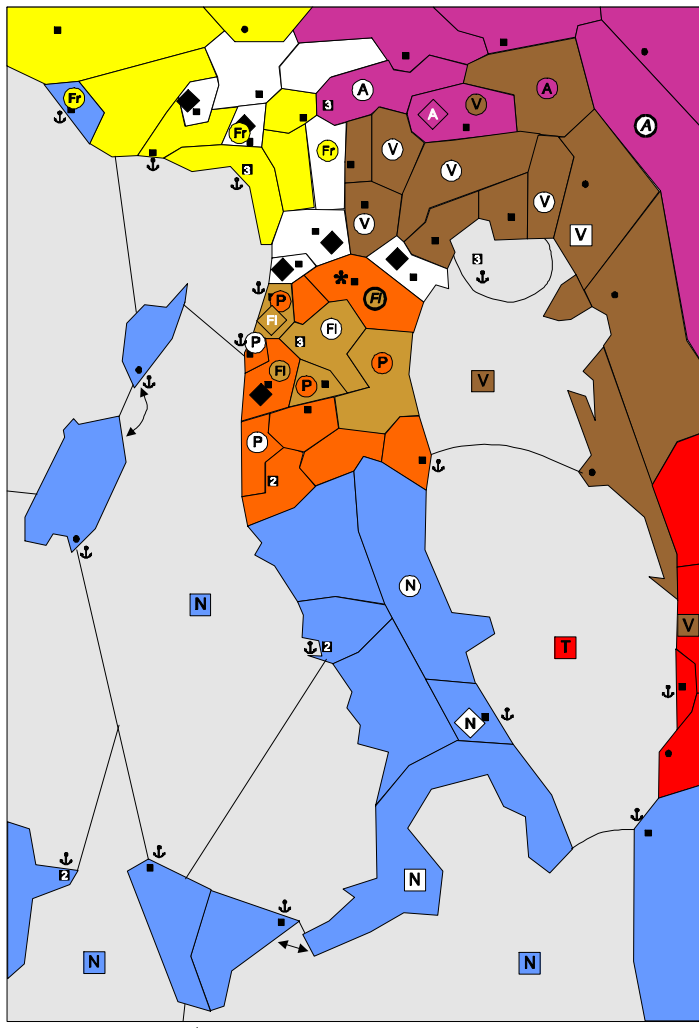**Pisa – Pope:** There you go, Florence is yours for the taking, I hope you didn't let Venice go back in there.
Pisa – Venice: Our Armies are Dancing around each other, but who will strike. We came out a wash with our losses to the plague, although I think I'll take your losses than my one loss in Milan.

Dirty Deeds Done Dirty Cheap

Dogfight

◯ Army ☐ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison

◯ Army ☐ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory

Miller Number 2005Apw10

Summer 1456

Deadline for Fall 1456 6/20, Tuesday

France offers Austria a hand against Venice while Florence and the Pope continue their tangle. The Turks manage to stand off Naples, but Venice is about to enter the fray. Is he friend or foe?

Spring 1456 Retreats

Austria retreats A Trent to garrison

Florence retreats A Pisa to garrison

Orders

AUSTRIA ✍: A MILAN supports A Carinthia to Trent, [A CARINTHIA to Trent], A *(EM) Hungary to* SLAVONIA, G TRENT supports A Carinthia to Trent

FLORENCE ✍: [A FLORENCE supports A Arezzo to Sienna (cut)], A Arezzo to SIENNA, A *(EM) Urbino to* BOLOGNA, [G PISA convert to A]

FRANCE ✍: A Provence to MARSEILLES, A Genoa to MONTFERRAT, A PARMA supports Austrian A Milan

NAPLES ✍: [A AQUILA supports Papal A Ancona (nso)], A BARI convert to G, F Gulf of Lions to TYRRHENIAN SEA, F Western Mediterranean to CENTRAL MEDITERRANEAN, [F OTRANTO to Lower Adriatic], [F IONIAN SEA to Durazzo]

PAPACY ✍: [A Bologna to Florence (DISLODGED, retreat Ferrara, Modena, Lucca, Pisotia, garrison, OTB)], A PISA besieges, A PIOMBINO supports A Pisa, A Perugia to Arezzo, [A PATRIMONY supports A Perugia to Arezzo (imp.)], A Ancona to URBINO

TURKS ✍: [F LOWER ADRIATIC to Durazzo]

VENICE ✍: A TRENT besieges, A BERGAMO supports A Trent, A MANTUA holds, A VERONA supports A Trent, A Ferrara to FRIULI, F CARNIOLA supports A Ferrara to Friuli, F UPPER ADRIATIC transports A Ferrara to Friuli, F Dalmatia to HERZEGOVINA

Your treasury:

Press

Austria – France: Thanks for your offer, although I feel I'm doomed.

Austria – Venice: Yes, listen to France!

Florence – Papacy: I still offer peace. You won't take me over for two years and in that time you will have a monster to contend with along your southern border.

Neither of us want to end up as lap dogs to larger powers. Please pull back and I will not attack you.

France – Naples: I appreciate your apology, but I can't wonder why breaking your Treaty with me was worth the one extra ducat you gained by taking Marseilles? If you want to make things right, I'll except the two ducats, and keep my Armies off the Sea. They like it better on land anyway, the food, wine, and loot are more plentiful here.

Naples – Austria: Let's go South with your EM and work with France against The big Venice. I shall prove to help you two from the South.

Naples – France: Dear friend, I leave the North because my provinces are not sure for the moment. Any way Venice proved to come south, thus I intend to give him some problems on the sea. If you and Austria continue the pressure in the north, we will can work well together.

Naples – Papacy: I supported your Ancona because was menaced from many neighbours. I hope that it worked.

Naples – Venice: It seems that you want to stay everywhere, in the case I must prove to contrast you, if I can. Please you should go back to your northern interest.

Papacy – Florence: If you feel threatened by Naples then march thru Ancona and head south. I'm making sure we stay at status quo.

Papacy – France: But DAD *-He started it first.....Wahhhh

Papacy – Naples: I agree. No belligerence.

Turks – Everyone: Throw some gold coins in the dirt and watch the Napalese scrabble for them like chickens. It's fun. The longer I live on, the longer before he comes your way. Send me your spare change!

Turks – Venice: I like it fine. Come on down and join the fun.

Junk Yard Dog
End of Game Statements

Andy York Rats, just couldn't make it in the final moments. Great job, Eric. Chris, thanks for running the game and the challenge!

Dave Partridge Congratulations to Eric on a good win. I really enjoy this game. Andy caught me by surprise when he ended the game as I didn't think he had a chance of getting the win. I thought all 3 of us still had a reasonable chance depending on the cards available next time. I did well on the innovations, but couldn't keep up with Mr. Moneybags.

Laika
End of Game Statements

Andy York I'm not sure why I got the early lead, and then maintained it through the end. I was just waiting for the explosion, spacewalk failure or something else fatal to put a stop to things and run a critical program back to the beginning. That's why, in the latter turns, I was saving cash - so that I could ramp up research quickly while not being hit too badly by the drop in income. Interesting variant, thanks for putting it together Chris!

Feedback:

I'd already given you some, but here's more thoughts:

   I'd been concerned at the beginning that funds would hamper later research and investment. However, it turned out that wasn't the case at all. I had more money than I knew what to do with. Possibly, have budgets cut by percentages rather than fixed amounts. A 20MB drop in your budget can kill you at 100MB (20%); while at 250MB (8%) it is just inconvenient. Or, move to percentage drops once a certain budget level is reached (150MB or 200MB?).

   cash on hand above a certain amount or budget level should have a negative effect on your budget (i.e., -10% to budget for each 50MB above 150MB on hand "or" if you have over 150MB on hand, a die is rolled (x10) and that amount is removed (i.e., you have 160MB, the die roll is 4, so you lose 40MB). With this, I'd allow incremental investment towards program start-ups (50% this turn, 50% next turn).

   no Astronauts retired (that I can remember), I'd bump up the retirement rate with an added bonus after 10 years on the job. Or, as many of the early recruits (in real life) were older and there could be a bonus towards retirement for them. This would encourage on-going recruitment and training of the newer classes.

   again, looking at aging and/or refitting of launch sites. Maybe, when technology changes, you have to refit/refurbish the pads. For instance, the shuttles use different launch equipment than the Saturn V pads. Or, have "types of pads": 1 & 2 Stage Rockets, 3 Stage Rockets, Small Shuttle, Large Shuttle. The type of pad would be declared at construction and only those launch vehicles that match the pad can launch from there (optionally, 1 & 2 stage rockets can fire from a 3 stage rocket pad - you start with only 1 & 2 stage rocket pads). So, you've the choice of building different pads for different launch vehicles (max 6) or paying a "conversion/refit" cost (say 5 or 10MB) so that it can launch another type. However, if you want to move back, pay again. This will have the benefit of folks needing to plan a bit more or having to pay the conversion/refit cost each time. As for the refit, a flat charge of $5MB (or ??) every 5, 7 or 10 years to keep the pad on-line.

   additional thought on the water landing versus land landing (required for emergency capsules on space stations) for capsules. Yes, it would be more difficult to have two lines of capsules to research. So, here's another way to implement (and I don't have the rules in front of me, so I'm grabbing numbers out of the air) - when you start your capsule program you declare whether your going for water landing or land landing. Start-up costs are the same for each 1-person program, with water landing costing 3MB for each research roll starting at 10% with a flat charge of $2MB per capsule recovery (to cover naval deployment, search and recovery). Land landing would cost 6MB for each research roll. To upgrade water capsule to land capsule would cost 4MB per research die roll. Showing the capsules safety factors would be xx%/xx% (water/land landing percentages). This allows someone to plan long term (you'll need land landing capsules eventually), while those racing into space could but it would cost for each launch and extra to convert. Options - you can choose one type of landing for each capsule type (i.e., the safety factor would be xx%L or xx%W). Then, if you have one type of landing and choose another type of landing for the next capsule, there is a -20% to the initial capsule safety factor. Or, as above, but allow folks to buy the other type of capsule from another player (they pass $$ between them) and, after a $10MB adaptation fee and a year, you can produce the other type of capsule.

Basically, I'm trying to come up with a way to handicap an early leader. Maybe there should be some rules to encourage other players to do more together by sharing technology, combined/multi-nation long term projects, co-investments, etc. That way, if someone takes and early lead, two or more folks could join together to "catch-up" or surpass the other person. After all, once they caught up, they could each go their own way or decide that a co-win is better than a loss.

Thanks again, it was fun!

Cary Nichols Contragulations to Andy! I enjoyed this Mars variant very much. Sometimes I was unsure about exact requirements for a few programs, but that was probably just me. Overall, the game works fine in this longer format.

Bill Scharf Well, I got to the moon first, there is a "best" route on getting there, and so that was relatively easy to reach.

As for Mars, I spent too much time assembling the materials for my Mars mission....I wasn't clear on exactly what needed to be done to put the craft together and I suspect that cost me the game....oh well.

I'm not sure if there is a "best" route to Mars, it looks like solar sail is the way to go, but it will take a few games to test things out....hope you run it again.

Dogwood
Epoch V   Sung Dynasty, Seljuk Turks, and Mongols
Epoch VI Empire Selection and Ming Dynasty due: 6/20 Tuesday

Epoch V

Arachnids (Bolduc) plays Rebellion in Crete (vs. Macedonians; R: 6, 3; M: 3; wins, city eliminated). SUNG DYNASTY: Army and Capital Szechuan (T'ang army retreats to Yangtse Kian), army Wei River (vs. T'ang Dynasty; S: 2, 1; T: 4; loses), Wei River (vs. T'ang Dynasty; S: 6, 5; T: 3; wins), Great Plain of China (vs. Hsuing-nu; S: 5, 4; H: 5; S: 4, 2; H: 4; S: 5, 2; H: 4; wins), Manchurian Plain, Chekiang (vs. Hsuing-nu; S: 3, 2; H: 6; loses), Chekiang (vs. Hsuing-nu; S: 3, 3; H: 1; wins), fleet South China Sea, army Tarim Basin (vs. Holy Roman Empire; S: 6, 4; H: 5; wins). Builds Monument Szechuan. Points: Dominance in China (6), Presence in North Africa (2), Middle East (2), India (3), Southern Europe (3), Northern Europe (2), Southeast Asia (2), and Eurasia (1), 1 Capital (2), 1 city (1), 4 Monuments (4), and 1 Sea (1) for 29 points.

Turanians (Nichols) plays Disaster (Volcano) in Yangtse Kian (impossible – not a mountain province), and Kingdom in the Highlands. Army, city, and fort in Highlands. SELJUK TURKS: Army Turanian Plain (Holy Roman Empire army retreats to Western Steppe), Persian Plateau (vs. Chola; S: 5, 5; C: 4, 2; wins), Persian Salt Desert (vs. Civil War; S: 3, 3; C: 3; S: 4, 3; C: 3; wins), Zagros (vs. Chola; S: 4, 1; C: 1; wins), Eastern Anatolia (vs. Arabs; automatic win), Western Anatolia (vs. Byzantines; S: 5, 3; B: 4; wins), Western Steppe (vs. Holy Roman Empire; S: 2, 2; H: 5; loses), Western Steppe (vs. Holy Roman Empire; S: 4, 1; H: 4; S: 3, 3; H: 5; loses), Western Steppe (vs. Holy Roman Empire; S: 6, 1; H: 6; S: 5, 1; H: 5; S: 5, 3; H: 3; S: 4, 3; H: 3; wins), Caucuses (vs. Scytheans; ST: 3, 2; S: 6; loses), Hindu Kush (vs. Chola; S: 2, 1; C: 1; wins), Lower Indus (vs. Chola; S: 5, 5; C: 2; wins).. Points: Control of the Middle East (6), Dominance in North Africa (4), Presence in India (3), Southern Europe (3), Northern Europe (2), and Eurasia (1), 1 Capital (2), 1 city (1), 1 Seas (1), and 7 Monuments (7) for 30 points.

The Time Traveler (Anderson) MONGOLS. Plays Weaponry. Army Mongolia (Hsuing-nu army retreats to Yellow River), Great Plain of China (vs. Sung Dynasty; M: 5+1, 3+1; S: 6, 6; M: 5+1, 4+1; S: 6, 6; M: 6+1, 2+1; S: 4, 4; wins), fleet Sea of Japan (vs. Retropolis; TT: 1+1, 1+1; R: 4; loses), Sea of Japan (vs. Retropolis; TT: 6+1 4+1, R: 3; wins), army Hokkaido (vs. Fujiwara; M: 6+1, 5+1; F: 4, 4; wins, Capital reduced to city), Chekiang (vs. Sung Dynasty; M: 4+1, 4+1; S: 1; wins), Yangtse Kian (vs. T'ang Dynasty; M: 3+1, 2+1; T: 3+1; M: 5+1, 5+1; T: 6+1; loses), Yangtse Kian (vs. T'ang Dynasty; M: 3+1, 2+1; T: 2+1; M: 6+1, 6+1; T: 6+1; M: 6+1, 6+1; T: 4+1; wins, Capital reduce to city), Szechuan (vs. Sung Dynasty; M: 6+1, 6+1; S: 1; wins, Capital reduced to city), Wei River (vs. Sung Dynasty; M: 6+1, 1+1; S: 3; wins), Tarim Basin (vs. Sung Dynasty; M: 6+1, 6+1; S: 6; wins), Tuanian Plain (vs. Seljuk Turks; M: 1+1, 1+1; S: 6; loses), Turanian Plain (vs. Seljuk Turks; M: 3+1, 1+1; S: 1; wins), Hindu Kush (vs. Seljuk Turks; M: 4+1, 3+1; S: 2, 1; wins), Upper Indus (vs. Huns; M: 5+1, 3+1; H: 4; wins), Lower Indus (vs. Seljuk Turks; M: 5+1, 3+1; S: 5; wins), Persian Plateau (vs. Seljuk Turks; M: 2+1, 2+1; S: 2; wins), Zagros (vs. Seljuk Turks; M: 2+1, 1+1; S: 4; loses), Zagros (vs. Seljuk Turks; M: 1+1, 1+1; S: 5; loses), Zagros (vs. Seljuk Turks; M: 5+1, 2+1; S: 4; wins). Builds Monument Hokkaido.   Points: Dominance in China (6), Presence in Middle East (2), India (3), and Eurasia (1), 4 cities (4), 1 Sea (1), and 9 Monuments (9) for 26 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	39	105
Chris Geggus	The Horde (yellow)	42	91
Dennis Cain	Retropolis (red)	44	101
Andy Lewis	Marching Through the Ages (green)	46	114
Paul Bolduc	Arachnids (blue)	50	98
Dave Anderson	The Time Traveler (orange)	52	99
Cary Nichols	Turanians (black)	58	77

Positions

Turanians: Two fleets Red Sea. MACEDONIA: Two armies Pyrenees, army Western Iberia. ARABS: Army, Capital, and Monument Arabian Peninsula, army and Monument Nile Delta, Levant, Upper Tigris, armies Palestine, Nubia, Upper Nile, Middle Tigris, Lower Tigris. SELJUK TURKS: Armies Western Steppe, Persian Salt Desert, Eastern Anatolia, Western Anatolia.

The Horde: Fleet Bay of Bengal. SCYTHEANS: Army Caucuses. MALAYAN KINGDOM: Army, city, and fort Malayan Peninsula. CHOLA: Army, Capital, and Monument Eastern Ghats, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan.

Marching through the Ages: Fleet North Sea. NORTH AMERICAN MIGRANTS: Army West Indies. MAYANS: Army and Capital Central America, army Guyana Highlands. HSUING-NU: Two armies Yellow River. T'ANG DYNASTY: Army and fort East Indies. VIKINGS: Armies Scandinavia, Western Gaul, Central Massif, Lower Rhein.

Retropolis: Fleets Black Sea, Eastern Mediterranean. CHOU DYNASTY: Two armies Irrawaddy. IBERIAN KINGDOM: Army, city, and fort Southern Iberia. HAN DYNASTY: Army Eastern Steppe. BYZANTINES: Army and Capital Balkans, armies Danubia, Dalmatia, Pindus, Morea. HOLY ROMAN EMPIRE: Army, Capital, and Monument Central Europe, army and Monument Albion, armies Northern Gaul, Dniepr, North European Plain.

Royal Manticoran Historical Society: Fleet Western Mediterranean. SASSANIDS: Army Ganges Valley. GUPTAS: Two armies Sumatra. FRANKS: Army and Monument Southern Apennines, army Northern Apennines

The Time Traveler: GOLD COAST KINGDOM: Army, city, and fort Gold Coast. MONGOLS: Army, city, and Monument Hokkaido, Yangtse Kian, Szechuan, army and Monument Chekiang, Tarim Basin, Upper Indus, Lower Indus, Persian Plateau, Zagros, armies Mongolia, Great Plain of China, Wei River, Turanian Plain, Hindu Kush.

Arachnids: Two Fleets South China Sea. SUB-SAHARAN MIGRANTS: Armies Central Africa and Congo Basin. ROMANS: Army, city, and Monument Shatts Plateau, army Libya. ANGLO-SAXONS: Armies Baltic Seaboard, Ireland. CIVIL WAR: Armies Persian Salt Desert, Ganges Delta. KHMERS: Army and Capital Mekong, army Si-Kyang. REBELLION: Army Crete. SUNG DYNASTY: Army Manchuria.

<table>
<tr><td>*Event Cards*</td><td>*Epoch V Empire Draw*</td></tr>
</table>

Salty Dog
Seafarers of Catan
Turns 8.1 to 9.1
Deadline Turns 9.2 to 10.2 6/20, Tuesday

Turn 8

Kevin rolls a 10. Kevin gains 2 wool, Chris gains 1 brick, and Ward gains 1 brick. Trades 4 wool for 2 brick at the wool port, and builds roads from H8 to H7 (discovers 5 Fields, gains grain) and H7 to H6 (discovers ocean). Gains longest trade route from Bill.

Dave rolls a 10. Kevin gains 2 wool, Chris gains 1 brick, and Ward gains 1 brick. Trades 3 grain for 1 ore at the ? Port, and upgrades settlement at C10 to a city. Moves fleet from G12 – H12 to G14 – H14 (discovers ocean).

Cary rolls an 8. Kevin gains 1 wool, Cary and Ward each gain 1 grain, and Chris gains a grain and a wool. Passes.

Bill rolls a 9. Kevin gains 1 lumber and 1 grain, Dave gains 1 grain, Cary and Ward each gain 1 ore. Passes.

Chris rolls a 7. Kevin discards 2 grain and 2 wool. Chris discards 1 wool and 3 brick. Ward discards 2 brick and 2 ore. Chris moves the Robber to the Pasture 10 space and steals a grain from Kevin. Buys a card (   ). During the special build turn, Ward buys a card (   ).

Ward plays a Knight card and moves the Robber to the Pasture 8 space and steals a lumber from Kevin. Rolls an 8. Cary and Chris each receive 1 grain, Bill receives 2 lumber, and Ward receives 1 grain and 1 lumber. Ward builds roads from B17 to B18 and B18 to B19. During the special build turn, Bill builds a ship from G19 to G18 (discovers ocean).

Turn 9

Kevin rolls a 4. Dave gains 2 grain, Bill and Ward each gain 1 lumber, and Chris gains 1 grain. Trades 2 wool for 1 brick.

Open Trades

None

Turn 8 Rolls

Dave	7	Cary	5	Bill	10	Chris	9	Ward	6

Turn 9 Rolls

Kevin   5   Dave   6

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green			1				5*
Dave Partridge	Red	5						3
Cary Nichols	Purple	2				3		2
Bill Scharf	Blue			2	2			3
Chris Geggus	Yellow	3		2			1 Knight, 1 Unknown ( )	3
Ward Narhi	Brown	1			1		1 Knight	3

* Longest trade route
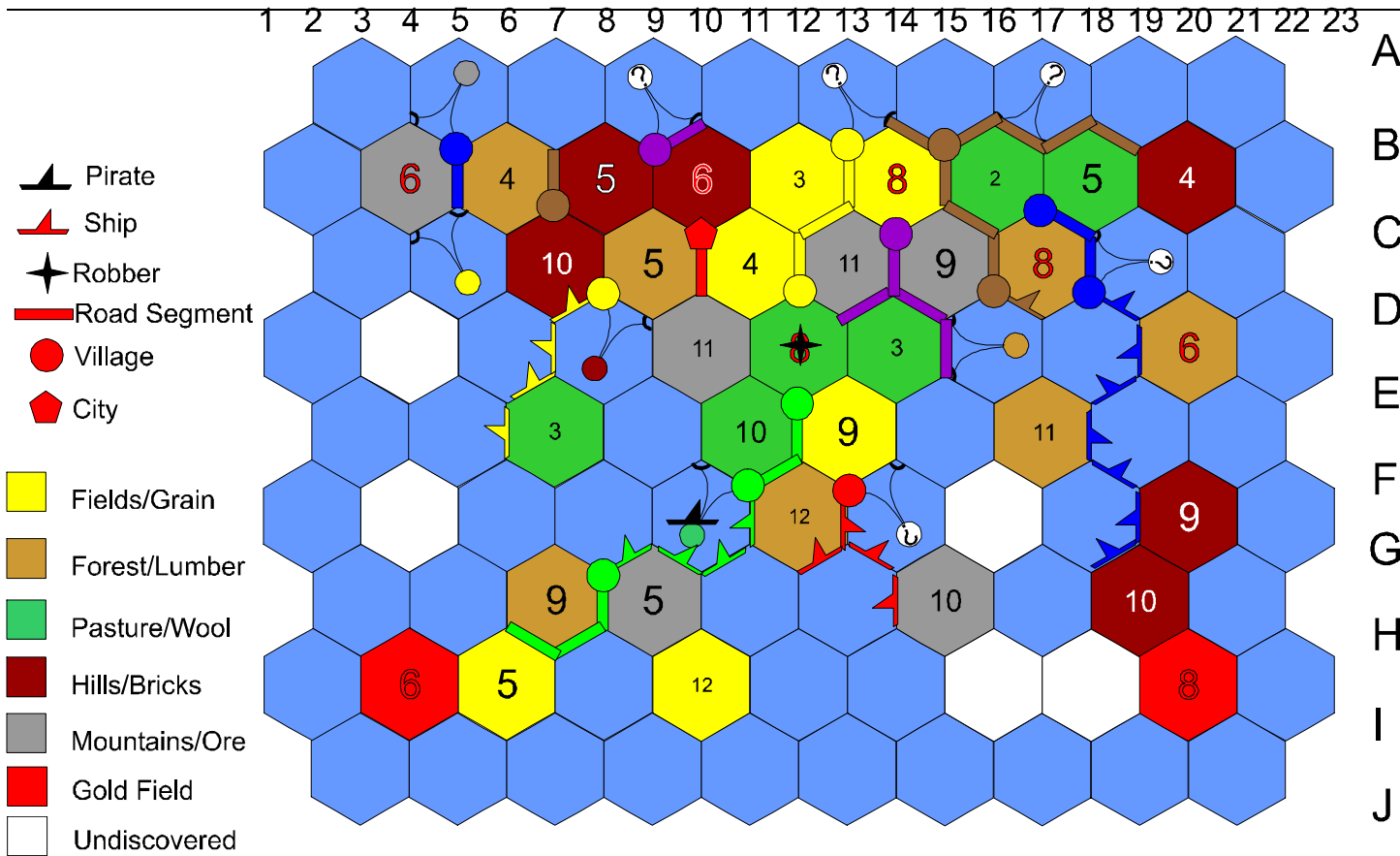
Dog Chow

Age of Renaissance
Turn 1, Phase 7 and Turn 2, Phases 1 through 3
Deadline Turn 2 Phases 4 through 6 6/20, Tuesday

Addendum

I mistakenly allowed Hamburg to purchase two cards with tokens last turn. Only one such purchase is allowed. The second card has been returned to the deck.

Turn 1, Phase 7: Purchase Tokens

London buys 16 tokens
Barcelona buys 17 tokens
Paris buys 5 tokens
Genoa buys 14 tokens
Venice buys 26 tokens
Hamburg buys 14 tokens

Turn 2, Phase 1: Draw Cards

Done. No surplus/shortage removal.

Phase 2: Buy Cards

None eligible

Phase 3: Play Cards

Paris plays Charlemagne (protected)
Genoa Dionysus Exiguus and Rashid ad Din (no protection)
Hamburg plays Revolutionary Uprisings (Barcelona and Paris each increase Misery to 10) and Silk (no payouts)

London plays Wool (London receives $18)
Barcelona plays Cloth/Wine as Wine (Barcelona receives $45, Paris receives $5)
Venice plays two Stone (Paris and Genoa each receive $8, Barcelona, Hamburg, and Venice each receive $2)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	10	17	$77	5	5		I
Cary Nichols	Hamburg	0	14	$26	3	3	2	
Bob Robles	London	0	16	$55	4	4	2	
Dennis Cain	Venice	0	26	$24	6	4	2	
Steve Koehler	Genoa	0	14	$47	2	5	2	
Michael Longdin	Paris	10	5	$59	1	6		I

Players are listed in reverse tie breaking order.

Played Leaders

Charlemagne (20: W) (Paris sole use)   Dionysus Exiguus (20: N)   Rashid ad Din (10: N, R)

Commodity Log

Commodity	Bob	Cary	Michael	Steve	Paul	Dennis
Stone (2)	--	1	2	2	1	1
Wool (3)	3	--	--	--	--	--
Timber (4)	--	1	--	--	1	1
Grain (5)	1	--	1	--	--	1
Cloth (6)	--	1	1	2	--	1
Wine (7)	--	--	1	--	3	--
Metal (8)	--	--	--	1	--	--
Fur (9)	--	--	1	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Shortage, *Surplus*

Cards

Sled Dog
Kremlin
Turn 2, Cure through Health
Deadline Turn 2, Funeral Commission through Parade 5/9, Tuesday

Cure Phase

100% Stalinists declare 1IP on Igor Doberman. BAMBI declares 2 IP on Igor Doberman and sends him to the Sanatorium. Iwan Manjak ages to 63, Atonj Talksalott ages to 72, and Oleg Satin ages to 63.

Purge Phase

SPY and TI get into a bidding war over Mikail Strychnin, with each declaring 5 more IP on him. Mikail then goes on to purge V (dr = 8), U (dr = 16), Q (dr = 14), F (dr = 9), and B (dr = 1). Ages to 64.

Spy Investigation Phase

BAMBI declares 2 IP on Boris Badenuff. TI declares 2 more IP on Boris. Boris condemns B and ages to 55.

Health Phase

Iwan Manjak (dr = 11) remains healthy

Mikail Strychnin (dr = 18) remains healthy

Antonj Talksalott (dr = 15) remains healthy

Boris Badenuff (dr = 18) remains healthy

Igor Doberman (dr = 8) remains ill.

Alexi Goferbrok (dr = 8) gets sick.

Oleg Satin (dr = 17) remains healthy

Leonid Bungaloff (dr = 11) remains healthy.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Iwan Manjak (P)	63	**1 (TI)**
KGB Head	Mikail Strychnin (T)	64	2 (TCC), 9 (SPY), **10 (TI)**
Foreign	Antonj Talksalott (J)	72, ?	**1 (TCC)**
Defense	Boris Badenuff (X)	55	**3 (TI)**, 2 (BAMBI)
Ideology	**Igor Doberman (L)**	65, ++	1 (100%S), **2 (BAMBI)**
Industry	Alexei Goferbrok	74, +	

Office	Policitian	Condition	Influence
	(C)		
Economy	Oleg Satin (O)	63, ?	1 (TCC), **2 (SPY)**
Sport	Leonid Bungaloff (W)	54, strong	

Politicians in **bold** are in the sanatorium.

Candidates:

People:	D, E, G, H, I, K, M, N, R, S, Y, Z
Siberia:	B, F, Q, U, V
Kremlin Wall:	A

Players

Player	Faction Name
Chris Geggus	Soviet Precocious Youths
Bill Scharf	Trotskyite Internationalists
Dennis Cain	Russian Olympic Drinking Team (RODT)
Bob Robles	Byelorussians Against Much Byzantine Interference (BAMBI)
Mike Scott	The California Connection
Michael Longdin	100%Stalinists

Intrigue Cards

Undeclared Influence

Turn 1

1ˢᵗ: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 3 4 6**
Galactic Base – NC6 - ? (it's a B30 penalty marker), pays penalty – Space
Station Planet – R – Y – R – NC6 – R20 (pays) – Multi-Generation Ship.
Discovers Wollow (from the cup: Rock Videos at 4b, Demand for Grease at
9a, Mulch Wine at 3, and Immortal Grease at 6). Trades in IOU for 1
Megalith Paperweight.

2ⁿᵈ: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchanile) Rolls**
Used: 1 2 2
Galactic Base – NC1 – B30 – Space Station Planet.
Discovers Graw (from the cup: Space Spice at 2, Bionic Perfume at 1a,
Servo-Mechanism at 7b, and a Fare from 9a to 5). Trades in IOU for Space
Spice.

3ʳᵈ: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 3 * 4**
Galactic Base – R – B – Y – B – R – B – R – Cobble Port (o) – Cobble
Port (s).

Discovers Qossuth (from the cup: Designer Genes at 9a, Melf Pelts at 5,
Finest Dust at 4a, and Mulch Wine at 3).

4ᵗʰ: **Dennis Cain (Niks/No Name Niks) Rolls Used: 1 2 3**
Galactic Base – Y – R – B – R – B – Interstellar Biosphere.
Discovers Yxklyx (from the cup: Designer Genes at 9a, Demand for Chicle
Liquor at 9a, Psychotic Sculpture at 10, and Demand for Designer Genes at
10). Buys Immortal Grease for $50.

5ᵗʰ: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 2 * 3**
Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

6ᵗʰ: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 6**
Galactic Base – Y – R – B – R – B – Y – B – R – NC5 – NC5 - ? (it's a Y40
penalty marker).

Turn 2

1ˢᵗ: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 3 3 4**
Multi-Generation Ship – R20 (pays penalty) – NC3 – Y – B – R – B – R – Wet Landing (o) – Wet Landing (s).
Discovers Volois (from the cup: Chicle Liquor at 7a, Immortal Grease at 6, Demand for Impossible Furniture at 9b, and Demand for Space Spice at 3).
Trades in IOU plus $20 cash for 1 Voll Silk.

Currently available:

1a (Nillis): Bionic Perfume

1b (Volois): Voll Silk

2 (Graw): Space Sice, Fare to 10 ($120)

3 (Niks): 3 Mulch Wine, Demand for Space Spice (+$60)

4a (Dell): 2 Finest Dust

4b (Humans): 4 Rock Videos, Demand for Space Spice (+$40)

5 (Shenna): 2 Melf Pelts, Demand for Finest Dust (+$50)

6 (Yxklyx): Immortal Grease, Demand for Melf Pelts (+$50)

7a (Zum): Chicle Liquor

7b (Eeepeeep): 2 Servo-Mechanism, Demand for Immortal Grease (+$50), Fare to
Base ($110)

8 (Whynoms): Impossible Furniture

9a (Chola): 4 Designer Genes, Demand for Immortal Grease (+$50), Demand for
Chicle Liquor (+$60), Fare to 5 ($110)

9b (Wollow): Demand for Impossible Furniture (+$70)

10 (Qossuth): Psychotic Sculpture, Demand for Designer Genes (+$60)

Base: Nothing

---

1. Mystery Machine 4 **$45**
Normal Scout
3: 5 6 6
Hold1   Hold2   Hull
Megalith Paperwt. 9b/$160
Voll Silk 1b/$220

2. VOOM **$110**
Fast Scout
2: 3 4 // 3: 1 2 (Double 1)
Hold1   Hold2   Hull
Space Spice 2/$80

3. R. Olivaw **$140**
Rocket Scout
2: 3 4 (Use 1 * 4)
Hold1   Hold2   Hull
10 $120

4. No Name Niks **$90**
Sports Scout
2: 1 1 2 5 (Use 3)
Hold1   Hold2   Hull
Immortal Grease 6/$100
6 $100

5. Atlantis **$140**
Torch Scout
2: 3 (Times 3)
Hold1   Hold2   Hull
Eq.

6. Dells Without Names **$140**
Scow Scout
2: 3 4 6 6 (Use 2)
Hold1   Hold2   Hull
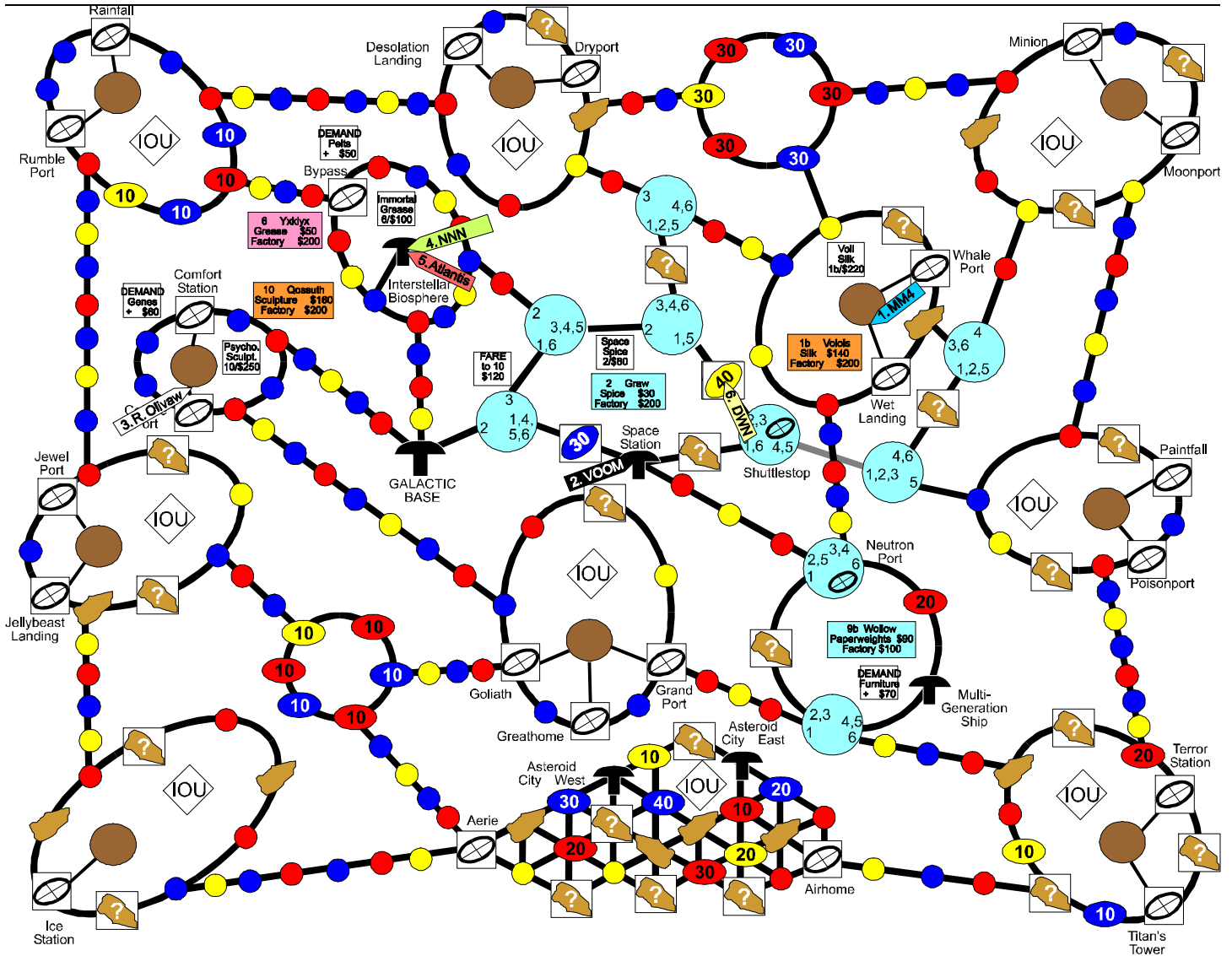
Outlaw Dogs
Setup
Turn 1 due 6/20, Tuesday

The Kid (Bolduc) sets up at F8 facing F7

Border Rider (Lewis) sets up at F4 facing F5

Gun Artist (Partridge) sets up at G8 facing F7

Innocente (Roalstad) sets up at E5 facing F5

Drifter (Geggus) sets up at D7 facing E7

El Jeffe (Scott) sets up at H5 facing G6

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	The Kid (K)	F8>F7	2, 2	1H +3, OH -1		20	
B	Andy Lewis	Border Rider (B)	F4>F5	3	1H +2, 2H +2		20	
C	Dave Partridge	Gun Artist (G)	G8>F7		1H +3, 2H +3, OH 0		20	
D	Jerry Roalstad	Innocente (I)	E5>F5	7, 8	1H +2		25	
E	Chris Geggus	Drifter (D)	D7>E7	3	2H +2		20	
F	Mike Scott	El Jefe (J)	H5>G6		2H +2		20	

Outlaw Dogs
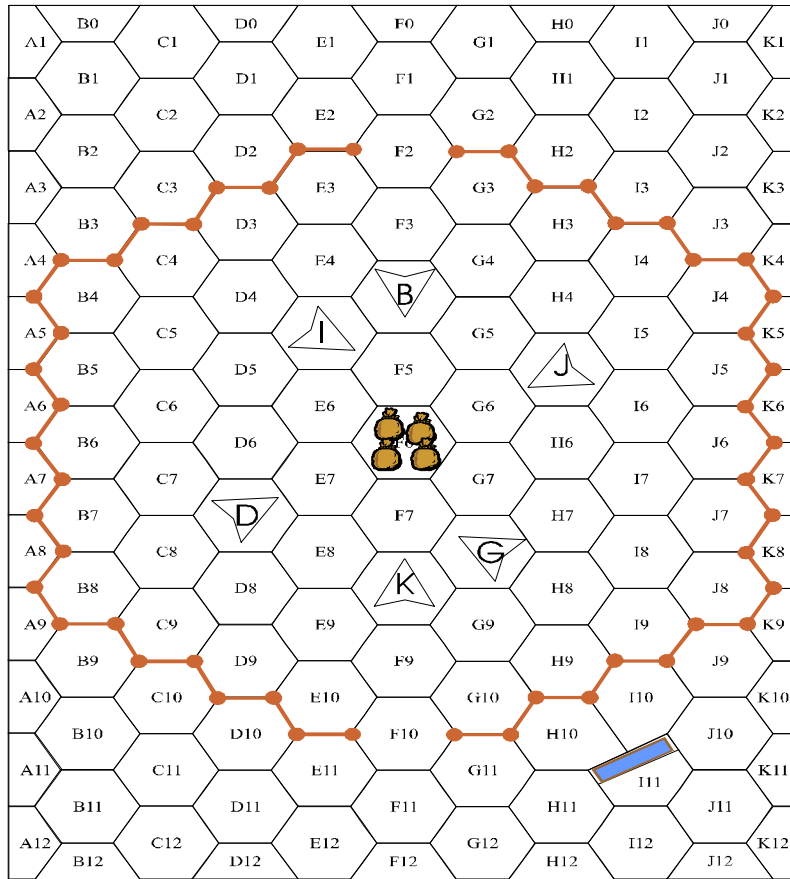
Fence
Water Trough

Player

Gun

Knife

Money Bag

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	W44, C45, C32, Knife	Empty	Empty	Empty	W44: OOOOOOOOOOOOOOOO C45: OOOOOO C32: OOOOO
Border Rider	C45, R41d	Empty	Empty	H44 (uncocked)	H44: OOOOOOOOOOOOOO C45: OOOOOO R41d: OO
Gun Artist	W44, C45, SW38	Empty	Empty	Empty	W44: OOOOOOOOOOOOOOOO C45: OOOOOO SW38: OOOOOO
Innocente	R10, C45, C45, Knife	Empty	Empty	Empty	R10: OO C45: OOOOOO C45: OOOOOO
Drifter	W44, C44, C32, Knife	Empty	Empty	Empty	W44: OOOOOOOOOOOOOOOO C44: OOOOOO C32: OOOOO
El Jefe	W44, C44, C44, Knife	Empty	Empty	Empty	W44: OOOOOOOOOOOOOOOO C44: OOOOOO C44: OOOOOO

Doberman
Gamestart
Turn 1a due 6/20, Tuesday

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	1	$15	0	5	14	5	
Dave Partridge	2	$15	0	5	14	5	
Richard Weiss	3	$15	0	5	14	5	
Eric Brosius	4	$15	0	5	14	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	5/1	5/1	0	25
Dave Partridge	5/1	5/1	5/1	0	25
Richard Weiss	5/1	5/1	5/1	0	25
Eric Brosius	5/1	5/1	5/1	0	25

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Innovation	Growth	Innovation	Advisor	Waste Disposal
Order	Raw Materials	Growth	Waste Disposal	Raw Materials
Growth	Waste Disposal	Order	Growth	Order

The Accident card was drawn to no effect. The deck will be reshuffled before the card draw of turn 1b.
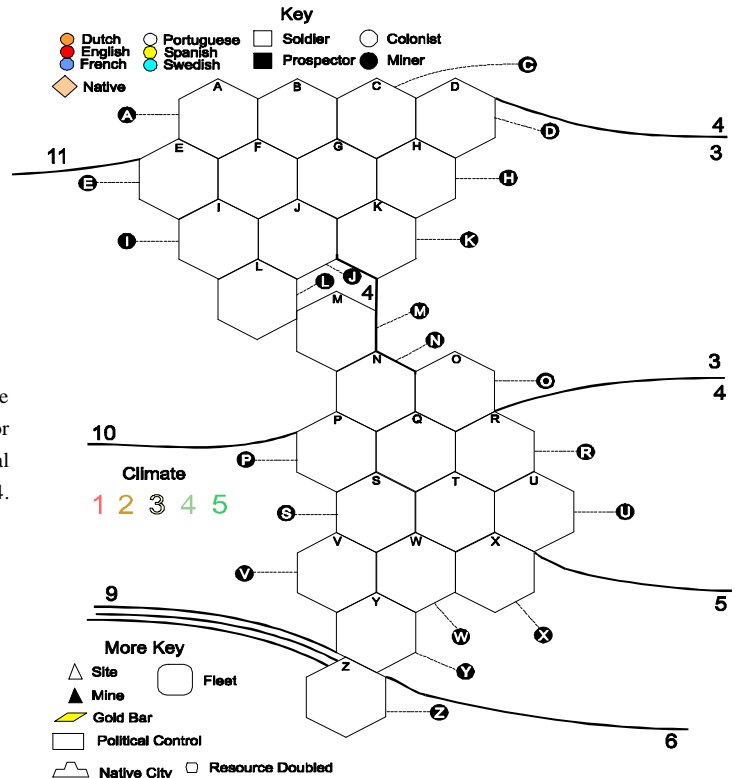
Discards

Accident   Growth

Jackal
Gamestart
Initial Bids and Turn 1 due 6/20, Tuesday

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	$160	24	0	0
English	Bob Robles	$160	24	0	0
French	Andy Lewis	$160	24	0	0
Portugese	Brendan Whyte	$160	24	0	0
Spanish	Andy York	$160	24	0	0
Sweedish	Cary Nichols	$160	24	0	0

Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

Key

Dutch, English, French — Native

Portugese, Spanish, Swedish

Soldier, Colonist
Prospector, Miner

Climate
1 2 3 4 5

More Key
△ Site
▲ Mine
Gold Bar
Political Control
Native City
Fleet
Resource Doubled

Pedagoguery

In 1978, NASA launched the Einstein X-Ray Observatory, the first probe with the ability to image the x-ray sky. It saw an unfamiliar constellation of x-ray sources – most of which did not correspond to sources in the visible portion of the spectrum. Most of the things we see in the sky that appear bright, are very dim in x-rays.

It didn't take long before most of the objects were characterized. The bulk of them are tight binaries containing a neutron star and an ordinary star. The pair are so close that the neutron star draws off matter from the ordinary star. The matter spirals down onto the neutron star, heating up as it goes until it is hot enough to emit x-rays. Another class of objects was similar – the difference being that instead of being a tight binary containing a neutron star, it is a tight binary containing a black hole. The most famous example is Cygnus X-1. In this case, none of the x-rays are emitted by the black hole itself; only the accretion disk gives off the radiation. Another category turned out to be solitary neutron stars. Very young, fast-spinning neutron stars emit copious x-rays – mainly due to their spins and their strong magnetic fields. The pulsar at the heart of the Crab Nebula is an example.

This left only a hand full of objects that did not fit. The first of these was discovered in 1979 and is known by the unremarkable name of 1E 2259+586 (for its coordinates in the sky and being part of the 1st Einstein catalog). Located in the constellation of Cassiopeia, it looked superficially like a normal x-ray pulsar, but there was a problem – it wasn't spinning fast enough. A fast pulsar like the Crab pulsar (which spins 30 times per second) emits x-rays through a well understood mechanism. The strong magnetic field is anchored to the surface of the star, so it spins along with the star at 30 times per second. A moving magnetic field produces an electric field, the strength of which depends on the rate of movement and the strength of the magnetic field. This is part of the principal behind electric generators. Given you have a magnetic field that is truly immense and which is moving at a phenomenal rate of speed, the electric fields that are generated are equally immense. Strong electric fields are very good at accelerating charged particles, of which there are many in the high-energy

environment of a neutron star. This creates an outflow of charged particles, which is the source of the x-rays. The energy all comes from the rotation of the neutron star. Scientists have measured the Crab's spin-down rate and compared it to what they would expect from theories, and the agreement is very good. However, 1E 2259+586 could not be generating x-rays the same way – it was only spinning once every 7 seconds. Furthermore, its rate of spin-down was also too low to be the cause of the amount of x-rays it was producing. Something just didn't add up. Lacking an explanation, it was given a name. They became known as Anomalous X-ray Pulsars, or AXPs.

Over time, a few others joined the ranks of the AXPs, but to date there are only 8 of them, and for a long time the mystery remained. In 1995, a potential answer arose: magnetars. A magnetar is a neutron star with a magnetic field 100 to 1000 times stronger than the typical 10^{12} Gauss. (By comparison, the Earth's magnetic field is about 1 Gauss.) This produces truly ferocious spin-down rates during the early life of the star. Calculations showed that the star would spin down to between once every 6 to 10 seconds after only several thousand years, meaning that the chances of catching one spinning faster would be negligible.

So, if the star's spin wasn't powering the x-rays, what was? The answer could be in the magnetic field itself. As the star spins, magnetic field lines become twisted. This drives electric currents along the field lines. Electrons are driven in one direction and ions are driven in the opposite direction. The ions will typically strike near one of the magnetic poles, heating the surface to the point where it will glow in soft x-rays. The electrons, however, being much less massive, are accelerated to near light-speed. As they travel, they will frequently collide with soft x-ray photons. The collision will kick the photons into higher energy hard x-ray photons. This produces the characteristic dual x-ray spectrum produced by AXPs.

For a while there was an alternative explanation involving relic accretion disks, but closer observation has ruled that out. Right now, it looks like magnetars are the most likely explanation for AXPs.

Next issue I will talk about dark energy.

Best in Show
A Partial List of Completed Games and Their Winners

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River[1]	Ken Marcinonis
Not Guilty[1]	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Shepherd	Pasquale Giovine

[1] Rehoused from Jason Wilke's *Won if by Land*

[2] Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius

S.O.B.

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin[1]	Brendan Whyte
Benji[1]	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge

[1] GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

Other

Name	Game	Winner
Prairie Dog	Gunslinger	Paul Bolduc
Dog Biscuit[1]	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie[1]	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Junk Yard Dog	Industrial Waste	Eric Brosius

[1] GMed by Andy Lewis

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols,Dave Partridge, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue