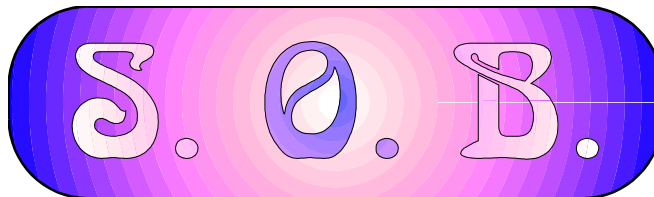


Number 131

October/November,
2006**Notes from Hades**

This time, it was Seoul. Seoul must be one of the few national capitals in the world without its own international airport. When you fly to Seoul, you fly into Incheon airport, which is about 50 minutes away. Incheon has one of the cleanest airports I've ever been in. As for Seoul itself, once again, I did not really have enough time to do much there. The hotel I stayed at was in the center of the city, and it adjoined a major shopping center, including a huge underground marketplace. A few of us went there on Monday evening, and it took us an hour to walk the length of it and back. The Koreans were wonderful hosts. Very generous. Wednesday evening, we were taken out to dinner by the head of the Public Procurement Service (the equivalent to the head of GSA in the U.S.). It was a 14 course meal at a very nice restaurant. They provided very nice lunches as well.

I had to cut the trip about a day short, in order to get back so that Celeste could fly out to New York and sing with her sister's choir at Carnegie Hall. She said it was an incredible experience, although she was exhausted by the time she got back.

I hope all of you have a wonderful holiday season, and a great new year!

The next deadline is **Tuesday, January 16 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.

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Game Openings

Terrier. Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, Andy Lewis, Paul Bolduc, Michael Longdin, and Dave Hooton. **Starts this issue!**

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.

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, and Dale Horsely, will take up to 2 more.

Bulldog. Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, Dave Partridge, Michael Longdin, Andy York, and Dave Hooton, need up to 1 more.

Greyhound. Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin, Bob Robles, Dave Partridge, and Dennis Cain, need up to 2 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, Kevin Wilson, and Dave Partridge, will take up to 4 more.

New World. Have Dennis Cain, will take up to 5 more.

Gunslinger. Scenario to be determined. Will take up to 7.

Kremlin. Will start after Flea Collar ends. Will take up to 6.

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.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

Chris Hassler a.k.a. Cerberus

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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

Howling at the Moon

The S.O.B. Letter Column

None received this issue.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Spring 1469

Deadline for Summer 1469: 1/16 Tuesday

The French make minor gains against Venice in the north and Venice makes minor gains against Naples in the south.

Expenditures

Naples gives 10 ducats to France.

Venice borrows 4 ducats from the moneylenders for 1 year (5 ducats due Spring 1470). Spends 27 ducats to repay loan.

Outstanding Debt

Spring 1470: 5 ducats due from Venice (4 borrowed)

Orders

FRANCE ☐: A SWISS to TURIN, A TYROLEA supports G Milan convert to A (cut), A COMO supports A Tyrolea, A Milan to BERGAMO, A PAVIA to PARMA, A MANTUA supports A Milan to Bergamo, A MODENA supports A Mantua, A LUCCA to BOLOGNA, F MARSEILLES to Gulf of LIONS, F GULF OF LIONS to Tyrrhenian Sea, F LIGURIAN SEA supports F Gulf of Lions to Tyrrhenian Sea, G MILAN convert to A, G PAVIA convert to A

NAPLES ☐: A PISTOIA supports French A Lucca (nso), A Perugia to ROME, A CAPUA supports A Perugia to Rome, F NAPLES supports French F LIGURIAN SEA to Tyrrhenian Sea (nso), F SALERNO holds, F GULF OF NAPLES to Ionian Sea, F MESSINA holds, F PALERMO holds (u)

VENICE ☐: A AUSTRIA to Tyrolea, A CARINTHIA to Milan, A TRENT to Verona, A Bergamo to Mantua (DISLODGED, retreat Cremona, OTB), A FERRARA to Verona, A Bologna to FLORENCE, A (EM) Florence to AREZZO, A Ancona to SPOLETO, A AQUILA supports A Ancona to Spoleto, F LOWER ADRIATIC supports F Ionian Sea, F IONIAN SEA holds, F CENTRAL MEDITERRANEAN supports F Western Mediterranean to Tyrrhenian Sea, F WESTERN MEDITERRANEAN to Tyrrhenian Sea

Your treasury:

Spring 1469 Famine

Note that if Venice retreats the A in Bergamo to Cremona, it will be destroyed by famine.

Summer 1469 Plague

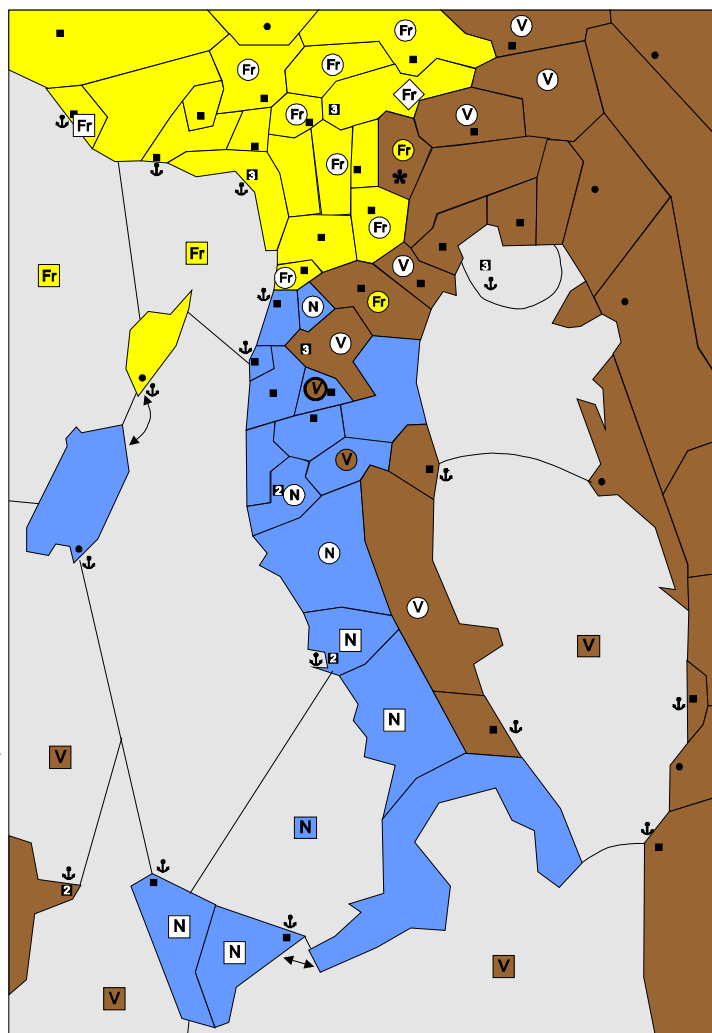
Good year – No plague!

Press

France – Naples: I hope that you suggested moves for my fleets of GOL and TS and armies of Lucca and Modena.

Naples – France: Use the money I am sending you to best strike at our enemy. I hope that you can return the favor next year.....

Off the Leash



○ Army ☐ Fleet ☐ Garrison ☐ Autonomous Garrison ☐ Besieged Garrison
Venice – France: Look, no matter how many times you ask me, I will *not* ally with you against Naples. Sorry.
Venice – Naples: I am in the mood for a Roman holiday.

Dirty Deeds Done Dirt Cheap

Miller Number 2000Fpw10

End of Game Statements

Game Summary

	1051	1052	1053	1054	1055	1056	1057	1058	1059
Byzantium:	3	4	5	6	4	3	3	3	3
Holy Roman Empire:	3	4	4	4	3	0	0	0	0
Muslims:	3	3	4	4	3	3	7	9	11
Normans:	1	2	2	1	0	0	0	0	0
Papacy:	3	4	6	6	7	7	3	5	3
Pisa:	3	5	7	8	6	10	11	9	7
Venice:	3	6	6	6	8	8	10	10	12

The Players

BYZANTIUM:	Paul Risner (resigned Summer 1054), Bob Robles	4 th Place
HOLY ROMAN EMPIRE:	Kevin Wilson (resigned Spring 1051), Sigourney Street (resigned Fall 1053), Cary Nichols (out Spring 1056)	6 th Place
MUSLIMS:	Lee McConnell (resigned Summer 1051), Kevin Wilson	2 nd Place
NORMANS:	Ward Narhi (dropped Spring 1052), Brendan Whyte (out Spring 1055)	7 th Place
PAPACY:	Mike Scott	4 th Place
PISA:	Steve Mayers (resigned Summer 1054), Jerry Roalstad	3 rd Place
VENICE:	Bob Robles (dropped Summer 1052), Dave Partridge	1 st Place

Statements

Mike Scott (Papacy): As we all know, this game was originally GM'd by the Late Phil Reynolds, and when Chris resurrected it, we had some replacement players come in also. My thanks to Chris for his work, and to those players who came in, tho it changed the whole flow of the game...

When Dave Partridge came in as a replacement during Phil's GMing, Pisa, Venice and I - as the Papacy, worked out a good Tri-alliance, which was resumed with the new game and a new PISA. All worked fairly well, except that my friends stuck me without funds to pay off a joint loan we'd worked on.... and then Pisa went for the Win, but Dave & I were able to hold him off. And then, as I expected Dave went for the Win and got it.

Thanks guys, I had fun, again, and would do it all over if it came up.

Dave Partridge (Venice): I had a lot of fun with this game (and not just because I won (<:). Far, far back in the distant past we had some interesting and intense diplomacy going on as Mike (Pope), Steve (Pisa) and I forged an alliance to counter the Muslims and take out the inconsistent and therefore dangerous HRE. That alliance was going along fairly well until Gerry took over for Pisa and threw a monkey wrench in the works. More interesting diplomacy as Gerry and Kevin (Muslims) made a bit for the win, especially when Kevin went for the solo. And all along trying to keep the peace with Bob and keep him tying up some of Kevin's units. Mike and I had to do a lot of careful planning, financial and tactical to tiptoe through all the twists and turns. I'm sorry I couldn't arrange to share the win with you Mike, but be sure you'll have an honored minority position in the new government! Bob, thanks for your staunch help. Kevin, you made a couple of really nice tries for the win. Gerry, I wasn't too happy with you when you first jumped in, but you played a good game and I had fun talking with you. And of course many thanks to Chris for taking over the game and doing a fine job GMing. Finally, a quiet moment of remembrance for Phil who started the game, we miss you.

Bob Robles (Byzantium): Congratulations to Dave. I took over a power on the verge of elimination and drove it even further toward oblivion. A very interesting game and I appreciate the efforts at teamwork.

Dogfight**Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory****Miller Number 2005Apw10****Spring 1458****Deadline for Spring 1458 Retreats 12/19, Tuesday, Summer 1458 1/16, Tuesday**

Florence is dealt a major setback at the hands of the Pope, and France maneuvers into position against Venice, who also faces a southern threat from Naples and a northern annoyance from Austria.

Fall 1457 Retreats

Papacy retreats A Florence to Sienna

Builds

		Cost
Aus	Maintains all, builds A Hungary	12
Flo	Maintains all, no new builds	12
Fra	Maintains all, builds A Swiss, F Marseilles	18
Nap	Maintains A Bosnia, A Herzegovina, F Lower Adriatic, F Aquila, F Tyrrhenian Sea, builds A Naples, F Durazzo	24
Pap	Maintains A Rome, A Bologna, A Pisa, A Sienna, build A (Elite Mercenary) Perugia	18
Ven	Maintains all except A Mantua, builds F Venice, A (Elite Professional) Dalmatia	33

FRANCE <input type="checkbox"/>	A TYROLEA supports Austrian A Milan, A Swiss to TURIN, A PAVIA supports A Parma, A PARMA supports A Genoa to Modena, A Genoa to MODENA, A (EM) Turin to COMO, F Marseilles to GULF OF LIONS
NAPLES <input type="checkbox"/>	A (EM) BOSNIA to Croatia, A HERZEGOVINA to Dalmatia, A Naples to AQUILA, F Durazzo to IONIAN SEA, F LOWER ADRIATIC supports F Aquila to Ancona, F Aquila to ANCONA, F Tyrrhenian Sea to CAPUA
PAPACY <input type="checkbox"/>	A ROME holds, A (EM) Perugia to AREZZO, A Sienna to FLORENCE, A PISA supports A Sienna to Florence, A BOLOGNA supports A Sienna to Florence
VENICE <input type="checkbox"/>	A CREMONA supports A Carinthia to Milan, A (EP) DALMATIA to Croatia, A BERGAMO supports A Carinthia to Milan, A TRENT supports A Carinthia to Milan, A Carinthia to MILAN, A CROATIA to Slavonia, F FERRARA supports F Venice to Upper Adriatic, F Ancona holds (u, DISLODGED, retreat Urbino, garrison, OTB), F Venice to UPPER ADRIATIC

Your treasury:

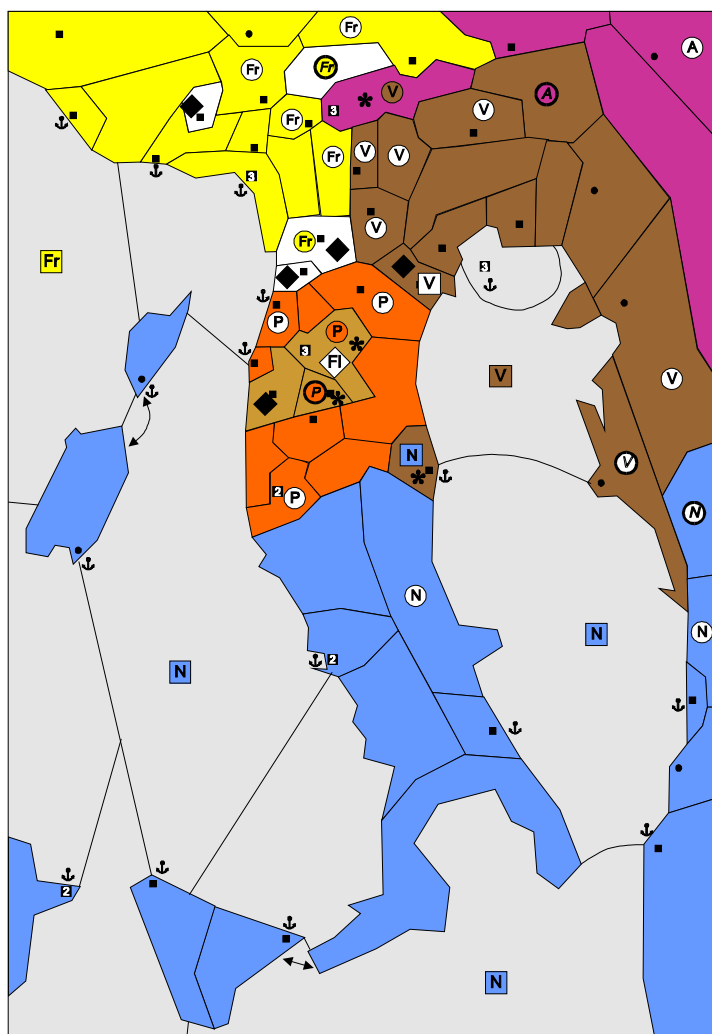
Orders

AUSTRIA <input type="checkbox"/>	A Milan supports A Austria to Carinthia (cut, DISLODGED, retreat garrison, OTB), A (EM) Austria to CARINTHIA, A HUNGARY to Slavonia
FLORENCE <input type="checkbox"/>	A Arezzo supports A Florence to Sienna (cut, DISLODGED, retreat Sienna, Urbino, garrison, OTB), A (EM) Florence to Sienna (DISLODGED, retreat Urbino, Pistoia, OTB), G FLORENCE CONVERT to A

Summer 1458 Plague

Plague results held until retreats received!

Dogfight

Press

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

Florence – Pope: It appears we will keep going around and around forever. I will be on the lookout for any peace overtures on your part.

France – Austria: To push against Venice I need to be in Milan. Your Army can stay and garrison the City to support my Army. Have your Milan Army Support my Como Army into Milan okay?

France – Naples: Don't panic about my one Fleet, its not there to take Sardinia or Corsica. It's moving to Ligurian Sea to Support my Armies.

France – Naples: Please forward my appreciation of the ducats your Turkish Nobles gave me. I forgot about no moneylenders and so without it, I couldn't have successfully bribe Venice's Army.

Papacy – Venice: I am sorry I cannot fight Naples when other powers decide to help themselves to my open centers. You spent your money on taking out a Austrian army, opening the door for France by helping defeat Milan and just let Naples run amok instead of helping Turkey defeat him by spending the money there. Now after you take Ancona you want me to turn 180 degrees around and fight him. What ever you are smoking I want some, of course, I will not inhale it....

Venice – All: I had little time this round to study this game, thus am making some quick last minute moves, let's see what happens.

Dogwood

Epoch VII Manchu Dynasty, Netherlands, and France
Epoch VII Britain, United States, and Germany due: 1/16 Tuesday

Epoch VII

The Time Traveler (Anderson) plays Civil War in Shatts Plateau (vs. Portugal; C: 5, 5; P: 4; wins), Northern Andes (vs. Portugal; C: 4, 3; P: 3; wins, city eliminated), and Deep South (vs. Portugal; C: 6, 5; P: 2; wins). **MANCHU DYNASTY:** Plays Shipbuilding. Army and Capital Manchurian Plain (Ming army retreats to Great Plain of China), army Korean Peninsula (vs. Ming Dynasty; Ma: 6, 6; Mi: 5; wins), Honshu, fleet Sea of Japan, army Great Plain of China (vs. Ming Dynasty; Ma: 2, 1; Mi: 3, 2; loses), Great Plain of China (vs. Ming Dynasty; Ma: 4, 1; Mi: 5, 4; loses), Great Plain of China (vs. Ming Dynasty; Ma: 4, 1; Mi: 6, 1; loses), Great Plain of China (vs. Ming Dynasty; Ma: 6, 4; Mi: 1, 1; Ma: 6, 3; Mi: 4, 4; wins), Yangtse Kian (vs. Ming Dynasty; Ma: 4, 1; Mi: 6; loses), Yangtse Kian (vs. Ming Dynasty; Ma: 6, 2; Mi: 3; wins), Szechuan (vs. Ming Dynasty; Ma: 5, 3; Mi: 3; wins), Chekiang (vs. Ming Dynasty; Ma: 2, 1; Mi: 3; loses). Points: Control of Nippon (6), Dominance in China (6), Presence in North Africa (1), Middle East (1), India (3), Southeast Asia (2), Eurasia (2), North America (3), South America (2), and Sub-Saharan Africa (2), 3 Capitals (6), 2 cities (2), 5 Monuments (5), and 3 Seas (3) for 44 points.

Turanians (Nichols) plays Japan. Army and Capital Honshu (Manchu army retreats to Korean Peninsula), fleet Sea of Japan (vs. The Time Traveler; T: 4, 2; TT: 4; T: 5, 3; TT: 3; T: 5, 2; TT: 1; wins), army Hokkaido (vs. Mongols; J: 3, 2; M: 1; wins, city eliminated), Korean Peninsula (vs. Manchu Dynasty; J: 3, 1; M: 3; J: 6, 2; M: 2; J: 5, 1; M: 3; wins), Manchurian Plain (vs. Manchu Dynasty; J: 4, 3; M: 6; loses). Plays Empires Fortify to place forts in Arabian Peninsula, Nubia, and Levant. **NETHERLANDS:** Army and Capital Lower Rhein (Viking army eliminated), fleet North Sea (vs. Royal Mannticoran Historical Society; T: 5, 2; RMHS: 4; wins), army Central Europe (vs. Russia; N: 2, 1; R: 5; loses), Central Europe (vs. Russia; N: 6, 1; R: 4; wins), Baltic Seaboard (vs. Russia; N: 5, 3; R: 3; wins), Scandinavia (vs. Vikings; N: 6, 6; V: 6; N: 5, 4; V: 1; wins), Northern Gaul (vs. Russia; N: 4, 1; R: 5, 3; loses), Northern Gaul (vs. Russia; N: 6, 5; R: 4, 1; wins). Points: Control of Nippon (6), Dominance in North Africa (2), Southern Europe (4), Northern Europe (8), Presence in Middle East (1), South America (2), 4 Capitals (8), 2 cities (2), 6 Monuments (6), and 3 Seas (3) for 42 points.

Retropolis (Cain) FRANCE: Plays Leader. Army and Capital Western Gaul (Spanish army retreats to Central Massif), army Northern Gaul (vs. Netherlands; 6, 3, 1; N: 4; wins), Albion (vs. Russia; F: 5, 1, 1; R: 5, 2; F: 3, 2, 1; R: 5, 3; loses), Albion (vs. Russia; F: 6, 5, 1; R: 2, 1; wins), Lower Rhein (vs. Netherlands; F: 3, 2, 2; N: 3; F: 5, 4, 2; N: 5; F: 6, 5, 1; N: 5; wins, Capital reduced to city), Central Europe (vs. Netherlands; F: 6, 3, 3; N: 4; wins), Appalachia, Great Lakes, fleet Pacific Ocean, army Chekiang (vs. Ming Dynasty; F: 5, 5, 4; M: 3, 1; wins, Capital reduced to city), Australia, New Guinea, East Africa, Congo (vs. Migrants; F: 6, 3, 2; M:

5; wins), Mexico Valley (vs. Aztecs; F: 6, 3, 2; A: 6, 4; F: 6, 6, 1; A: 5, 1; wins, Capital reduced to city). Builds Monuments Western Gaul and Lower Rhein. Points: Control of Australia (3), Dominance in Northern Europe (8), North America (6), Sub-Saharan Africa (4), Presence in China (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), South America (2), 1 Capital (2), 3 cities (3), and 5 Monuments (5) for 42 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	The Horde (yellow)	50	120
Kevin Wilson	Royal Manticoran Historical Society (purple)	55	156
Andy Lewis	Marching Through the Ages (green)	56	143
Paul Bolduc	Arachnids (blue)	65	131
Dennis Cain	Retropolis (red)	69	169
Dave Anderson	The Time Traveler (orange)	78	166
Cary Nichols	Turanians (black)	81	145

Positions

Turanians: Two fleets Red Sea, fleets Atlantic Ocean, Indian Ocean, North Sea, Sea of Japan. ARABS: Army, Capital, fort, and Monument Arabian Peninsula, army and Monument Nile Delta, army and fort Nubia, armies Palestine, Upper Nile, Middle Tigris. CRUSADERS: Army, fort, and Monument Levant. SPAIN: Army and Capital Pyrenees, army, city, and Monument Western Iberia, armies Southern Iberia, Central Massif, Western Gaul, Brasil. JAPAN: Army and Capital Honshu, army and Monument Hokkaido, army Korean Peninsula. NETHERLANDS: Armies Baltic Seaboard, Scandinavia.

The Horde: SCYTHEANS: Army Caucasus. CHOLA: Army and city Eastern Ghats, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan. TIMURID EMIRATES: Armies Dalmatia, Dnieper.

Marching through the Ages: NORTH AMERICAN MIGRANTS: Army West Indies. MAYANS: Army and Capital Central America, army Guyana Highlands. HSUING-NU: Army Yellow River. T'ANG DYNASTY: Army and fort East Indies. JEWS: Army, city, and fort Palestine. MING DYNASTY: Armies Si-Kyang, Mekong.

Retropolis: Fleets Atlantic Ocean, Pacific Ocean. CHOU DYNASTY: Two armies Irrawaddy. HAN DYNASTY: Army Eastern Steppe. BYZANTINES: Armies Danubia, Pindus, Morea. PORTUGAL: Armies Southern Andes, Patagonia, South Africa. FRANCE: Army, Capital, and Monument Western Gaul, army, city, and Monument Lower Rhein, Checkiang, army and Monument Central Europe, Albion, army and city Mexican Valley, armies Appalachia, Great Lakes, Northern Gaul, Congo Basin, East Africa, Australia, New Guinea.

Royal Manticoran Historical Society: Fleet Western Mediterranean. GUPTAS: Two armies Sumatra. FRANKS: Army and Monument Southern Apennines, army Northern Apennines. AZTECS: Army Pacific Seaboard. RUSSIA: Army, Capital, and Monument North European Plain, army and Monument Turanian Plain, Tarim Basin, armies Western Steppe, Hindu Kush.

The Time Traveler: Fleets Bay of Bengal, South China Sea. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. MONGOLS: Armies Mongolia, Wei River. SAFAVIDS: Army and Capital Persian Salt Desert, army Lower Indus. MUGHALS: Army and Capital Ganges Valley, armies Ganges Delta, Malay Peninsula. CIVIL WAR: Army and Monument Shatts Plateau, Northern Andes, army Deep South. MANCHU DYANASTY: Army and Capital Manchurian Plain, army and Monument Yangtse Kian, Szechuan, army Great Plain of China.

Arachnids: Fleets Black Sea, Eastern Mediterranean. SUB-SAHARAN MIGRANTS: Army Central Africa. ROMANS: Army Libya. ANGLO-SAXONS: Army Ireland. REBELLION: Army Crete. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Zagros, Upper Tigris, army and city Balkans, army Eastern Anatolia, Persian Plateau.

Event Cards

Epoch VII Empire

Salty Dog

Seafarers of Catan

Turns 13.6 to 14.6

Deadline Turns 15.1 to 16.1 1/16, Tuesday

Turn 13

Ward rolls a 10. Kevin gains 2 wool and Dave, Bill, Chris, and Ward each gain 1 brick. Ward builds a settlement at C19. During the special build turn, Kevin upgrades settlement at E12 to a city and builds ships from H4 to H3, and H3 to I3. Cary builds a settlement at E15.

Turn 13

Kevin rolls a 9. Kevin gains 1 lumber and 2 grain, Dave gains 1 grain, Cary gains 1 ore, Bill gains 1 brick, and Ward gains 2 ore. Passes.
Dave rolls an 5. Kevin gains 1 ore, Dave gains 2 lumber, Cary gains 1 brick, Bill gains 1 wool, Chris gains 1 lumber, and Ward gains 1 brick and 1 wool. Passes.
Cary rolls a 5. Kevin gains 1 ore, Dave gains 2 lumber, Cary gains 1 brick, Bill gains 1 wool, Chris gains 1 lumber, and Ward gains 1 brick and 1 wool. Passes.
Bill rolls a 5. Kevin gains 1 ore, Dave gains 2 lumber, Cary gains 1 brick, Bill gains 1 wool, Chris gains 1 lumber, and Ward gains 1 brick and 1 wool. Trades 3 wool for 1 grain, and 3 brick for 1 ore. Bill builds a ship from F18 to F17 (discovers ocean). During the special build turn, Ward builds a ship from D17 to E17 and a settlement at E17, and Kevin upgrades settlement in G8 to a city.
Chris rolls an 4. Dave and Chris gain 2 grain, Bill gains 1 lumber, and Ward gains 1 brick. Passes.
Ward rolls a 10. Kevin gains 3 wool, Dave, Bill, Chris, and Ward each gain 1 brick. Passes.

Open Trades

None

Turn 15 Rolls

Kevin 8 Dave 7 Cary 6 Bill 7 Chris 8 Ward 8

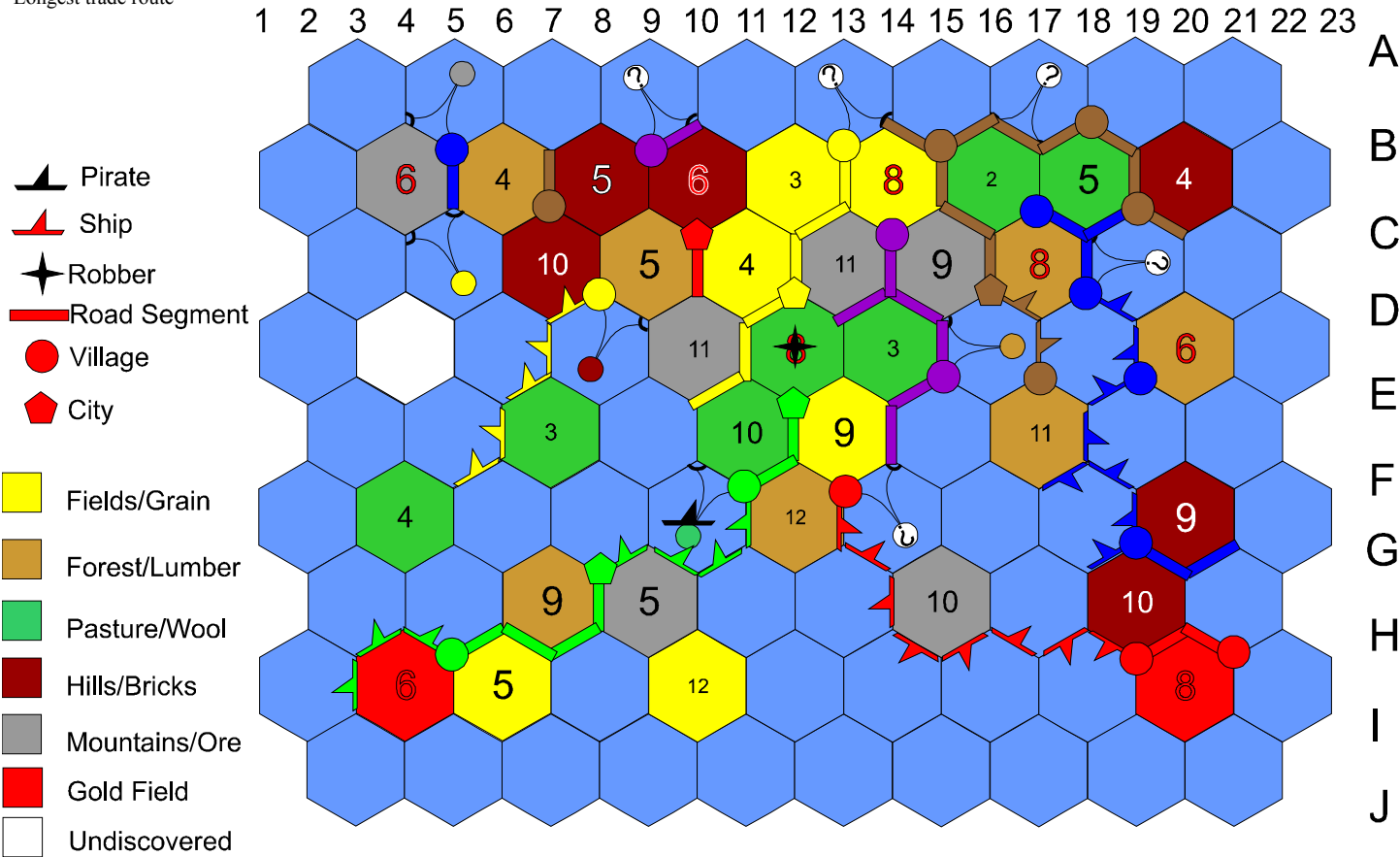
Turn 16 Rolls

Kevin 3

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green		3		1		1 Knight	8*
Dave Partridge	Red	4		2	6	2		5
Cary Nichols	Purple	1		3		3		3
Bill Scharf	Blue	2		1	2	1		5
Chris Geggus	Yellow	4	2	2	3		2 Knights, 1 Unknown ()	4
Ward Narhi	Brown		1	4	3	4	1 Knight	6

* Longest trade route



Dog Chow

Age of Renaissance

Turn 4 Phases 4 through 6

Deadline Turn 4, Phase 7 and Turn 5, Phases 1 through 3 1/16, Tuesday

Phase 4: Purchase

Genoa buys Printed Word for \$20 (O, 30 credit from Erasmus, 10 credit from communications), Holy Indulgence for \$60 (F, Misery increases to 50), and Caravan for \$20 (I). Unable to pay stabilization, so Misery increases to 60, but one tier and Misery Relief credits reduce Misery back to 50.

Venice buys Patronage for \$30 (E, Misery increases to 30), Caravan for \$20 (I), Urban Ascendancy for \$20 (V), and Stabilization for \$1

London buys Galley 8 for \$10, Urban Ascendancy for \$20 (V), and stabilization for \$3.

Barcelona buys Holy Indulgence for \$40 (F, 20 credit for religion, Misery increases to 70), The Heavens for \$30 (A), Wind/Watermill for \$30 (J, 10 credit for commerce), and stabilization for \$3. One tier and Misery Relief credits reduce Misery to 60.

Hamburg buys Galley 8 for \$10, Holy Indulgence for \$40 (F, 20 credit from religion Misery increases to 40), and stabilization for \$3.

Paris pays \$10 stabilization

Phase 5: Expansion

Genoa, Barcelona, and Hamburg each gain 6 tokens (Barcelona is limited to 4 and Hamburg is limited to 2 due to tokens on the map) and Venice, London, and Paris all lose 6 tokens due to Holy Indulgence.

Genoa expands to Sarai (2), Kiev (2), Varna (1), Tana (1), Trebizond (3), Erzerum (2), and Acre (1).

Venice expands to Cyprus (1).

London expands to Alexandria (5), and Jerusalem (1).

Barcelona expands to Suez (3), Smyrna (2), Poti (2), West Africa (2), Angora (1), Sicily (4, vs. London, dr = 4, 4, 6; loses), Sicily (4, vs. London, dr = 6, 2, 4; wins), Crete (6, vs. Venice, dr = 5, 3, 2; wins), Cyprus (4, vs. Venice, dr = 3, 6, 5; wins), Novogorod (4, vs. Hamburg, dr = 2, 5, 4; wins).

Hamburg buys a card (3,), expands to Novogorod (4, vs. Barcelona, dr = 5, 5, 2; wins), Smolensk (1), Amsterdam (2, vs. Paris, dr = 3, 1, 5; loses), Amsterdam (2, vs. Paris, dr = 2, 3, 1; wins), Bourges (8, vs. Paris, dr = 4, 5, 2; wins), Strasbourg (6, vs. Paris, dr = 3, 2, 4; loses), Breslau (2, vs. Venice, dr = 5, 1, 3; loses), Breslau (2, vs. Venice, dr = 2, 5, 6; loses).

Paris expands to Bourges (7, vs. Hamburg, dr = 5, 2, 5; loses), Bourges (7, vs. Hamburg, dr = 1, 2, 2; loses), Bourges (7, vs. Hamburg, dr = 4, 6, 3; wins), Amsterdam (1, vs. Hamburg, dr = 2, 4, 1; wins), Prague (3, vs. Venice, dr = 6, 1, 1; loses), Breslau (1, vs. Venice, dr = 3, 4, 2; wins), Stettin (1, vs. Hamburg, dr = 6, 1, 1; loses).. Barcelona gains the bonus card:

Phase 6: Collect Income

Genoa gains \$105

Venice gains \$63

London gains \$63

Barcelona gains \$129

Hamburg gains \$75

Paris gains \$57

Shortage of metal (Hamburg gains

), Shortage of Wine (Barcelona gains

)

Turn 5, Phase 1: Draw Cards

Your card:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	60		\$134		19	10	A, E, F, I, J, N, O, R, S, V
Cary Nichols	Hamburg	40		\$108		10	8	E, F, N
Bob Robles	London	40		\$65		8	8	A, E, V
Dennis Cain	Venice	20		\$70		8	4	A, E, I, V
Steve Koehler	Genoa	50		\$106		15	4	A, F, I, N, O, R, V
Michael Longdin	Paris	60		\$85		7		E, I, W

Players are listed in reverse tie breaking order.

Commodity Log

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

Cards

Shortage, Surplus

Sirius

Merchant of Venus

Turns 7.6 to 9.6

Turns 10.1 to 12.1 1/16, Tuesday

Turn 7

6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 4 5**

Paintfall(s) – Paintfall(o) – B – Poisonport(o) – R – A – Y – B – R.

Turn 8

1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 4 6**

Rainfall(s) – Rainfall(p).

Sells Glorious Junk for \$200 (from the cup: Bionic Perfume at 1a). Sells Space Spice for \$80 plus \$60 demand (from the cup: Melf Pelts at 5 and Chicle Liquor at 7a). Buys Factory for \$200, Living Toys for \$80, Mulch Wine for \$20, and a shield for \$60. Gains \$70 in port commissions and \$40

in factory commissions.

2nd: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) 4 6 6 (uses Auto Pilot)**

R – B – Y – NC4 – Multi-Generation Ship.

Sells Impossible Furniture for \$180 plus \$70 demand (from the cup: Mulch Wine at 3 and Demand for Dust at 5). Picks up Fare to 5.

3rd: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 6 * 4**

Goliath(s) – Goliath(o) – B – R – B – Y – B – R – B – Y – R – Cobble Port(p) – B – B – Comfort Station(o) – Comfort Station(s).

Sells Impossible Furniture for \$180 (from the cup: Fare to 2 at Base). Buys Comfort Station for IOU plus \$80 cash.

4th: **Dennis Cain (Niks/Space Revolver) Rolls Used: 2 3 5**

Base – Y – (R) – B – (R) – B – Y – (R) – Bypass – (R) – B – Y – (R10) – B10 – Y10 – (R) – Rumble Port(p).

Turn 9

1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 6 6**

Rainfall(p) – B – B – Rumble Port(p) – R – B – Y – B – R – B – Y – B – R – Jewel Port(o).

2nd: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 1 4 4 (uses Auto Pilot)**

Multi-Generation Ship – R20 – NC4 – Y – B – R – B – R – Wet Landing(o) – A.

3rd: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 4 * 4**

Comfort Station(s) – Comfort Station(p).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Demand for Grease at 7b and Demand for Silk at 3). Buys Psychotic Sculpture for \$250.

Currently available:

1a (Nillis): 5 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): 5 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40)

3 (Niks): 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60)

4a (Dell): 5 Finest Dust, Demand for Mulch Wine (+\$60)

4b (Humans): 4 Rock Videos, 3 Demand for Space Spice (+\$40)

5 (Shenna): 2 Melf Pelts, 1 Demand for Mulch Wine (+\$40), 1 Demand for Finest Dust (+\$50)

S.O.B.

Buys Mulch Wine for \$20. Atlantis gains \$2 in port commissions.

5th: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 2 * 3**

TeleGate 5 – R – A – Ice Station(o) – Ice Station(s).

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Space Spice at 2 and Demand for Genes at 2). Buys Melf Pelt for \$50.

6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 5**

R – B – Y – B – R – B – Y – Moonport(o) – Moonport(s).

Attempts to sell Chicle Liquor but the Eeepeeeps aren't buying.

4th: **Dennis Cain (Niks/Space Revolver) Rolls Used: 3 4 6**

Rumble Port(p) – (R) – B – Y – B – (R) – B – Y – (R) – Jewel Port(o) – B – Jellybeast Landing(o) – Jellybeast Landing(s).

Drops off fare for \$140 (from the cup: Mulch Wine at 3).

Picks up fare to Base.

5th: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 1 * 3**

Ice Station(s) – Ice Station(o) – R40.

6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 5**

Moonport(s).

Attempts to sell Chicle Liquor but the Eeepeeeps aren't buying.

6 (Yxklyx): 4 Immortal Grease, 2 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): 3 Chicle Liquor, 3 Demand for Finest Dust (+\$50)

7b (Eeepeeep): 2 Servo-Mechanism, 3 Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50)

8 (Whynoms): Nothing

9a (Cholos): 3 Designer Genes, Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

9b (Wollow): 4 Megalith Paperweights

10 (Qossuth): 3 Psychotic Sculpture

Base: Fare to 2 (\$160)

1. Mystery Machine 4 \$115		
Normal Scout		
10: 5 5 6//11: 1 2 3//12: 4 4 5		
Hold1	Hold2	Hull
Mulch Wine 3/\$60	Living Toys 3/\$180	Shield (\$60)
Graw \$200	Rainfall \$200	Niks \$200

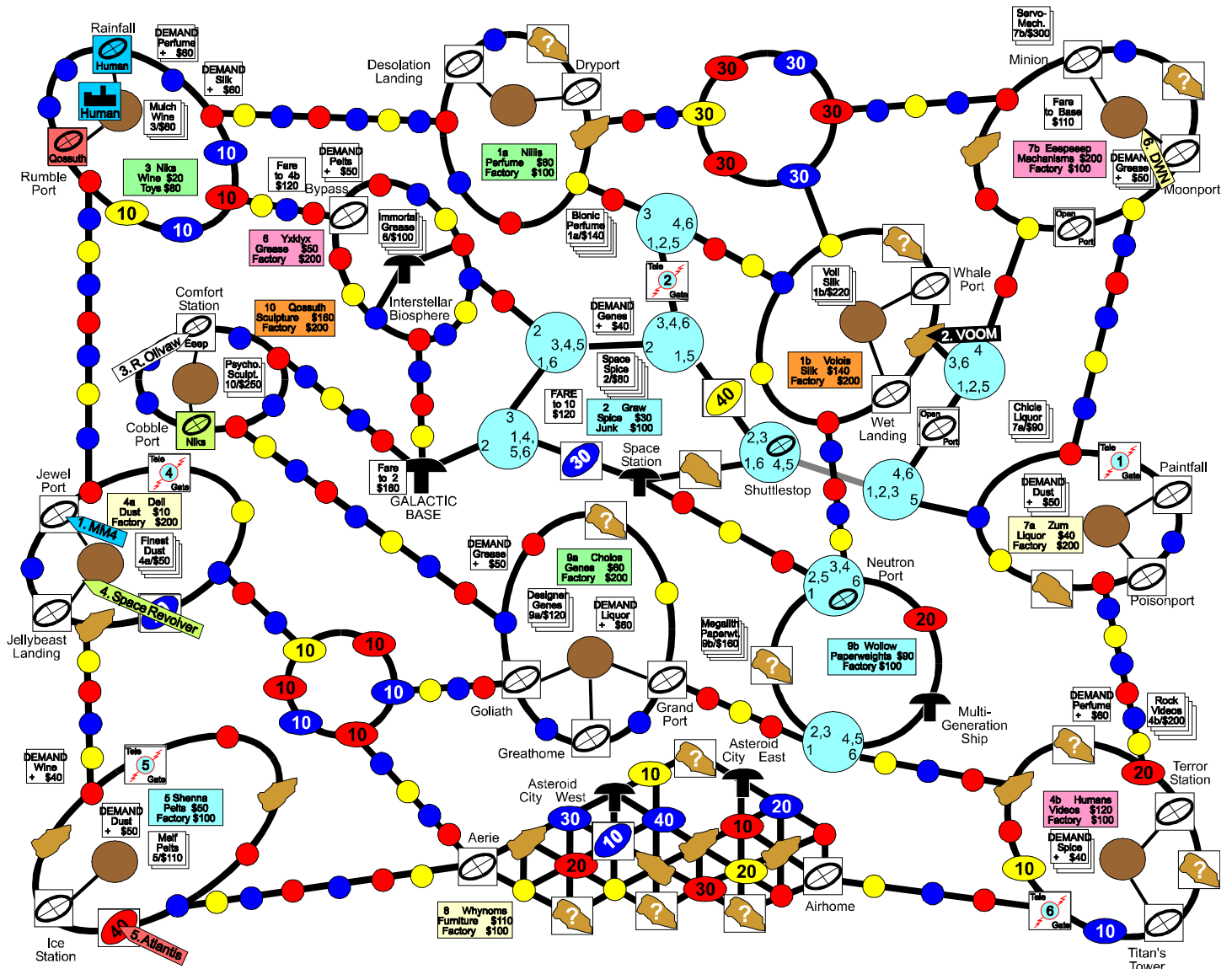
2. VOOM \$440		
Fast Scout		
10: 2 4//11: 4 4 4 (Double 1)		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Fare to 5 \$110	RELIC Auto Pilot 4 \$90
4b \$90		

3. R. Olivaw \$113		
Rocket Scout		
10: 1 1//11: 3 4 (Use 1 * 4)		
Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250		Shield (\$60)
5 \$90	9a \$90	4a \$60
Comfort Station \$200		

4. Space Revolver \$310		
Sports Scout		
10: 1 3 5 6//11: 4 4 5 6 (Use 3)		
Hold1	Hold2	Hull
Mulch Wine 3/\$60	Red Drive (\$120)	Shield (\$60)
Cobble Port \$200	Fare to Base \$180	

5. Atlantis \$182		
Torch Scout		
10: 4//11: 6 (Times 3)		
Hold1	Hold2	Hull
Melf Pelts 5/\$110		Yellow Drive (\$80)
Rumble Port \$200		Shield (\$60)

6. Dells Without Names \$60		
Scow Scout		
10: 2 3 5 5//11: 4 5 6 6 (Use 2)		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Relic Shield (\$60)
7b \$100		



Outlaw Dogs

Turn 5

Turn 6 due 1/16, Tuesday

Actions

Segment 1

Border Rider: Card 6: Cock/Aim/Shoot (aim at E), segment 1 of 2
Innocente: Card 8: Load (opens R10), segment 1 of 3
Drifter: Delay

Segment 2

Border Rider: Card 6: Cock/Aim/Shoot (aim at E), segment 2 of 2
Innocente: Card 8: Load (opens R10), segment 2 of 3
Drifter: Delay

Segment 3

Border Rider: Card 7: Shoot (at E, effective aim = 8, effective range = 2, card 22 drawn, BE goes to VITAL, KILL)

Innocente: Card 8: Load (opens R10), segment 3 of 3

Drifter: Card 6: Cock/Aim/Shoot (cock W44), segment 1 of 2.

Segment 4

Border Rider: Card B3: Draw and Cock (cock H44), segment 1 of 2
Innocente: Passes

Segment 5

Border Rider: Card B3: Draw and Cock (cock H44), segment 2 of 2
Innocente: Passes

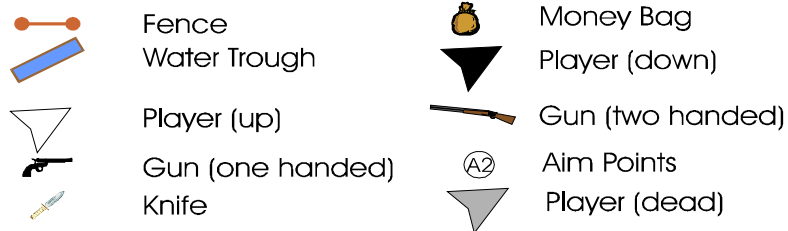
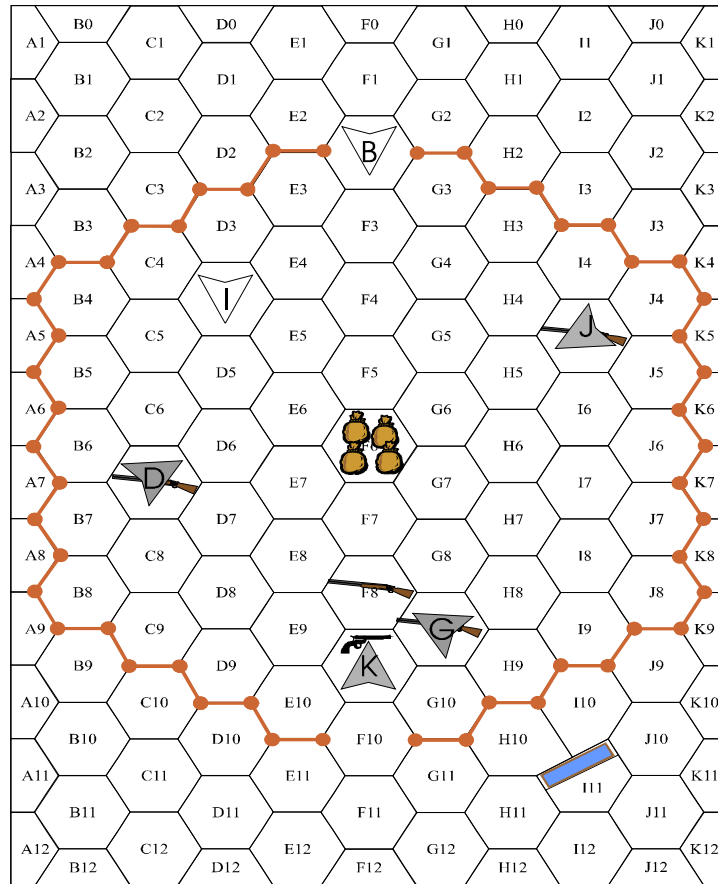
End of Turn

None

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	The Kid (K)	F9>F8	2, 2	1H +3, OH -1		0	Dead
B	Andy Lewis	Border Rider (B)	F2>F3	3	1H +2, 2H +2		20	
C	Dave Partridge	Gun Artist (G)	G9>F8		1H +3, 2H +3, OH 0		0	Dead
D	Jerry Roalstad	Innocent (I)	D4>D5	7, 8	1H +2		25	
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2		0	Dead
F	Mike Scott	El Jefe (J)	H5>G6		2H +2		0	Dead

Outlaw Dogs



Weapons

Weapons					
Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	C32, Knife	Empty	Empty	Empty	C32: 00000
Border Rider	C45, R41d	Empty	Empty	H44 (cocked)	H44: 00000000000000⊗⊗ C45: 000000 R41d: 00
Gun Artist	C45, SW38	Empty	Empty	Empty	C45: 000000 SW38: 000000
Innocent	C45, C45 Knife	Empty	Empty	R10 (open)	R10: ⊗⊗

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
					C45: 000000 C45: 000000
Drifter	C44, C32, Knife	Empty	Empty	Empty	C44: 000000 C32: 000000
El Jefe	C44, C44, Knife	Empty	Empty	Empty	C44: 000000 C44: 000000

On the ground in F8: W44: 000000000000000000

On the ground in F9: C45: 0000000

On the ground in I5: W44: 0000000000000000000

On the ground in G9, W44: 000000000000000000000

On the ground in C7, W44: 0000000000000000000

Doberman

Turn 2b

Turn 3a due 12/5, Tuesday

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Waste Disposal	Innovation	Waste Disposal	Raw Materials	Advisor
Order	Raw Materials	Advisor	Waste Removal	Order
Innovation	Advisor	Hiring/Firing	Order	Innovation

PIT selects set 2

GOO selects set 5

100%Trash selects set 1

BIBCO selects set 4

Press

PIT – Boss: I'm ahead, can we quit now, have the accident, and declare me the winner! Please (whine).

Boss – PIT: You don't think you'll get off THAT easily, do you? (Insert evil laugh here.)

PIT – Wasters: Finally, I can get an innovation. Y'all didn't think you could shut me out forever, did you?

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$18	10	6	16	5	Bribery
Dave Partridge	BIBCO	4	\$13	0	5	15	5	
Richard Weiss	PIT	1	\$22	0	0	17	5	
Eric Brosius	GOO	2	\$15	0	0	14	4	Waste Disposal

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	4/3	5/1	3	20
Dave Partridge	5/1	4/3	4/3	2	29
Richard Weiss	5/1	5/1	5/1	1	31
Eric Brosius	4/3	5/1	5/1	3	27

Cards

100%Trash	BIBCO	PIT	GOO
Waste Disposal	Raw Materials	Innovation	Advisor
Order	Waste Removal	Raw Materials	Order
Innovation	Order	Advisor	Innovation

Discards

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

Jackal

Turn 5

Turn 6 due 1/16, Tuesday

Planning

Spanish maintains 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.

Swedes maintain 3 ships (\$12) and buy 1 soldier (\$10) for \$22.

French maintain 3 ships (\$12), buy 1 ship (\$12), and 4 soldiers (\$40) for \$64.

Dutch maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Portuguese maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.

English maintain 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

Spanish Move to J. Dice: 1, 2, 4, 6. Loses 1 soldier..

Swedes Move to X. Dice: 3, 4, 4, 6, 6. No losses.

French Move to K. Dice: 1, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist.

Dutch Move to M. Dice: 3, 5, 6, 6. No losses.

Portuguese Move to N. Dice: 1, 1, 5, 6. Loses 1 colonist and 1 soldier, and 1 ship containing 1 colonist.

English Move to U. Dice: 2, 2, 6, 6. No losses.

Mining

None

Exploration

Spanish discover a mine in F.

Land Movement

Spanish move 6 soldiers and 3 colonists from J to F. Moves 1 colonist from F to E. It's a climate 3 area with one site and one native. Moves 5 colonists and 2 soldiers from fleet to J.

Swedes move 4 colonists and 1 soldier from fleet dot to X.

French move 3 soldiers and 3 colonists from fleet to K.

Dutch moves 2 soldiers and 2 colonists from N to M. Move 4 soldiers and 4 colonists from fleet to M. One soldier in M prospects.

Portuguese move 2 colonists and 2 soldiers from fleet to N.

English move 2 colonists and 2 soldiers from R to Q, 6 soldiers move from U to T, 4 colonists and 1 soldier move from U to R, and 4 colonists and 4 soldiers move from fleet to U.

Combat

Dutch attack the Portuguese in M. Dutch lose 3 soldiers, Portuguese lose 1 soldier and 4 colonists. **Dutch** attack the Portuguese in N. Dutch lose 2 soldiers, Portuguese lose 1 soldier. **Portuguese** attack the Dutch in N. Portuguese lose 1 soldier.

Native Combat

English: 2 soldiers killed in Q (colonists retreat to R). 2 natives and 4 soldiers killed in T.

Native Uprisings

Climate is a 2. No uprisings.

Survival

Climate is a 6.

No losses.

Political Control

Dutch gain political control of M. **Portuguese** lose political control of M.

English gain political control of R. **Swedes** gain political control of X.

Homebound Naval Movement

Spanish: Dice: 2, 4, 5, 6. No losses.

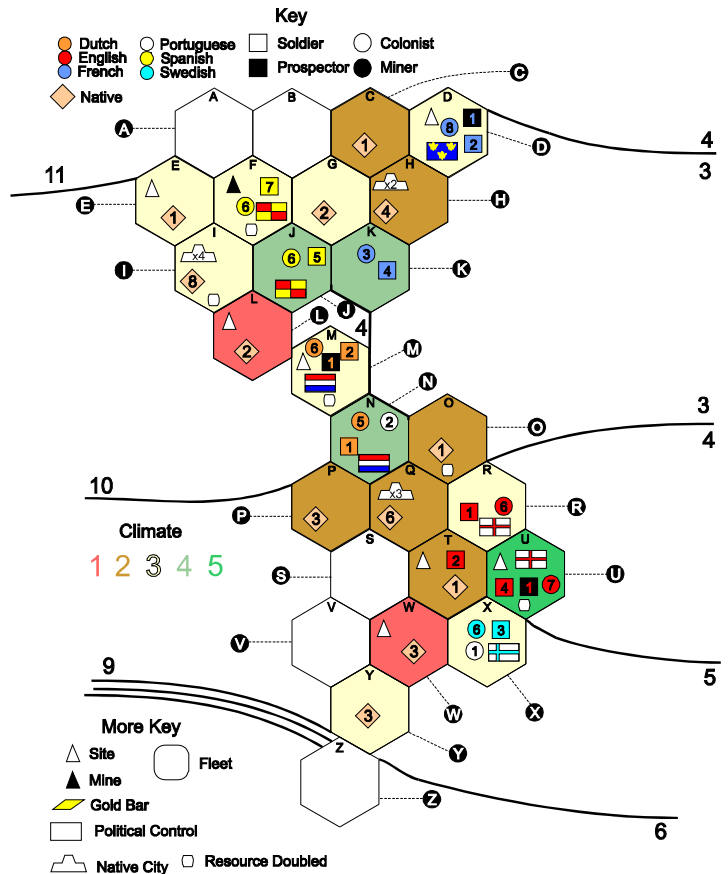
Swedes: Dice: 1, 1, 4, 5, 5. No losses.

French: Dice: 1, 2, 6. No losses.

Dutch: Dice: 1, 3, 4, 4. No losses.

Portuguese: Dice: 2, 2, 3, 5. No losses.

English: Dice: 1, 2, 3, 5. No losses.



Income

Spanish: Political Control: \$90, resources: \$36.

Swedes: Political Control: \$60, resources: \$12.

French: Political Control: \$60, resources: \$22.

Dutch: Political Control: \$90, resources: \$34.

Portuguese: Political Control: \$30, resources: \$6.

English: Political Control: \$90, resources: \$40.

Turn 6 Initiative

English, Portuguese, Dutch, Spanish, Swedes, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$124	14	4	4
English	Bob Robles	\$161	8	4	4
French	Andy Lewis	\$102	14	3	4
Portugese	Brendan Whyte	\$41	20	3	4
Spanish	Andy York	\$176	11	4	3
Sweedish	Cary Nichols	\$72	20	3	4

Flea Collar

Kremlin

Game Start

Influence Allocation, 1/16, Tuesday

Notes

I am holding this game over until next turn. The reason is two-fold. First, in last issue, I misidentified one of the players in the game. Dale Horsely is not playing in this game, but Chris Geggus is. The second reason is that Chris has been having ISP problems, and partly because of my misidentification, he was unable to get

order into me in time. Because the blame is partly mine, there are extenuating circumstances, and an NMR at this stage essentially removes a player from the game, I have decided to extend it one more issue. If you have already sent me orders, I will keep those on file, so you need only send new ones if you want a change.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Natasha Nogoodnik (V)	55, weak	
Foreign Minister	Wassily Protzky (U)	56	
Defense Minister	Ludmilla Patina (S)	58, weak	
Ideology Minister	Ulan Putschnik (Y)	52	
Industry Minister	Antonj Talksallott (J)	67	
Economy Minister	Diwan Palavarian (G)	70	
Sport	Lech Schukrutoff	75	

S.O.B.

Office	Policitian	Condition	Influence
Minister	(B)		

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

Candidates: C, E, F, L, Z

People: D, G, H, I, K, M, N, O, P, Q, R, T, W, X

Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	
Brendan Whyte	
Pasquale Giovine	
Mike Scott	
Chris Geggus	
Cary Nichols	

Terrier**Silverton****Game Start****Turn 1, Phases I-III, 1/16, Tuesday**The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge		Denver	\$1800	9		6 points
Paul Bolduc		Denver	\$1800	9		6 points
Bill Scharf		El Paso	\$1800	9		6 points
Andy Lewis		Salt Lake City	\$1800	9		6 points
Michael Longdin		Pueblo	\$1800	9		6 points
Dave Hooton		Santa Fe	\$1800	9		6 points

Available Claims

#	City	Type	Claim	Operation
102	Hillsboro	Silver	\$100	\$40
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
98	Pinos Altos	Gold	\$160	\$60
37	Eureka	Silver	\$60	\$40
92	Raton	Coal	\$80	\$40
105	Silver City	Silver	\$40	\$40
36	Eureka	Silver	\$100	\$50

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	
3	A	Denver – Colorado Springs	\$50	\$105	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
2	A	Salt Lake City – Provo	\$20	\$50	
4	A	El Paso – Deming	\$60	\$135	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80

15

6

\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Maps and house rules have been included with all of your zines. Please look them over. We are playing the Advanced Rules, with the Hiring and Advancing Optional Rule. Additional prospectors and surveyors may be purchased at \$400 each (and if your prospector gets killed, this is the cost of rehiring, not what is on the card). You may have a total of four prospectors and/or surveyors at any one time. In the event that a prospector or surveyor wins a dispute, that piece gains a bonus, to a maximum of +2, and keeping counter limits in mind (you may only have one +1 and one +2 prospector and surveyor in play at any one time). In addition, we are using the Freight Transfer optional rule. Instead of delivering your freight to a market, you may deliver it to another claim of the same type. The freight capacity of your trains is calculated the same, with the exception that any claim in the same location (two silver claims in Leadville, for example) is treated as being a distance of 1 away. So, using the example of two silver claims in Leadville, a power 9 train could transfer 18 silver from one claim to the other. Victory conditions are as in the Campaign game – we are playing 24 turns, and whoever has the most money at the end of that period wins. During the initial deal, card 110 (Killed by Apaches) came up, sending the following claims to the bottom of the deck: 127 (Silver in Westcliffe), 52 (Silver in Lake City), 55 (Lumber in Walden), 86 (Coal in Canon City), 34 (Silver in Heber City), and 120 (Coal in Cuba). Finally, please come up with a color for track on the map, and make sure it is something visible and distinguishable from the other players. Good luck.

Pedagoguery

One of the most useful tools for the high energy physicist is the particle accelerator. With it, physicists probe the realm of the minute, discovering fundamental particles and probing the very nature of matter. As they become capable of generating ever higher energies, an intriguing possibility is arising – the creation of microscopic black holes.

When we think of black holes, we typically think of massive objects formed by the collapse of a star. However, anything can form a black hole if it is compressed enough. To turn the sun into a black hole, its mass would have to be compressed down to a radius of three kilometers, about one four millionth of its actual size. The earth would have to be compressed to a radius of nine millimeters, about one billionth its current size. In general, the smaller the mass, the greater the required compression. In today's universe, the smallest mass that can typically form a black hole is star sized.

This was not always true, however. In the very early universe, conditions were right for the formation of much smaller black holes. Density fluctuations either in the era before inflation, when the average density of the universe was greater than an atomic nucleus, or immediately after inflation, could have conceivably created primordial black holes. However because of Hawking radiation, a quantum effect that causes black holes to evaporate, black holes smaller than about 10^{12} kilograms (about the mass of a small mountain) would have already evaporated and exploded. If such black holes exist, we could conceivably observe them exploding right now. In fact, that is one possible explanation for the short duration gamma ray bursts.

According to quantum theory, the smallest black hole that can possibly be formed would have a mass of 10^{-8} kilograms, also called the Planck mass. Such a black hole would have a diameter of 10^{-35} meters (the Planck length). (The Planck mass and length are so-called because they are derived by multiplying and dividing fundamental physical constants, such as the Planck constant, to arrive at a value that has the dimensions of a mass or a length.) Such an object would have an effective density of 10^{97} kilograms/meter³ – a value far beyond what even the most advanced particle accelerator is capable of. How, then, can we contemplate the possibility of creating them? The answer lies in string theory.

These days, string theory is starting to fall a little out of favor. The biggest problem with it is that it is in fact an infinite number of theories. Each configuration of the extra 7 dimensions of string theory comprises a different universe with a different set of physical laws. The mathematics is so complex that the tools to solve them have not been developed. If, as many physicists expect, the extra dimensions are on the scale of the Planck length, they would not be physically detectable using particle accelerators in the conceivable future. This means that those string theories are not really testable, and therefore, they are not properly scientific theories. However, if the extra dimensions are significantly

larger than the Planck length, say around 10^{-19} meters, then some interesting possibilities arise.

One of the peculiarities of gravity is that it is very sensitive to the number of physical dimensions. The more dimensions, the faster it drops off with distance. Conversely, the more dimensions, the faster it gets stronger as distances decrease. For this reason, it is possible that if the extra dimensions exist and if they are large enough, at small scales the newer particle accelerators could conceivably have the ability to produce black holes.

How would we know if we had produced a black hole? The detectors in particle accelerators are very sensitive to particles flying away from collision sites. Each kind of particle decay produces a distinctive signature of particle tracks through the detector. A black hole would produce a very distinctive array of particle tracks.

How would a quantum black hole behave? It would pass through a number of stages. Right after the collision, it would be highly asymmetrical, and it would likely have a high spin and probably an electric charge. A famous quote by physicist John Wheeler is “A black hole has no hair.” By this, he meant that black holes have very few observable properties. In fact, they have only three: mass, spin, and electric charge. Immediately after the collision, the black hole quickly sheds all other properties, thus this is called the “balding” phase. Typically, after the balding phase, the first thing the black hole will lose will be its electrical charge, as it emits charged particles that neutralize any charge it may have. At this point, it enters the spin-down phase, as its spin gradually slows as the hole's angular momentum is carried off by emitted particles and gravitational radiation. When its spin is gone, it has entered the Schwarzschild phase, where it becomes perfectly spherical. Eventually, its mass becomes too small to sustain itself, and it goes into the Planck phase, where it explodes. The whole process from formation to explosion would take about 10^{-26} seconds.

If this premise is correct, then when the Large Hadron Collider at CERN in Switzerland is operating, it could conceivably create one quantum black hole per second. Upon hearing that, you might think, “Are they crazy!? How could that possibly be safe?” Well, the answer is that if the LHC is capable of producing quantum black holes, then the process of quantum black hole creation has been going on for longer than humans have been around. Cosmic rays hitting the earth's atmosphere are potentially even more energetic than collisions produced by the LHC, so if quantum black holes can be produced in the LHC, they have been produced by cosmic ray collisions in the atmosphere all along. Since the earth hasn't been destroyed by this process, it seems like a good bet that the LHC won't destroy the earth either. In addition, the potential knowledge gained by probing the universe at such scales makes it worth the minuscule risk.

Next issue: Are the laws of physics changing?

Best In Show

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
Dirty Deeds Done Dirt Cheap ²	Dave Partridge

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	Bill Scharf and Cary Nichols

Outpost

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

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
Salty Dog	

¹ GMed by Andy LewisLiftoff!

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

Kremlin

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

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

Other

Name	Game	Winner
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
Prairie Dog	Gunslinger	Paul Bolduc

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