

Notes from Hades

More travel. First was the end of January, when I took a short trip to Reading, England. I didn't get to see much of the city, but I did enjoy what I saw, with one exception: the traffic. Reading appears to have some of the most tortuous and confusing street of any that I have seen. As a result, getting into or out of the center of the city during rush hour is an exercise in patience. Overall, I did enjoy the trip.

The second trip was in mid-February, and it was to Redwood City, California. I didn't do much sight seeing, since I am familiar with the area, but I did get to visit some friends and relatives. Interestingly enough, on both trips, we were hosted by Oracle; in Reading in their UK headquarters, and in Redwood City in their worldwide headquarters. In both cases, they were wonderful hosts.

I've gotten some interest in the Republic of Rome game, so I'll go ahead and list it on the wish list. I won't start it with fewer than 5 players, however.

The next deadline is **Tuesday, April 10 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

Hound. Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, Eric Brosius, Michael Longdin, Cary Nichols, and Dave Hooton. **Starts this issue!**

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, Dale Horsely, Jerry Roalstad, and Lynn Mercer. This game is full.

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, Dennis Cain, and Steve Koehler, will take 1 more.

Malamute. New World. Have Dennis Cain, Andy Lewis, Andy York, and Dave Partridge, will take 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.

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

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

Silverton. Will start after Terrier ends. Have Dave Partridge, will take up to 5 more

Republic of Rome. This will be run as a pbem game through the website, and will not be synchronized with the zine. Have Ward Narhi and Dave Partridge. Will take 3 or 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.

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

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

Bob Robles

A couple of books. The End of Faith: Religion, Terror, and the Future of Reason by Sam Harris. Richard Dawkins, the media's favorite atheist, gets the spotlight, but I think Mr. Harris makes a better argument on why religion is a bad thing. Perhaps this oversimplifies his thesis, but the book is a very interesting read. He is a very engaging speaker and a good debater. I've watched him on C-SPAN2 several times. (BookTV on the weekends). Nothing like listening to someone who has actually read the Bible, Koran, Book of Mormon, etc. and can tell you EXACTLY what the good book says you should do to your neighbor, especially if they don't believe the same as you. Next, 'Gilead' by Marilynne Robinson. Mrs.

Robinson is a wonderful writer and she won the Pulitzer prize for this book. It is a letter from a dying minister to his son. Rich and warm language. Personally, I thought her novel, 'Housekeeping', was a thing of greater beauty. But hey, this is one person's opinion. Finally, got a bookshelf or more of books you've read and probably will never read again? Love books? Try Bookmooch.com. Great idea. You create an account on the site and list the books you would like to trade. If someone wants a book you have, you mail the book to them (media mail). You receive points for listing books and sending books. You, in turn, create a wishlist of books you would like sent to you when they become available and use your points to ask for a book. I am amazed at the stuff I've listed that people want.

Off the Leash

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

Fall 1469

Deadline for Winter/Spring 1470: 4/10 Tuesday

France makes big gains in the north and teams up with Naples to push back Venice in the south.

Outstanding Debt

Durazzo, Tunis, Bari, Aquila, Ancona, Florence, Arezzo, Sienna

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

Orders

- FRANCE ☐: A Austria to HUNGARY, A Tyrolea to CARINTHIA, A Como to TYROLEA, A Milan to TRENT, A BERGAMO supports A Milan to Trent, A Cremona to MANTUA, A Mantua to FERRARA, A BOLOGNA supports A Mantua to Ferrara, A LUCCA holds (u), F MARSEILLES to Gulf of Lions, F Sardinia to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA supports F Sardinia to Western Mediterranean, G MILAN convert to A
- NAPLES ☐: A PISA to Sienna, A SPOLETO supports A Rome to Perugia, A Rome to PERUGIA, F NAPLES holds, F OTRANTO supports F Gulf of Naples to Ionian Sea, F Gulf of Naples to IONIAN SEA, F MESSINA supports F Gulf of Naples to Ionian Sea, F PALERMO to Central Mediterranean
- VENICE ☐: A Carinthia to AUSTRIA, A Trent to VERONA, A Ferrara supports A Trent to Verona (cut, DISLODGED, retreat Padua, garrison, OTB), A FLORENCE supports A Sienna, A Urbino to AREZZO, A (EM) SIENNA supports A Florence (cut), A Aquila to BARI, F LOWER ADRIATIC supports F Ionian Sea, F Ionian Sea supports F Central Mediterranean to Palermo (cut, DISLODGED, retreat Durazzo, OTB), F CENTRAL MEDITERRANEAN to Palermo, F Western Mediterranean to Gulf of Lions (DISLODGED, retreat Tunis, OTB)

Your treasury:

Press

France – Naples: I suppose to be in WM, otherwise I shall reimburse your 2 ducats for buildings. If I am in WM, please support my TS - WM next turn and cut the support of Venice from Ionian sea to CM. Please, you should build in Arezzo or Pisa in order to avoid the taken of Florence power to Venice. You can ask to me support from where I am (TS, Bolo, Modena, or Lucca)

Naples – France: Holding on... barely. Good moves last time Mr French person. If we get a season break, I may have to ask you to send me back some money, just 1 or 2d, to even out my buying ability. My ability to maintain 8 units is really in jeopardy as I see it now....

Venice – Naples: I don't know if you noticed but France is about the same size as me. If I disband all my units in your lands and keep only eastern turkey would you be interested in peace with the idea that we stop France from winning?

Spring 1470 Famine

Poor Year – Row Only: Ferrara, Rome, Pavia, Arezzo, Saluzzo, Albania, Genoa

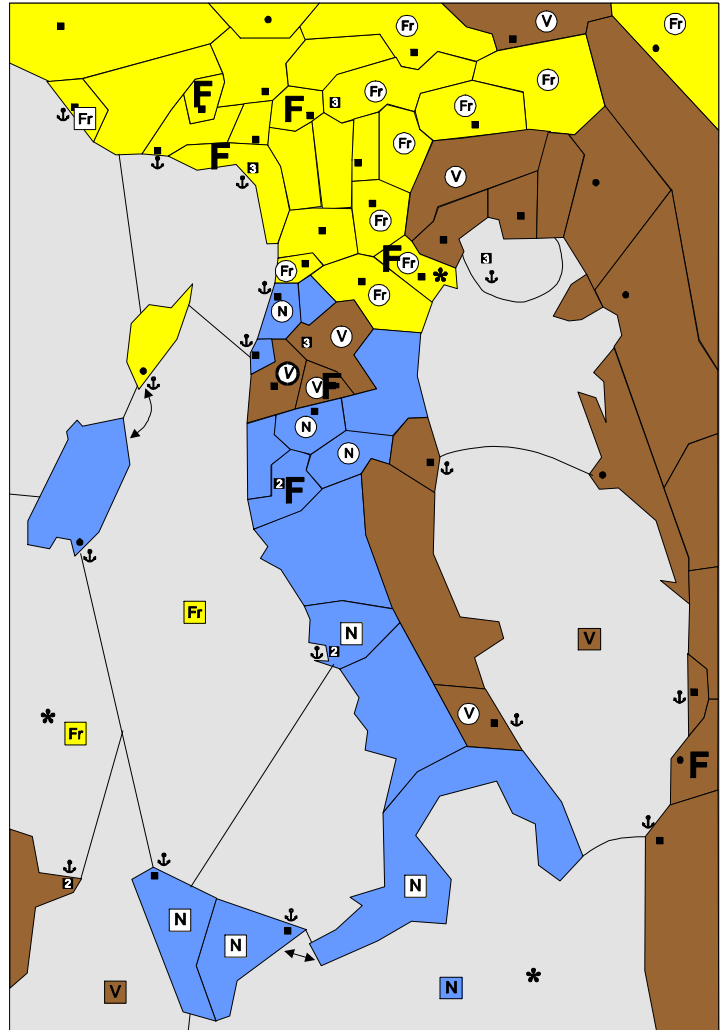
Spring 1470 Income

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

Provinces

FRA	Avignon, Marseilles, Provence, Savoy, <u>Saluzzo</u> , Turin, Montferrat, <u>Genoa</u> , Fornova, Modena, Lucca, Bologna, <u>Ferrara</u> , Mantua, Parma, Cremona, Bergamo, Trent, Carinthia, Milan, Tyrolea, Como, <u>Pavia</u> , Swiss, Hungary, Corsica	22
NAP	Piombino, Pisa, Pistoia, Urbino, Perugia, Patrimony, <u>Rome</u> , Spoleto, Capua, Naples, Salerno, Otranto, Messina, Palermo, Sardinia	14
VEN	Austria, Slavonia, Verona, Padua, Treviso, Friuli, Carniola, Croatia, Istria, Dalmatia, Bosnia, Herzegovina, Ragusa, <u>Albania</u> ,	20

Off the Leash



○ Army	□ Fleet	◇ Garrison	◆ Autonomous Garrison	◆ Besieged Garrison
FRA	Western Mediterranean, Tyrrhenian Sea			2
NAP	Ionian Sea			1
VEN	Lower Adriatic, Central Mediterranean, Venice			3

Cities

FRA	Avignon, Marseilles, Savoy, <u>Saluzzo</u> , Turin, Montferrat, <u>Genoa</u> (3), Modena, Lucca, Bologna, <u>Ferrara</u> , Mantua, Cremona, Trent, Milan (3), Tyrolea, <u>Pavia</u> , Swiss, Hungary, Corsica	18
NAP	Piombino, Pisa, Perugia, <u>Rome</u> (2), Naples (2), Messina, Palermo, Sardinia	8
VEN	Austria, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, <u>Albania</u> , Durazzo, Tunis (2), Bari, Ancona, Florence (3), <u>Arezzo</u> , Sienna, Venice (3)	19

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Gross
FRANCE	8	22	2	18	50
NAPLES	8	14	1	8	31
VENICE	12	20	3	19	54

Your ducat total:

Game Summary

	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
Aus	3	2	3	4	5	4	2	4	0	0	0	0	0	0	0	0	0
Flo	3	6	8	7	6	6	6	7	11	10	8	7	6	0	0	0	0
Fra	3	7	8	9	10	12	13	10	12	12	14	12	11	12	13	15	20
Mil	3	5	5	2	2	3	0	0	0	0	0	0	0	0	0	0	0
Nap	4	4	5	6	7	7	8	9	8	7	7	10	10	12	12	10	8
Pap	4	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0
Tur	3	5	5	6	4	1	0	0	0	0	0	0	0	0	0	0	0
Ven	4	6	7	6	9	10	14	14	12	15	13	15	15	20	18	18	16

Dogfight**Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory****Miller Number 2005Apw10****Fall 1458****Deadline for Winter/Spring 1459 4/10, Tuesday**

France and Naples hammer Venice from both sides, while Austria throws a wrench into France's plans. Florence avoids elimination this year, but probably will not be able to fend off the Papal onslaught for another.

Summer 1458 Retreats

Naples retreats A A Herzegovina to Albania

Pope retreats A Bologna to Ferrara

Venice retreats A Milan to Bergamo

Expenditures

France spends 12 ducats to disband Venice's A Verona.

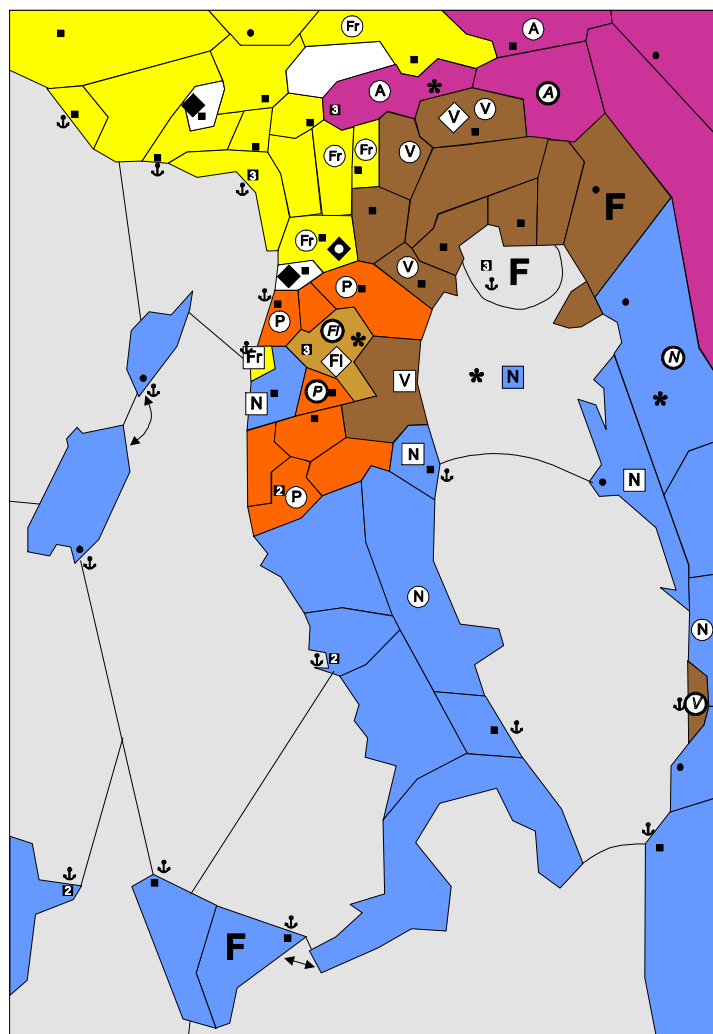
Orders

- AUSTRIA ☐: A AUSTRIA to Tyrolea, A (EM) CARINTHIA supports G Milan convert to A, G MILAN converts to A
- FLORENCE ☐: A (EM) Bologna to FLORENCE, G Arezzo convert to A (ELIMINATED).
G FLORENCE supports A Bologna to Florence
- FRANCE ☐: A TYROLEA supports A Milan (cut), A (EM) Milan supports A Parma to Cremona (cut, DISLODGED, retreat Como, Pavia, OTB), A Parma to CREMONA, A Pavia to PARMA, A MODENA besieges, F Ligurian Sea to PIOMBINO
- NAPLES ☐: A Albania to HERZEGOVINA, A (EM) Bosnia to CROATIA, A AQUILA supports F Ancona, F Tyrrhenian Sea to SIENNA, F Lower Adriatic to UPPER ADRIATIC, F DALMATIA supports F Lower Adriatic to Upper Adriatic, F ANCONA supports F Lower Adriatic to Upper Adriatic
- PAPACY ☐: A PISA supports A Florence, A Florence besieges (DISLODGED, retreat Pistoia, OTB), A Ferrara to BOLOGNA, A (EM) AREZZO besieges (garrison destroyed), A ROME holds
- VENICE ☐: A TRENT convert to G, A Cremona supports A Bergamo to Milan (nsu), A Mantua to FERRARA, A Verona to TRENT, A Croatia supports F Upper Adriatic to Dalmatia (cut, DISLODGED, retreat Slavonia, Carniola, Istria, OTB), A (EP) Herzegovina to RAGUSA, E URBINO to Upper Adriatic, F Upper Adriatic to Dalmatia (DISLODGED, retreat Istria, Carniola, Friuli, Venice, Padua, OTB)

Your treasury:

Press**Austria – France:** Who do I have to worry about?**Florence – Papacy:** See, I survived another year much to your chagrin. You may outlast me, but I slowed you enough to ensure you will not be a power.**France – Austria:** Stop trying to push East towards Milan. I need to be in Milan to help you push South against Venice. Take your pick of Cities, Trent, Carnolia,

Dogfight



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

or Croatia, and further south there will be Treviso and Padua for your taking. If we work together we can push Venice back into the Venice Sea.

France – Venice: You dug yourself this grave, and you want us (Austria &

France) to say "Whoops we're sorry, let us help pull you out"? No, I think you look better being down there and I'll help Austria & Naples bury you.

Naples – Austria: You should attack Trent and Verona, to go against Treviso. I prove to help you.

Naples – France: Well done with the fleet and in Milan. Now Cremona will be yours.

Naples – Pope: I helped you in Sienna to finish Florence, in fact it seems that he is at the end because he preferred to attack you in Bologna instead of defend his cities. Any way, I hope that now you would cooperate with France, Austria and me to eliminate the venetian snake, that was able to attack all players in this game, also the Turkey which asked his help. About Ancona, as I just say to you, it will be again yours when the venetian fleets will disappear from menacing my LA: I think very early. For Sienna, I could easily exchange it with Piombino, if you prefer so, or you propose otherwise.

Venice – Florence: I am not attacking you in Bologna, or elsewhere... but you and the Pope need to move against Naples too. In two or three turns he can - with your help, eliminate the Pope, and right after will be your turn.

Spring 1459 Famine

Poor Year – Row Only: Venice, Carniola, Messina

Spring 1459 Income

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

Provinces

AUS	Austria, Milan, Hungary, <i>Slavonia</i> , Carinthia	5
FLO	Florence	1
FRA	Avignon, Swiss, Marseilles, Provence, Savoy, Turin, Montferrat, Genoa, Pavia, Fornova, Parma, Tyrolea, Cremona, Modena, Piombino, <i>Como</i>	16
NAP	Corsica, Sardinia, Tunis, Palermo, <u>Messina</u> , Otranto, Durazzo, Bari, Salerno, Naples, Aquila, Capua, Albania, Herzegovina, Bosnia, Sienna, Dalmatia, Croatia, Ancona	18
PAP	Rome, Patrimony, Perugia, Spoleto, Bologna, Pistoia, Pisa, Arezzo	8
VEN	Trent, Bergamo, Mantua, Verona, Padua, Treviso, Friuli, <u>Carniola</u> , Istria, Ferrara, Ragusa, Urbino	11

Seas

NAP	Upper Adriatic	1
VEN	<u>Venice</u>	0

Cities

AUS	Austria, Milan (3), Hungary	5
FLO	Florence (3)	3
FRA	Avignon, Swiss, Marseilles, Savoy, Turin, Montferrat, Genoa (3), Pavia, Tyrolea, Cremona, Piombino	13
NAP	Corsica, Sardinia, Tunis (2), Palermo, <u>Messina</u> , Durazzo, Bari, Naples (2), Albania, Sienna, Dalmatia, Croatia, Ancona	14
PAP	Rome (2), Perugia, Bologna, Pisa, Arezzo	6
VEN	Trent, Mantua, Padua, Treviso, <u>Carniola</u> , Ferrara, Ragusa, <u>Venice</u> (3)	6

Totals

Variable income die roll was 1.

	Variable	Provinces	Seas	Cities	Gross
AUS	1	5	0	5	11
FLO	2	1	0	3	6
FRA	2	16	0	13	31
NAP	2	18	1	14	35
PAP	2	8	0	6	16
VEN	4	11	0	6	21

Your ducat total:

Game Summary

	1454	1455	1456	1457	1458	1459
Austria:	3	3	5	3	3	3
Florence:	3	2	3	2	2	1
France:	3	4	3	6	9	11
Milan:	3	1	0	0	0	0
Naples:	4	6	7	8	10	13
Papacy:	4	4	5	6	5	5
Turks:	3	4	2	2	0	0
Venice:	4	6	8	10	10	8

Dogwood

End of Game Statements

Kevin Wilson First, congratulations to Andy on a nice, close win. Well, things were going well until Epoch VI. I guess I should have kept the Mughals but I figured going last was almost as bad as being given the Incas & Aztecs. Boy was I wrong! I kind of hoped I wouldn't be given I&A if they were in play and I took a chance. But I got them anyway. Then it was clear I was out of the running so I kept Russia and a shot to go first in the last epoch. I figured if I went later I would have even less to work with. Again, perhaps I was wrong. It probably didn't matter. I probably couldn't make up the difference after the I&A. It just wasn't meant to be this time I guess. Thanks to Chris for running the game. Thanks to the other players for playing so the game can happen. Let's do it again. I really like this game and will play whenever Chris offers it. I've not played the new version yet. I'm hoping someone has and will comment on it this time around. Maybe we can give that a try next.

Andy Lewis Wow, what a close game all around. Nice job everyone. I'm fortunate to pull it out.

Chris Geggus I really believed that I could get the win with the Brits, but the wretched Arabs did me for the extra points when they finished my Elite Troops. Well done to Andy - yet again. I will get him one day.

Salty Dog

Seafarers of Catan

Turns 16.2 to 17.2

Deadline Turns 17.3 to 18.3 4/10, Tuesday

Turn 16

Dave rolls a 12. Kevin and Dave each receive 1 lumber. Builds a road from H21 – I21 and ships from F13 – F14 and F14 – F15. During the special build turn, Kevin builds a ship from I3 – I4.

Cary rolls a 4. Dave and Chris each gain 2 grain, Bill and Ward each gain 1 lumber. Cary trades 3 grain for 1 lumber at the ? port and builds a road B9 – C9.

Bill rolls a 5. Kevin gains 2 ore and 1 grain, Dave gains 2 lumber, Cary gains 1 brick, Bill gains 1 wool, Chris gains 1 lumber, and Ward gains 2 wool and 1 brick. Bill trades 3 lumber for 1 ore at the ? port, upgrades settlement at B5 to a city, and builds a settlement at G21.

Chris rolls an 7. Kevin discards 4 wool and 1 ore, and Ward discards 4 lumber.

Moves the Robber to the 9 mountains and steals 1 lumber from Ward. Trades 3 grain for 1 brick at the ? port, and builds a road from E9 – D9.

Ward rolls an 9. Kevin gains 2 grain and 2 lumber, Dave gains 1 grain, and Bill gains 2 brick. Passes.

Turn 17

Kevin rolls an 11. Cary gains 1 ore, Chris gains 3 ore, and Ward gains 1 lumber. Upgrades settlement at H5 to a city and builds a ship from I4 – I5. During the special build turn, Chris upgrades his settlement at D8 to a city.

Dave rolls a 8. Kevin gains 2 wool, Dave gains 2 ore, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 2 wool, and Ward gains 2 grain and 2 lumber. Upgrades settlement at D19 to a city. Kevin builds a ship from I5 – I6.

Open Trades

None

Turn 17 Rolls

Cary 9 Bill 11 Chris 8 Ward 6

Turn 18 Rolls

Kevin 8 Dave 7 Cary 10

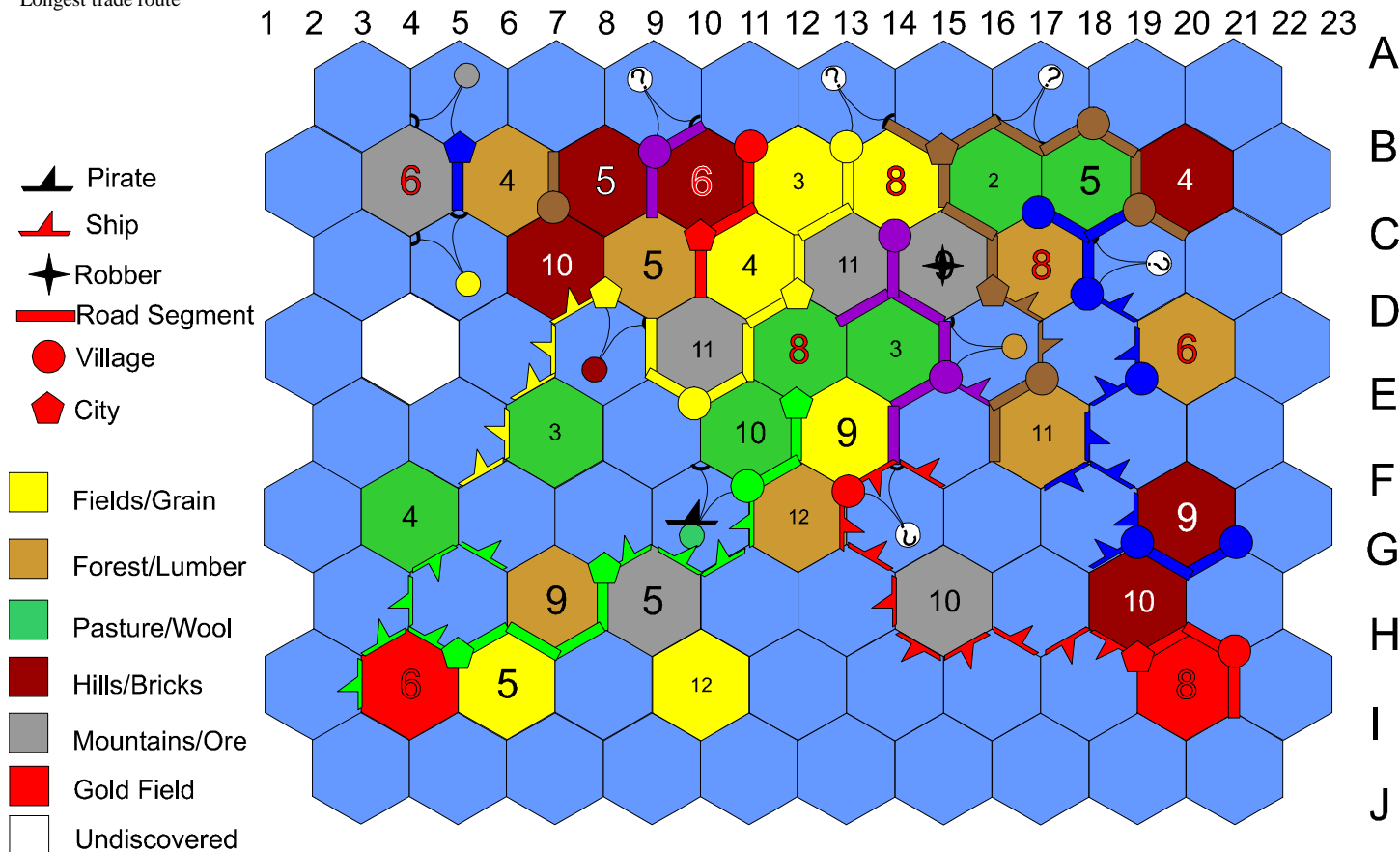
Notes

Remember that during a special build turn, you may only build – you may not trade. Also, the winner is the first one to gain 12 victory points, not 10.

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1	1				1 Knight	9*
Dave Partridge	Red	2	1		2			7
Cary Nichols	Purple	1	1	1		2		3
Bill Scharf	Blue			2	4			7
Chris Geggus	Yellow	1	2		1		2 Knights, 1 Unknown ()	6
Ward Narhi	Brown	2	2	1	3		1 Knight	8

* Longest trade route



Dog Chow**Age of Renaissance****Turn 5 Phases 4 through 6****Deadline Turn 5, Phase 7 and Turn 6, Phases 1 through 3 4/10, Tuesday****Phase 4: Purchases**

Paris buys Industrial Research for \$40 (X, 20 credit for Civics, 20 credit for Prince Henry, 20 credit for Copernicus) and \$6 for stabilization.

London buys Holy Indulgence for \$40 (F, 20 credit for Religion, Misery increases to 80), Caravan for \$20 (I), and stabilization for \$1.

Venice buys Holy Indulgence for \$40 (F, 20 credit from Religion, Misery increases to 60), Overland East for \$20 (R, pays \$10 to Hamburg, 20 credit for Walter the Penniless), and \$10 for Galley 6.

Barcelona buys Institutional Research for \$60 (X, 30 credit from Copernicus, 10 credit from Civics), Ocean Navigation for \$70 (T, 40 credit from Exploration, 10 credit from X), Improved Agriculture for \$20 (K, 20 credit from Commerce, 10 credit from X, Misery is reduced to 80), and stabilization for \$6. Gains 40 Misery Relief credits, plus 1 tier reduced Misery to 70.

Hamburg buys Overland East for \$10 (R, 30 credit from Walter the Penniless), the Heavens for \$0 (\$30 credit from Copernicus), Caravan for \$20 (I), Urban Ascendancy for \$20 (V), and Printed Word for \$20 (O, 10 credit for Communications, 30 credit from William Caxton), and stabilization for \$10. Gains 20 Misery Relief credits plus one tier reduces Misery to 70.

Genoa buys Patronage for \$10 (E, 20 credit from Religion, Misery increases to 90), Seaworthy Vessels for \$60 (S, 20 credit for Exploration), Wind/Watermill for \$30 (J, 10 credit from Commerce), and stabilization for \$6. 20 Misery Relief credits plus one tier reduces Misery to 80.

Phase 5: Expansion

Barcelona, Hamburg, London, Venice, and Genoa all gain 2 tokens from Paris via Holy Indulgence. Paris does not have enough tokens, so pays \$10 instead. Genoa and Barcelona do not have any available tokens, so they gain \$2 instead.

Paris passes.

London expands to Sicily (4, vs. Barcelona, dr = 5, 6, 3; wins).

Venice expands to Crete (6, vs. Barcelona, dr = 6, 5, 2; wins), Cyprus (6, vs. Barcelona, dr = 2, 3, 2; wins), Acre (7, vs. Genoa, dr = 5, 6, 6; wins), Levant (1), Tarsus (1)

Barcelona expands to East Indies (5), Kaffa (1), Erzerum (7, vs. Genoa, dr = 4, 5, 3; wins), Iceland (4, vs. London, dr = 6, 3, 1; wins), Tripoli (4, vs. Venice, dr = 6, 3, 4; wins), Palma (1)

Hamburg buys a card (3,), expands to Whisby (1), Amsterdam (2, vs. Paris, dr = 3, 1, 3; loses), Breslau (2, vs. Paris, dr = 4, 6, 4; wins), Kiev (5, vs. Genoa, dr = 2, 5, 1; wins), Kaffa (2, vs. Barcelona, dr = 4, 6, 2; wins), Tana (5, vs. Genoa, dr = 3, 3, 1; wins), Kamishin (1), Sarai (5, vs. Genoa, dr = 6, 1, 3; wins), Shetland (2, vs. London, dr = 3, 4, 4; loses), Shetland (2, vs. London, dr = 6, 6, 3; wins).

Genoa expands to Salonika (4, vs. Venice, dr = 1, 5, 3; wins), Valencia (5, vs. Barcelona, dr = 4, 3, 2; wins), Erzerum (5, vs. Barcelona, dr = 5, 3, 1; wins), Iceland (3, vs. Barcelona, dr = 6, 6, 6; wins), Tripoli (3, vs. Barcelona, dr = 4, 5, 3; wins), Seville (5, vs. Barcelona, dr = 1, 3, 2; wins), Grenada (3, vs. Barcelona, dr = 4, 6, 5; wins), Fez (3, vs. Barcelona, dr = 2, 1, 6; loses), Fez (3, vs. Barcelona, dr = 3, 2, 6; loses).

Genoa gains

Phase 6: Income

Paris gains \$57

London gains \$63

Venice gains \$69

Barcelona gains \$99

Hamburg gains \$93

Genoa gains \$123

Shortage of Timber, Surplus of Wine (Barcelona loses \$3)

Turn 6, Phase 1: Draw Cards

Your card is:

Epoch 3 begins with Genoa's draw.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	70		\$121		14	O1	A, E, F, I, J, K, N, O, R, S, T, V, X
Cary Nichols	Hamburg	70		\$185		13	8	A, E, F, I, N, O, R, V
Bob Robles	London	70		\$91		8	8	A, E, F, I, V
Dennis Cain	Venice	60		\$71		9	6	A, E, F, I, R, V
Steve Koehler	Genoa	80		\$134		18	10	A, E, F, I, J, N, O, R, S, V
Michael Longdin	Paris	100		\$97		7		E, I, W, X

Players are listed in reverse tie breaking order.

Commodity LogCards

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)	2	2	1	1	--	1
Cloth (6)	--	1	1	3	--	2
<i>Wine (7)</i>	--	--	1	--	3	2
Metal (8)	1	2	--	2	--	1
Fur (9)	--	2	1	1	--	--
Silk (10)	--	--	--	4	1	--
Spice (11)	1	--	--	1	1	1
Gold (12)	--	2	--	--	1	--
Ivory (12)	--	--	1	2	1	--

Shortage, Surplus

Sirius

Merchant of Venus

Turns 12.2 to 14.2

Turns 14.3 to 16.3 4/10, Tuesday

Turn 12

2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 3 4 4
(uses Auto Pilot)

Wet Landing(s) – Wet Landing(o) – (R) – (Y) – B – (Y) – (R) – NC3 – (R) – (Y) – (R) – B – (R) – B – (Y) – B – (R) – B – (Y) – (R) – B – Rainfall(p).

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Dust at 7b and Demand for Spice at 3). Buys Mulch Wine for \$20. MM4 gains \$30 in port commissions.

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

Dryport(o) – A – Y – R – B – R – Desolation Landing(o) – Desolation Landing(s).

Sells Psychotic Sculpture for \$250 (from the cup: Demand for Dust at 5).

Buys Desolation Landing port for \$200.

4th: Dennis Cain (Niks/Space Revolver) Rolls Used: 5 5 6 6

Terror Station(s).

Buys Primitive Art for \$60 (gains \$30 factory commission).

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

Poisonport(s) – Ice Station(p).

Sells Melf Pelt for \$110 (from the cup: Chicle Liquor at 7a). Buys 2 Chicle Liquor for \$80. Gains \$19 in port commissions.

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

Asteroid City East.

Sells Chicle Liquor for \$90 (from the cup: Finest Dust at 4a).

Turn 13

1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 5 5 6

Ice Station(s) – Ice Station(o) – A – R – Y – B – R – Y – A – Jellybeast Landing(o) – B – Jewelpport(o) – Jewelpport(s).

Buys Finest Dust for \$10.

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

Rainfall(p) – B – B – Rumbleport(p) – (R) – B – (Y) – B – (R) – B – (Y) – B – (R) – Jewelpport(o) – B- Jellybeast Landing(o) – A – (Y) – (R) – B – (Y) – (R) – A – Ice Station(p) – Ice Station(s).

Drops off Fare for \$110 (from the cup: Psychotic Sculpture at 10).

3rd: Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 1 * 4

Desolation Landing(s) – Desolation Landing(p).

Buys 2 Bionic Perfume for \$160. Receives \$16 in port commissions.

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

Terror Station(s) – Terror Station(o) – (R20) – Y20 – A – (R) – B – Y – NC2 – ? – NC2 – (R) – Y – (R) – Space Station B30 (pays \$10) – NC2 – Galactic Base.

Delivers Fare for \$180 (from the cup: Impossible Furniture at 8).

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

Poisonport(p) – R – B – (Y) – B – R – B – (Y) – R20 – (Y20) – A – R – B – (Y) – NC5 – Multi-generation Ship.

Sells Chicle Liquor for \$90 (from the cup: Chicle Liquor at 7a). Buys Megalith Paperweight for \$90.

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

Asteroid City East – R10 (pays \$10) – A – Airhome – Y – B – R – TeleGate6 – TeleGate4 – R – Jewelpport(o).

Turn 14

1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 5 5 6

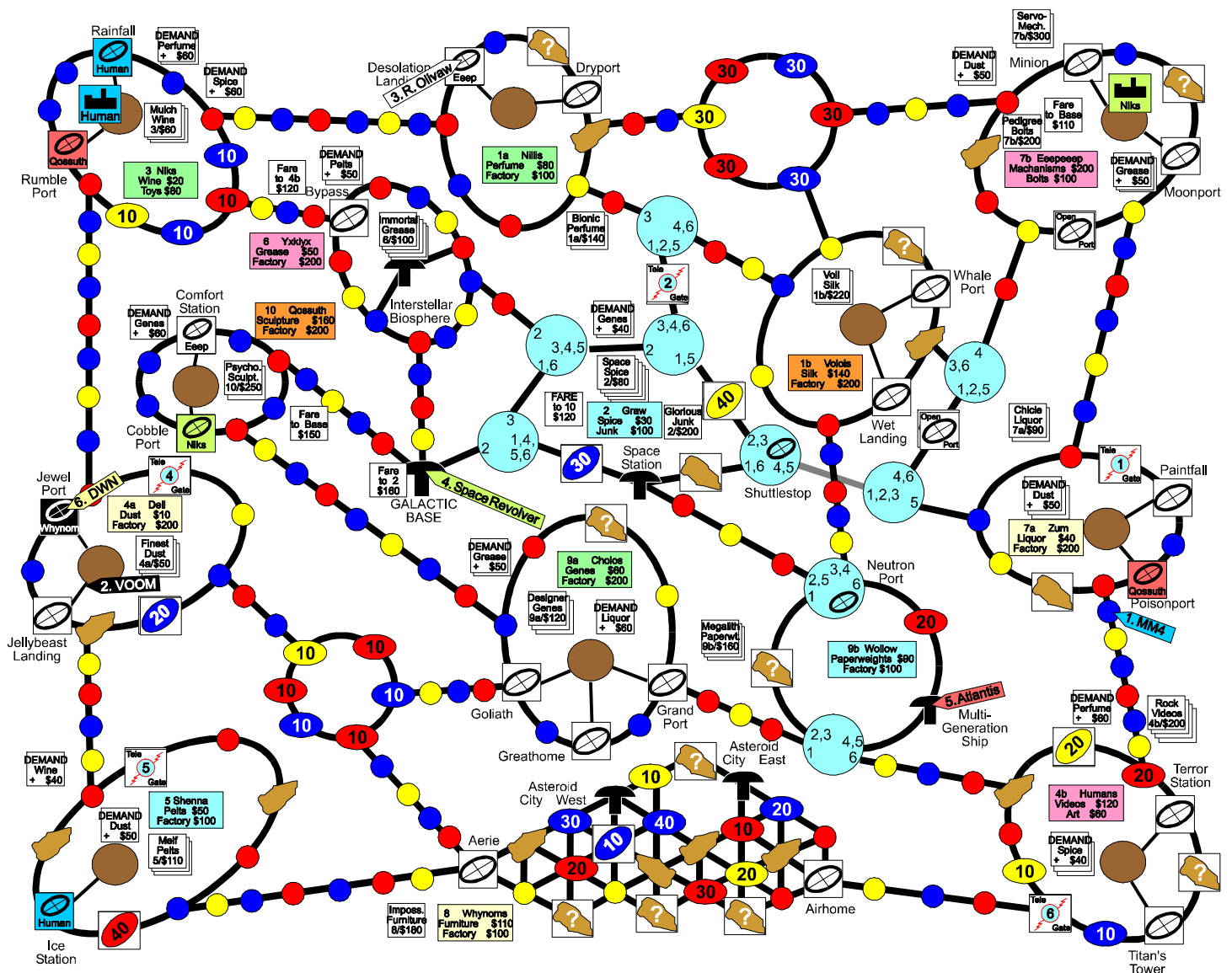
Jewelpport(s) – Jewelpport(o) – R – TeleGate4 – TeleGate6 – Y10 – R – A – Y20 – R20 – Y – B – R – B – Y – B.

2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 2 4 4

(uses Auto Pilot)

Ice Station(s) – Ice Station(o) – A – (R) – (Y) – B – (R) – (Y) – A – Jellybeast Landing(o) – Jellybeast Landing(s).

Buys Jewelpport for \$200.



Currently available:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 2 Voll Silk

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

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

4a (Dell): 3 Finest Dust

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

5 (Shenna): 3 Melf Pelts, 1 Demand for Mulch Wine (+\$40), 1 Demand for Finest Dust (+\$50)

6 (Yxklyx): 5 Immortal Grease, 2 Demand for Melf Pelts (+\$50), Fare to 4b

(\$120)

7a (Zum): 2 Chicle Liquor, 3 Demand for Finest Dust (+\$50)

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

8 (Whynoms): 1 Impossible Furniture

9a (Cholos): 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

9b (Wollow): 3 Megalith Paperweights

10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60), Fare to Base (\$150)

Base: Fare to 2 (\$160)

1. Mystery Machine 4 \$245		
Normal Scout		
15: 1 2 5//16: 2 3 5		
Hold1	Hold2	Hull
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Shield (\$60)
Graw \$200	Rainfall \$200	Niks \$200
		Ice Station \$200

2. VOOM \$310		
Fast Scout		
15: 1 4//16: 4 5 (Double 1)		
Hold1	Hold2	Hull
Mulch Wine 3/\$60	Comb. Dye (\$300)	RELIC Auto Pilot 4 \$80
4b \$90	Jewelport \$200	

3. R. Olivaw \$19		
Rocket Scout		
14: 6 6//15: 3 5//16: 3 3 (Use 1 * 4)		
Hold1	Hold2	Hull
Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140	Shield (\$60)
5 \$90	9a \$90	4a \$60
Comfort Station \$200	Desolation Landing \$200	

4. Space Revolver \$220		
Sports Clipper		
14: 2 3 4 4//15: 1 1 3 3 (Use 2*2)		
Hold1	Hold2	Hull
Primitive Art 4b/\$160	Red Dye (\$120)	Shield (\$60)
Cobble Port \$200	Eeepeep \$100	Human \$100

5. Atlantis \$91		
Torch Scout 14: 5/15: 4 (Times 3)		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Megalith Paperwt. 9b/\$160	Yellow Drive (\$80)
Rumble Port \$200	Poisonport \$200	Shield (\$60)

6. Dells Without Names \$140		
Scow Scout 14: 1 3 5 6//15: 1 2 5 5 (Use 2)		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90		Relic Shield (\$60)
7b \$100		

Outlaw Dogs

Turn 7

Turn 8 due 4/10, Tuesday

Actions

Segment 1

Border Rider: Card 5: Cock/Aim/Shoot (cock H44), segment 1 of 2
Innocente: Delay

Segment 2

Border Rider: Card 5: Cock/Aim/Shoot (cock H44), segment 2 of 2
Innocente: Delay

Segment 3

Border Rider: Card 6: Cock/Aim/Shoot (aim at I), segment 1 of 2
Innocente: Delay

Segment 4

Border Rider: Card 6: Cock/Aim/Shoot (aim at I), segment 2 of 2
Innocente: Delay

Segment 5

Border Rider: Passes
Innocente: Delay

End of Turn

Innocente loses 3 delay points. At the start of turn 8, Innocente gains 1 delay point due to the SERIOUS 1 (card 105)

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	2 AIM points on I
C	Dave Partridge	Gun Artist (G)	G9>F8		1H +3, 2H +3, OH 0		0	Dead
D	Jerry Roalstad	Innocente (I)	D5>D6	7, 8	1H +2	3	17	SERIOUS 1, GUN ARM 3
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2		0	Dead
F	Mike Scott	El Jefe (J)	H5>G6		2H +2		0	Dead

Press

Innocente – Border Rider: You shot me in my back...how could you? If you wanted the money so bad just say so... I'm out of here!!!

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	C32, Knife	Empty	Empty	Empty	C32: OOOOOO
Border Rider	C45, R41d	Empty	Empty	H44 (cocked)	H44: OOOOOOOOOOOO⊗⊗⊗ C45: OOOOOO R41d: OO
Gun Artist	C45, SW38	Empty	Empty	Empty	C45: OOOOOO SW38: OOOOOO
Innocente	C45, C45, Knife	Empty	R10 (open)	Empty	R10: OO C45: OOOOOO C45: OOOOOO
Drifter	C44, C32, Knife	Empty	Empty	Empty	C44: OOOOOO C32: OOOOOO
El Jefe	C44, C44, Knife	Empty	Empty	Empty	C44: OOOOOO C44: OOOOOO

On the ground in F8: W44: OOOOOOOOOOOOOOOO

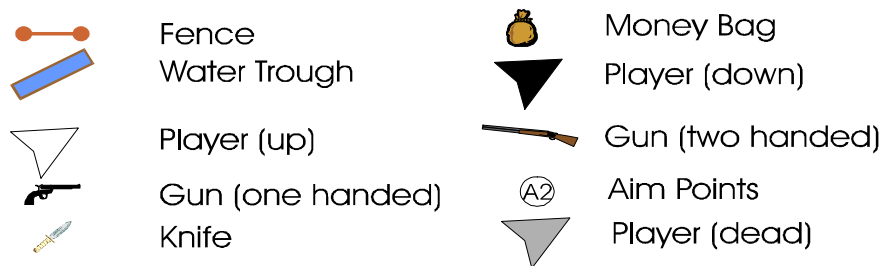
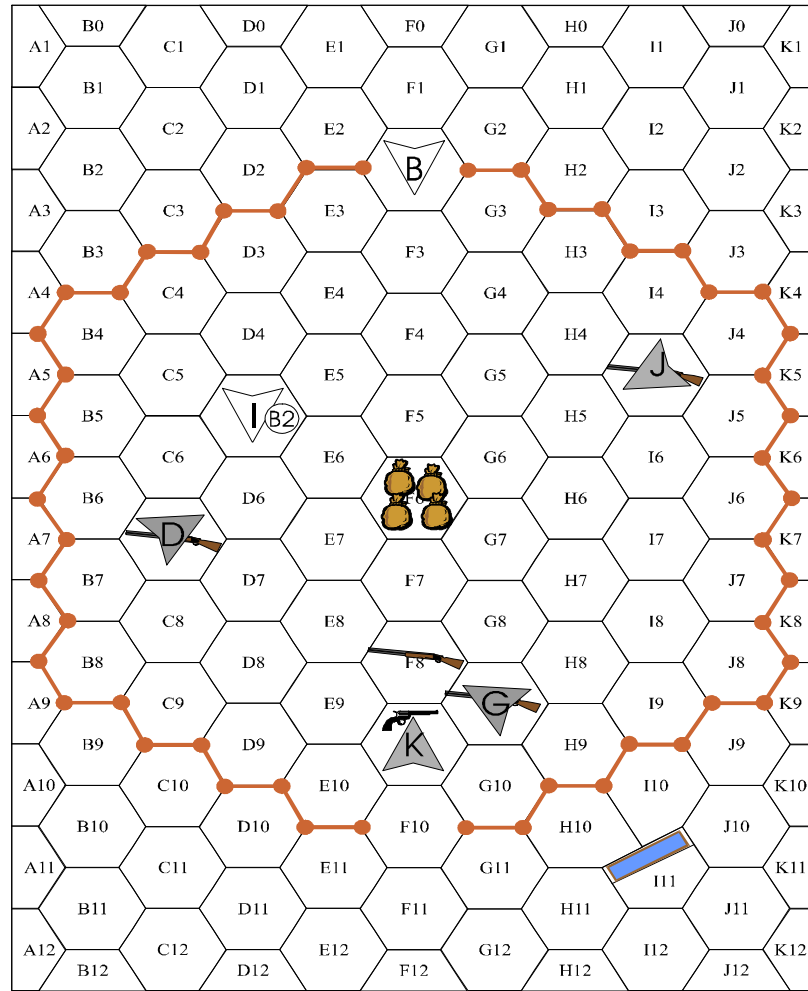
On the ground in F9: C45: OOO⊗⊗⊗

On the ground in I5: W44: OOOOOOOOOOOOOOO⊗

On the ground in G9, W44: OOOOOOOOOOOOO⊗⊗⊗

On the ground in C7, W44: OOOOOOOOOOOOOOO⊗

S.O.B.
Outlaw Dogs



Doberman

Turn 4a

Turn 4b due 4/10, Tuesday

Available Cards

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

GOO takes set 1

100%Trash takes set 4

BIBCO takes set 5

PIT takes set 2

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100% Trash	2	\$15	10	8	16	5	Bribery
Dave Partridge	BIBCO	3	\$28	0	1	15	5	
Richard Weiss	PIT	4	\$26	0	0	17	5	Advisor
Eric Brosius	GOO	1	\$10	0	1	14	4	

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	3/6	5/1	6	21
Dave Partridge	5/1	4/3	4/3	5	36
Richard Weiss	5/1	5/1	5/1	2	33
Eric Brosius	4/3	4/3	4/3	5	28

Cards

100%Trash	BIBCO	PIT	GOO
Order	Order	Raw Materials	Raw Materials
Growth	Waste Removal	Hiring/Firing	Growth
Innovation	Waste Disposal	Growth	Innovation

Discards

Innovation Hiring/Firing Growth

JackalTurn 7Turn 8 due 4/10, TuesdayPlanning

Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Dutch maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
Spanish maintain 4 ships (\$16) and buy 5 soldiers (\$50) for \$66.
French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Portuguese maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.
English maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Swedes Move to S. Dice: 2, 2, 3, 4, 4, 5, 5, 6. No losses.
Dutch Move to N. Dice: 1, 3, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist.
Spanish Move to J. Dice: 3, 5, 5, 6. No losses.
French Move to K. Dice: 4, 4, 5. No losses.
Portuguese Move to Z. Dice: 2, 2, 3, 5, 5, 5. No losses.
English Move to Y. Dice: 2, 2, 5, 5, 6. No losses.

Mining

Spanish mine 1 gold in F. English mine 1 gold in U.

Exploration

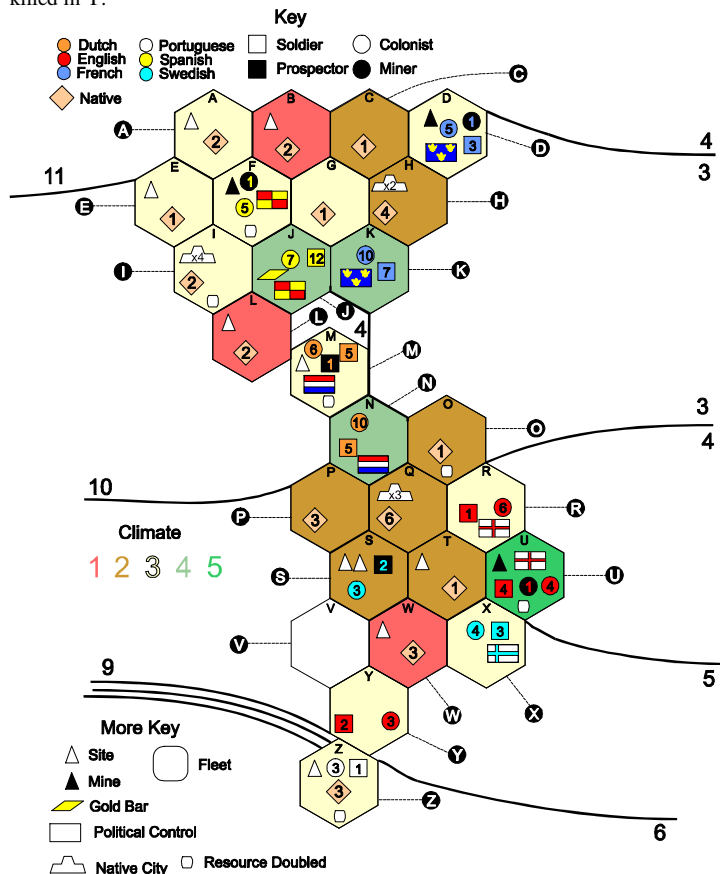
French discover a mine in D.

Land Movement

Swedes move 4 colonists and 4 soldiers from fleet to S. 2 soldiers prospect.
Dutch moves 2 colonists and 1 soldier from N to M, 3 colonists and 3 soldiers from fleet to N.
Spanish move 1 gold from F to J, 2 colonists from I to F, 2 colonists from J to F, 4 soldiers from I to J, and 3 colonists and 5 soldiers from fleet to J.
French move 4 soldiers from K to G, and 4 soldiers and 4 colonists from fleet to K. 1 colonist in D mines.
Portuguese move 4 colonists and 2 soldiers from fleet to Z (it's a resource rich climate 3 area with 3 natives and 1 site).
English move 1 gold bar from U to anchorage dot, 2 colonists from U to R and 4 soldiers and 4 colonists from fleet to Y.

Native Combat

French: 3 soldiers and 1 native killed in G. **English:** 1 soldier and 3 natives killed in Y.



Native Uprisings

Climate is a 5. Uprising in Z (0 colonists lost).

Survival

Climate is a 2.

Spanish lose 1 colonist and 1 soldier in F and 1 soldier in J. **French** lose 1 colonist in D and 1 soldier each in K and G. **Dutch** lose 1 colonist in M and 1 soldier in N. **English** lose 1 colonist in R, 1 soldier in U, and 1 colonist and 1 soldier in Y. **Swedes** lose 1 colonist in X, and 1 colonist and 2 soldiers in S.

Portuguese lose 1 colonist and 1 soldier in Z.

Political Control

Spanish gain political control of F.

Homebound Naval Movement

Swedes: Dice: 1, 2, 2, 4, 4, 5, 5, 6, 6, 6. No losses.

Dutch: Dice: 1, 2, 5, 6. No losses.

Spanish: Dice: 3, 5, 5, 6. No losses.

French: Dice: 1, 4, 4. Loses 1 ship.

Portuguese: Dice: 2, 3, 4, 5, 6, 6. No losses.

English: Move to U. Dice: 4, 4. Pick up gold. Dice: 1, 1, 2, 4. Loses 2 ships and 1 gold.

Income

Swedes: Political Control: \$60, resources: \$14.

Dutch: Political Control: \$90, resources: \$44.

Press

Portuguese – All: Pedro I sends a mission to the Most Catholic Emperor of the Penguins to recruit a legion of his feline feathered friends as fearless vanguard warriors to assist regain our lands lost to the double-dealing Dutch.

Turn 8 Initiative

Swedes, Dutch, Spanish, French, Portuguese, English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$234	10	3	4
English	Bob Robles	\$297	9	2	4
French	Andy Lewis	\$218	8	3	4
Portuguese	Brendan Whyte	\$43	20	3	4
Spanish	Andy York	\$256	3	4	3
Swedes	Cary Nichols	\$112	17	4	4

Flea CollarKremlinTurn 1 Cure through HealthTurn 1 Funeral Commission through Parade, 4/10, TuesdayCure Phase

HLM declares 1 IP on Putschnik. LWT plays Visit the Sanatorium (&) on Aparatschik (dr = 8+1, fails). Declares 2 IP on Putschnik. REDS declares 1 IP on G. Aparatschik ages to 82, Nogoodnik ages to 56, and Patina ages to 59.

Purge Phase

KGB plays Resistance Against Afghan Involvement (27). Nogoodnik attempts to Purge Y (dr = 11+3, success), E (dr = 5, fails). Ages to 60.

Spy Investigation Phase

Patina condemns L and opens investigations on Aparatschik, Nogoodnik, Talksallott, Palavarian, and Schukrotoff. Ages to 66.

Health Phase

Nestor Aparatchnik (dr = 6) falls ill.

Natasha Nogoodnik (dr = 12) remains healthy.

Wassily Protzky (dr = 9) remains healthy

Ludmilla Patina (dr = 9) remains healthy

Antonj Talksallott (dr = 10) remains healthy

Diwan Palavarian (dr = 2) falls ill.

Lech Schukrotoff (dr = 7) gets sick.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Natasha Nogoodnik (V)	55, weak	1 (MLI)
Foreign	Wassily Protzky (U)	56	10 (TCC)
Defense	Ludmilla Patina (S)	58, weak	8 (TCC)
Ideology	Ulan Putschnik (Y)	52	
Industry	Antonj Talksallott (J)	67	
Economy	Diwan Palavarian (G)	70	
Sport	Lech Schukrotoff (B)	75	

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	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

Intrigue CardsUndeclared Influence

Terrier**Silverton****Turn 1, Phases IV- VI and Turn 2, Phases I-III****Turn 2, Phases IV- VI and Turn 3, Phases I-III, 4/10, Tuesday****Turn 1**Operations

Brown (Partridge) declines #67 and hires a second surveyor for \$400.

Blue (Bolduc) declines #119, hires a second surveyor for \$400, and buys a 15 train for \$120.

Red (Scharf) operates #105 (\$40, 4 silver).

Aqua (Lewis) operates #36 (\$50, 2 silver), hires a second surveyor for \$400, and buys a 15 train for \$120.

Green (Longdin) operates #92 (\$40, 4 coal).

Orange (Hooton) operates #102 (\$40, 2 silver) and hires a second surveyor for \$400.

Determine Price Changes

Gold: -1 to \$225

Copper: No change

Silver: -2 to \$180

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+2 to \$160	+2 to \$200	No change	-1 to \$60	No change
Coal:	No change	-1 to \$40	+1 to \$60	-1 to \$40	-1 to \$60

Turn 2Move Prospectors and Surveyors

Brown (Partridge) surveys Denver to Boulder, Colorado Spring to Pueblo, and prospects passenger route 3.

Blue (Bolduc) surveys Denver to Boulder, Colorado Springs to Pueblo, and prospects the deck.

Red (Scharf) surveys Rincon to Butte Junction and prospects #98.

Aqua (Lewis) surveys Salt Lake City to Coalville, Provo to Eureka, and prospects #67

Green (Longdin) surveys Walsenburg to Trinidad and prospects the deck.

Orange (Hooton) surveys Santa Fe to La Madera, Lamy to Albuquerque, and prospects #119

Dispute Resolution

Brown and Blue have a dispute over the Denver to Boulder line. Brown dr = 2, Blue dr = 7. Blue wins, S becomes S+1. Brown S goes to jail (pay \$200, or roll 7 or 11 to release him). Blue draws #62 (Lumber at Taos) and Green draws #47 (Silver at Ouray). They each have first right of refusal to be exercised at the beginning of next turn. Brown spends \$265, Blue spends \$180, Red spends \$260, Aqua spends \$320, Green spends \$80, and Orange spends \$420.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$975	9		S, S, P
Paul Bolduc	Blue	Denver	\$1140	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$1340	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$710	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$1460	9		S, P
Dave Hooton	Orange	Santa Fe	\$780	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
105	Silver City	Red	Silver	4	\$40
98	Pinos Altos	Red	Gold	N	\$60
36	Eureka	Aqua	Silver	2	\$50
67	Coalville	Aqua	Coal	N	\$30
92	Raton	Green	Coal	4	\$40
102	Hillsboro	Orange	Silver	2	\$40
119	Farmington	Orange	Coal	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	

Available Claims

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
37	Eureka	Silver	\$60	\$40
113	Porter	Lumber	\$60	\$30

#	City	Type	Claim	Operation
35	Heber City	Silver	\$100	\$50
81	Crested Butte	Coal	\$80	\$40
46	Telluride	Silver	\$160	\$40
62	Taos	Lumber	\$40	\$30
47	Ouray	Silver	\$100	\$40
41	Leadville	Silver	\$120	\$50

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	
1	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
5					
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	

#	Type	Route	Payoff	Cost	Notes
4	A	El Paso – Deming	\$60	\$135	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	4	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

**Hound
Outpost
Gamestart**

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	DH	Dave Hooton	OrF, OrF, WaF		3
2	AY	Andy York	OrF, OrF, WaF		3
3	BS	Bill Scharf	OrF, OrF, WaF		3
4	CN	Cary Nichols	OrF, OrF, WaF		3
5	EB	Eric Brosius	OrF, OrF, WaF		3
6	KW	Kevin Wilson	OrF, OrF, WaF		3
7	ML1	Michael Longdin	OrF, OrF, WaF		3
8	DP	Dave Partridge	OrF, OrF, WaF		3
9	AL	Andy Lewis	OrF, OrF, WaF		3
10	ML2	Michael Lowrey	OrF, OrF, WaF		3

Available UpgradesIncome

New Arrivals: 4 Data Libraries, 2 Warehouses, 2 Heavy Equipment, 2 Nodules

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	4	3
Warehouse (Wa)	25	2	5
Heavy Equipment (HE)	30	2	5
Nodule (No)	25	2	5

Pedagoguery

Mass is a quality that we take for granted. We know what it does. It exerts gravity. It has inertia. But at the quantum level, we really lack a basic understanding of *why* mass exists. From a quantum standpoint, there is no reason why all fundamental particles can't be massless like the photon. From the standpoint of physics, there are two problems arising from mass. The first is, why does it arise at all? The second is, how do different elementary particles gain the precise amount of mass that they have? Intriguing new theories are starting to answer these questions.

The first recorded definition of mass was by Isaac Newton in his *Principia*: “The quantity of matter is the measure of the same, arising from its density and bulk conjointly.” This definition was good enough for 200 years, but it no more describes why matter has mass than the simple statement “because”. However, as the Standard Model of particle physics is better understood each day, the question of why matter has mass is increasingly becoming a hot topic in physics.

The effective mass of a particle actually has two components. The first is what is called its “rest mass” or the mass of the particle when it is not moving. The second component is its kinetic energy, since energy is related to mass by Einstein's famous equation. In the case of a simple particle, like an electron, this division is very straightforward. However in the case of a compound particle, such as a proton, it is more tricky, since the mass of the proton is composed of the rest mass of the constituent quarks, as well as the kinetic energy of those quarks as well as the massless gluons that hold them together. Physicists can calculate that mass, and it turns out that nearly all of the mass of the proton comes from the kinetic energy of its constituents. That still leaves us with the fundamental question of where truly elementary particles get their mass.

The answer is believed to be something called the Higgs field. In quantum

mechanics, fields and particles are interchangeable, to a degree. For example, the photon is the particle associated with the electromagnetic field. In one sense, the Higgs field is just like any other quantum field. However, it differs from other quantum fields in three very distinct ways. The first way is rather technical. All fields carry some kind of angular momentum. That angular momentum is manifested as the angular momentum of its corresponding particles. For example, electrons have an angular momentum of $\frac{1}{2}$ while photons have an angular momentum of 1. (In general, particles which carry some kind of force have a whole number angular momentum.) The Higgs particle, however has an angular momentum of 0. This allows it to appear in the equations of quantum mechanics in a very different way than other particles, and it is also the source of the other two differences of the Higgs field from other fields.

The universe prefers to be in a state of minimal energy. In the case of most fields, the electromagnetic field, for example, this happens when the field value is zero. Take, for example, a deep bowl with curved sides. Drop a ball into the bowl, and it will quickly settle at the center, where the bowl is at its lowest and therefore its energy is at its lowest. Imagine, however, that the bowl has a raised dimple in the middle. The lowest point is now a ring around the dimple, and that is where the ball would settle. The Higgs field is like such a bowl, in that it is at a minimum energy at a non-zero value. Thus, all of space is permeated by a non-zero Higgs field.

The third distinguishing characteristic of the Higgs field is that when a particle interacts with it, that particle behaves as if it has mass. Thus, mass is not an intrinsic property of the particle, it is rather a consequence of its interaction with the Higgs field. To picture this, imagine a hot beach filled with children. This is the Higgs field. If an ice cream vendor were to make his way across the beach,

many interactions with the children on the beach would slow him down. A different vendor selling, say broccoli, would have many fewer interactions with the children, and would thus be able to move across the beach much more quickly.

The idea is simple in concept, but in practice, there is still much we do not know. While the Standard Model only requires one Higgs field to get the job done, by no means is it limited to just one. In fact, the most likely successor to the Standard Model, the Supersymmetric Standard Model, will require at least two Higgs fields. Two Higgs fields would give rise to five different Higgs bosons, three that electrically neutral, and two that are charged. In addition, the minuscule masses of neutrinos could conceivably arise from interactions with yet a third Higgs field. Interestingly, Higgs particles would interact with each other quite strongly, leading to high masses for each, on the order of a few hundred times the mass of a proton.

S.O.B.

There is good support for the Higgs mechanism in some sort of Supersymmetric Standard Model. For one thing, without the Higgs mechanism, the W and Z particles, the carriers of the weak nuclear force, would be massless like the photon, and the weak nuclear force would be as strong as the electromagnetic force. The predictions of the interactions of the W and Z particles with the Higgs field have been born out through experiment. Given that the Standard Model is a very tightly interlocking structure, and that so many of its predictions are startlingly accurate, physicists are confident that the Higgs particles will be observed some day. The greatest hope is that it will happen with the Large Hadron Collider (LHC) at CERN in Switzerland. That collider is currently under construction, but is scheduled to be completed later this year. When the data it collects can be analyzed, maybe then we will truly know what causes mass.

Next issue: Is the universe out of tune?

Best In Show (Selected)

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

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

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
Dogwood	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

Kremlin

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

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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