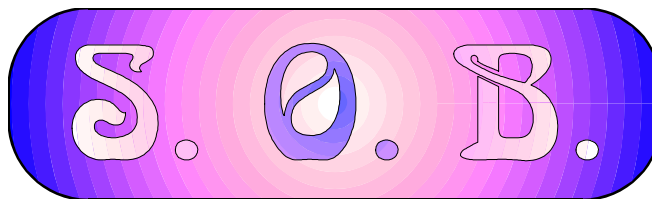


Number 145

July, 2008

**Notes from Hades**

First of all, I would like to thank all of you who sent me kind words regarding my grandfather. Too often you take the people around you for granted, and it shouldn't take the prospect of losing someone to shake you out of that mode. We had several months to prepare ourselves for his death, which does make it easier in some ways, even though nothing can ever replace those who have left us. We just have to carry on, because life does go on.

As do my travels. This time it was back to Seoul, South Korea. Once again I did not get to do much sight seeing, but the hospitality was pretty incredible. One day, one of our hosts took us to a traditional Korean barbecue – where they bring kettles full of hot coals to the table and cook thin slices of beef right there. We were told ahead of time to eat a light breakfast since it is apparently a sign of respect for your host to eat as much as possible. It wasn't difficult. I would once again recommend Seoul to anyone who gets the opportunity to go there. It is quite the vibrant and friendly city.

Aside from that, it has been an uneventful month.

The next deadline is **Tuesday, July 22 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

Frontier Dog. Gunslinger .Scenario to be determined. Have Paul Bolduc, Chris

Geggus, Mike Scott, and Andy Lewis, will take up to 3 more.

Pateel. Kremlin. Will start after Flea Collar ends. Have Ward Narhi, Mike Scott, Bill Scharf, Bob Robles, Pasquale Giovine, and Gina Teh. This game is full.

Hunter. Silverton. Will start after Terrier ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, Bill Scharf, and Dave Hooton. This game is full.

Procyon. Merchant of Venus. This game will start when Sirius ends. Have Dave Partridge, Bob Robles, Chris Geggus, Gina the, and Dennis Cain. Will take up to 1 more.

Robover. Robo Rally. Have Dave Partridge, Bill Scharf, Chris Geggus, Dave Hooton, Gina the, Ward Narhi, Michael Longdin, and Chris Geggus. This game is full.

Husky. Power Grid. Have Andy York, Michael Longdin, Dave Partridge, and Dave Hooton, will take up to 2 more.

Wish List

History of the World. Have Chris Geggus, Dave Partridge, and Gina Teh, will take up to 4 more.

Industrial Waste. Have Andy York and Dave Partridge, will take up to 2 more.

Outpost. Will start after Hound ends. Have Andy York, Cary Nighols, Dave Partridge, Dave Hooton, and Eric Brosius, will take up to 5 more.

Machiavelli. This game will start after the next Machiavelli game ends. Have Ward Narhi, Bob Robles, and Pasquale Giovine, will take up to 5 more.

Machiavelli. Gunboat. This game will start after the second Machiavelli game ends. Have 4, will take up to 4 more. You are signed up: ☐.

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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On the Web at: <http://homepages.roadrunner.com/sobhome>

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

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

None received this issue.

Dog Park **Spring 1052**

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Summer 1052 7/22, Tuesday

The Normans and Muslims go on a borrowing spree with the Normans buying off the last Muslim unit, and the Muslims banking the ducats. Venice looks to be squeezed between empires (the Byzantine and the Holy Roman). The Pope moves out to the north and the south while Florence edges to the west.

Expenditures

The Muslims borrow 19 ducats for 2 years (29 ducats due Spring 1054)

The Normans borrow 25 ducats for 2 years (38 ducats due Spring 1054), buy

Muslim fleet Western Mediterranean for 21 ducats, and counter bribe fleet

Tyrrhenian Sea for 6 ducats.

Outstanding Loans

Spring 1053: 9 ducats due from the Muslims (6 borrowed)

Fall 1053: 14 ducats from Pisa (9 borrowed), 18 ducats from

Byzantines (12 borrowed)

Spring 1054: 29 ducats due from the Muslims (19 borrowed) and 38 ducats due from the Normans (25 borrowed)

Orders

BYZANTINES (Giovine): A Bari to AQUILA, A Dalmatia to CROATIA, A Ragusa to HERZEGOVINA, F Durazzo to IONIAN SEA, F LOWER ADRIATIC supports A Bari to Aquila

HOLY ROMAN EMPIRE (Partridge): A MONTFERRAT holds, A Milan to BERGAMO, A TRENT to VERONA, A MANTUA supports A Trent to Verona

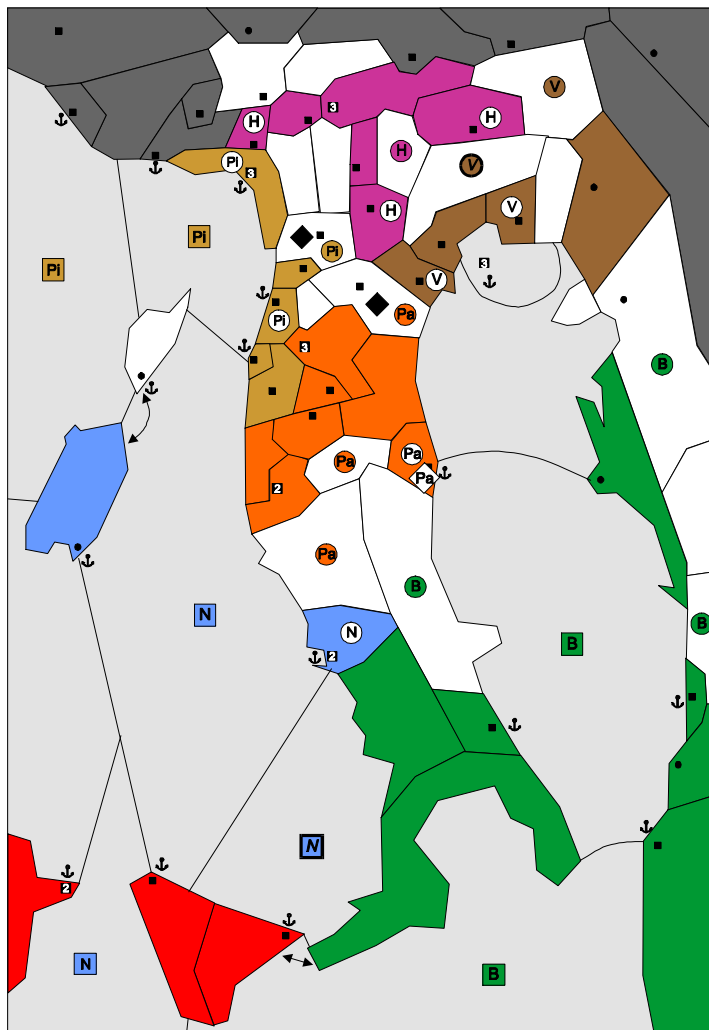
MUSLIMS (Robles): F Central Mediterranean to Central Mediterranean (nsu)

NORMANS (Horsley): A Sardinia to NAPLES, F TYRRHENIAN SEA transports A Sardinia to Naples, F Western Mediterranean to CENTRAL MEDITERRANEAN, F (EM) Naples to GULF OF NAPLES

PAPACY (Roalstad): A Roma to CAPUA, A Perugia to SPOLETO, A Florence to BOLOGNA, A Urbino to ANCONA, A ANCONA convert to G

PISA (Scott): A Sienna to PISA, A GENOA supports A Lucca to

Dog Park



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

VENICE (Wilson):

Your treasury:

Autonomous garrison Turin

Good Year – No Plague!

Spring 1052 Famine Losses

Summer 1052 Plague

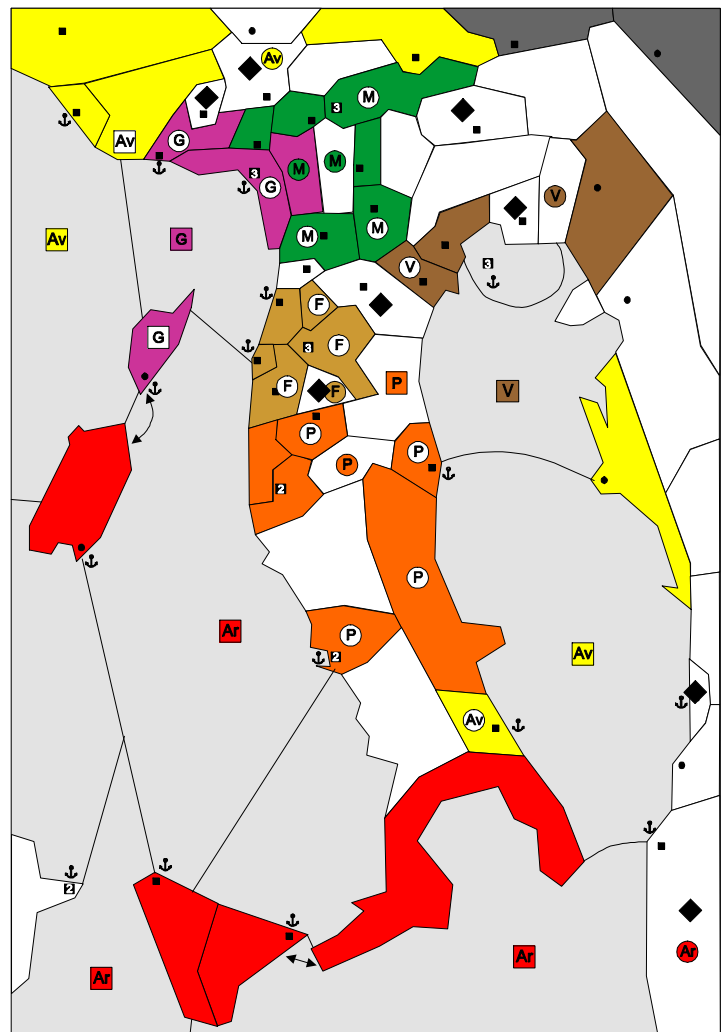
Press

Muslims – All: Insh'Allah, I deserve my fate.

Papacy – Heretics: The Holy Father's offer of acceptance into the Holy Church by renouncing your heathen ways goes unanswered and now a Holy War has broken out. It's decreed by his Eminence that the Byzantines & Muslims are now enemies of the Church. Any Christian Noble who aids these Heretics will be excommunicated from the Holy Church. It is the duty of all Christian Nobles to liberate all Cities & Provinces held by these heathens.

Pisa – Byzantines: It was good to hear from you, glad you now have my correct e-mail. Hope your actions against Venice continue good for you. Let me know what else is going on.

Barking Up the Wrong Tree



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

Modena, A Lucca to MODENA, F Ligurian Sea to GULF OF LIONS, F Pisa to LIGURIAN SEA
A FERRARA supports A Treviso to Verona, A Padua to Treviso, A (EM) Treviso to Verona, A Carniola to CARINTHIA

Barking Up the Wrong Tree

Spring 1251

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline for Summer 1251 7/22, Tuesday

Milan moves aggressively against Genoa while Aragon expands into the Balkans. Florence and Venice continue to bump heads in Bologna and the Pope moves against Avignon.

Fall 1250 Retreats

Avignon retreats A Aquila to Bari

Builds

		Cost
Aragon	Maintains all, builds F Palermo	12
Avignon	Maintains all, builds F Marseilles	15
Florence	Maintains all, builds A Piombino	12
Genoa	Maintain all, builds A Genoa, G Savoy	15
Milan	Maintains all, builds A Milan, A Cremona	15
Papacy	Maintains all, builds A Rome, A Perugia, G Ancona	18
Venice	Maintains all, no new builds	9

Expenditures

Milan spends 3 ducats for Famine Relief in Montferrat.

Orders

ARAGON (Mercer):	A Otranto to DURAXXO, F IONIAN SEA transports A Otranto to Duraxxo, F Palermo to CENTRAL MEDETERRANEAN, F Sardinia to TYRRHENIAN SEA
AVIGNON (Nichols):	A Tyrolea to TURIN, <u>A BARI to Aquila</u> , F Marseilles to GULF OF LIONS, F PROVENCE supports F Marseilles to Gulf of Lions, F Dalmatia to LOWER ADRIATIC
FLORENCE (Whyte):	<u>A FLORENCE to Bologna</u> , A PISTOIA supports A Florence to Bologna, A SIENNA to AREZZO, A PIOMBINO to SIENNA
GENOA (Scott):	A GENOA supports A Fornova to Modena, <u>A Fornova to Modena (DISLODGED, retreat Pavia, OTB)</u> , F Savoy to LIGURIAN SEA, F CORSICA supports F Savoy to Ligurian Sea, G SAVOY convert to A
MILAN (Renken):	A Montferrat to FORNOVA, A MODENA supports A Montferrat to Modena, A MANTUA supports A Modena, A Cremona to PARMA, A MILAN supports A Cremona to Parma
PAPACY (Robles):	A Rome to SPOLETO, A PERUGIA supports F Ancona to Urbino,

A NAPLES holds, A AQUILA to Bari, F Ancona to URBINO, G

ANCONA convert to A

VENICE (Partridge): A FERRARA to Bologna, A Carniola to FRIULI, F UPPER

ADRIATIC supports A Ferrara to Bologna

Treasury:

Notes

Since the only place to which the Genoan can retreat is in Famine, it has been eliminated.

Summer 1251 Plague

Poor Year – Column Only: Rome, Lucca (autonomous garrison destroyed). Padua, Tunis, Cremona

Press

Florence – Genoa: Would love to hear from you, but my attempts to communicate bounce. Your email appears to be wrong. If you survive this next turn, drop me a line .

Genoa – Avignon: Since you don't have e-mail, can you do some communications in the Press Clippings about your thoughts and etc.? I now find our joint neighbor encroaching on me, and would like to co-ordinate with you on his early demise, which is what I hope your units up there in the north are also working towards. And should you like our fleets to work southward together I would need to hear from you on that possibility also.

Genoa – Milan: NOT NICE! sure looks like you and Venice are tied together, got to see what can be done to change that...

Genoa – Florence: Your help against Milan will gain my helping you for Bologna later... look at the positions and do what you can... I can handle the north seas, and will leave you the south should you desire them....

Genoa – Aragon: I see no reasons to butt heads, and unless I'm missing something, there is initially nothing to work together on... unless you really want to take on the Avignon and he decides not to help me against Milan. Right?

Pope – Avignon: Sorry, but the heresy must be crushed. Ooops, wrong century!

Doberman

Turn 8b

Turn 9a due 4/29, Tuesday

Cards

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

100%Trash plays Waste Disposal, reducing his waste to 12.

BIBCO plays Waste Disposal, reducing his waste to 9.

PIT plays Innovation with an Advisor, spending \$10 (and taking out a loan) to move Waste Reduction to 2/10.

GOO plays Growth, increasing Growth to 17.

100%Trash plays Growth, increasing his growth to 17.

BIBCO plays Growth, increasing his growth to 17.

PIT fills an Order, using 5 raw materials to produce \$19 and 2 waste.

GOO plays Waste Disposal, reducing waste to 3

100%Trash discards an Order (Order can't be played because it would exceed

maximum waste storage capacity)

BIBCO plays Raw Materials, putting 4 raw materials up for bid. PIT buys it for \$7.

PIT passes.

GOO passes.

100%Trash passes

BIBCO passes

100%Trash and BIBCO each pay \$5, and PIT and GOO pay \$4. 100%Trash takes out a loan.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	4	\$4	30	4	16	5	Order
Dave Partridge	BIBCO	1	\$39	0	1	16	5	Hiring/Firing
Richard Weiss	PIT	2	\$15	10	14	19	4	Order
Eric Brosius	GOO	3	\$24	0	1	17	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	1/15	5/1	12	5
Dave Partridge	5/1	4/3	2/10	9	49
Richard Weiss	4/3	5/1	2/10	8	30
Eric Brosius	4/3	4/3	1/15	6	50

Available Cards

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

Accident card is drawn. 100%Trash and BIBCO each pay \$5 and lose one growth. Deck was reshuffled.

Discards

Growth

Flea CollarKremlin**Turn 6 Cure through Health****Turn 6 Funeral Commission through Parade, 7/22, Tuesday**Cure Phase

Zenjarplan ages to 70, Satin ages to 71, Krakemheds ages to 74, Protzky ages to 60, and Wasolin ages to 63.

Purge Phase

REDS declare 1 IP on Niewitko. Satin attempts to purge Protzky (dr = 12 + 2, succeeds). Satin ages to 72.

Spy Investigation Phase

Doberman calls for a trial on Zenjarplan. Zenjarplan votes to acquit, Satin,

Krakemheds, Doberman, and Niewitko vote to convict, and Wasolin abstains. Conviction is upheld.

Health Phase

Oleg Satin (dr = 4) dies.

Karl Krakemheds (dr = 7) falls ill.

Igor Doberman (dr = 20) remains healthy.

Petr Niewitko (dr = 15) remains healthy.

Viktor Wasolin (dr = 16) remains healthy.

Diwan Palavarian (dr = 9) gets sick.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head			
Foreign	Karel Krakemheds (E)	74, weak, ++	2 (REDS) , 1 (HLM), 1 (LWT)
Defense	Igor Doberman (L)	65	4 (REDS) , 3 (HLM), 1 (LWT)
Ideology			
Industry	Petr Niewitko (D)	73, strong	1 (REDS)
Economy	Viktor Wasolin (Z)	63, weak, ?	11+ (MLI)
Sport	Diwan Palavarian (G)	70, strong, +	

Politicians in bold are in the sanatorium.

Candidates: H, J, W, X, Y (60, 11+ (HLM))

People: M, N, P, R, S (68, +)

Siberia: C (81 +), K (68 +), T, B (83 +), U (60 ++), Q (70, +)

Kremlin Wall: A, G, F, V, I, O

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)
TCC has one wave.	

Intrigue CardsUndeclared Influence

Terrier
Silverton
Turn 12 Phases IV- VI and Turn 13, Phases I-III
Turn 13, Phases IV- VI and Turn 14, Phases I-III, 7/22, Wednesday
Turn 12

Operations

Brown (Partridge) operates #48 (\$40, depletes). Gains \$130 in passenger revenue.

Blue (Bolduc) operates #88 (\$50, 3 coal), #80 (\$30, 3 coal), and #40 (\$40, depletes). Delivers 3 coal from Walsenburg to Denver for \$300. Gains \$20 in passenger revenue.

Red (Scharf) operates #101 (\$20, 1 silver) and #126 (\$30, 2 coal). Delivers 6 coal from Santa Rita to El Paso for \$840. Gains \$60 in passenger revenue.

Aqua (Lewis) operates #68 (\$20, 2 coal), #73 (\$20, 3 coal), and #74 (\$20, 2 coal). Delivers 10 coal from Schofield to Salt Lake City for \$800. Receives passenger revenue of \$410.

Green (Longdin) operates #92 (\$40, 3 coal). Delivers 4 coal from Raton to Denver for \$400. Gains \$380 in passenger revenue.

Orange (Hooton) operates #119 (\$40, 3 coal), #113 (\$30, depletes), #65 (\$30, depletes), #63 (\$50, 1 lumber), #51 (\$30, depletes), #100 (\$40, 1 gold), #122 (\$20, depletes), #33 (\$50, 1 gold), #144 (\$30, 1 lumber), and #123 (\$40, 5 coal). Deliver 7 coal from Farmington to Santa Fe for \$840. Gains \$90 in passenger revenue.

Determine Price Changes

Gold: +1 to \$325

Copper: -1 to \$280

Silver: +4 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+2 to \$200	Remains at \$300	Remains at \$200	Remains at \$30	Remains at \$200
Coal:	Remains at \$100	-1 to \$60	Remains at \$80	Remains at \$120	-1 to \$120

Turn 13

Move Prospectors and Surveyors

Brown (Partridge) survey Buena Vista to Leadville, prospect #44

Blue (Bolduc) surveys Taos to Santa Fe and Steamboat Springs to Craig, prospects #43 and #56.

Red (Scharf) surveys Dalies to Grants and El Paso to Alamagordo, prospects #117.

Aqua (Lewis) surveys Glenwood Springs to Aspen and Salt Lake City to Bingham, prospects #25

Green (Longdin) surveys Cimmaron to Elizabethtown and Leadville to Minturn, prospects #43.

Orange (Hooton) surveys Farmington to Newcomb and Rincon to El Paso, prospects #117 and #118

Dispute Resolution

Blue and Green have a dispute over claim #43. Blue's has a +2 for the prospector and Green has a +3 because his line already goes to Aspen. Blue = 8 + 2, Green = 8 + 3. Green wins, prospector improves to +1. Red and Orange have a dispute over the #117. No modifiers. Red = 7, Orange = 6. Red wins and prospector improves to +1. Brown spends \$140, Blue spends \$340, Red spends \$480, Aqua spends \$500, Green spends \$500, and Orange spends \$340.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$705	9, 15		S+1, S, P+1
Paul Bolduc	Blue	Denver	\$5	9, 15		S, S+1, P+2
Bill Scharf	Red	El Paso	\$4265	9, 24		S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$4060	9, 15, 42		S, S, P
Michael Longdin	Green	Pueblo	\$2250	9, 15, 24	+2	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$760	9, 15, 24		S, S, P, P

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	2	Depleted
44	Leadville	Brown	Silver	N	\$40
88	Walsenburg	Blue	Coal	1	\$50
80	Aspen	Blue	Coal	6	\$30
40	Aspen	Blue	Silver	4	Depleted
56	Hot Sulphur Springs	Blue	Lumber	N	\$30
105	Silver City	Red	Silver	1	Depleted
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	9	\$20
126	Santa Rita	Red	Coal	0	\$30
125	Capitan	Red	Coal	N	\$20
117	Cloudcroft	Red	Lumber	N	\$50

#	City	Owner	Type	Goods	Operation
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	3	Depleted
37	Eureka	Aqua	Silver	2	Depleted
68	Scofield	Aqua	Coal	7	\$20
73	Hiawatha	Aqua	Coal	10	\$20
74	Elk Springs	Aqua	Coal	15	\$20
38	Aspen	Aqua	Silver	N	\$40
25	Bingham	Aqua	Gold	N	\$60
92	Raton	Green	Coal	12	\$40
81	Crested Butte	Green	Coal	9	Depleted
47	Ouray	Green	Silver	2	Depleted
43	Leadville	Green	Silver	N	\$50

#	City	Owner	Type	Goods	Operation
119	Farmington	Orange	Coal	0	\$40
113	Porter	Orange	Lumber	4	Depleted
128	South Fork	Orange	Silver	1	Depleted
65	El Vado	Orange	Lumber	3	Depleted
63	Lumberton	Orange	Lumber	5	\$50
51	Silverton	Orange	Silver	8	Depleted
100	White Oaks	Orange	Gold	3	\$40
122	Lee Ranch West	Orange	Coal	4	Depleted
33	Silverton	Orange	Gold	3	\$50
114	McGaffey	Orange	Lumber	1	\$30
123	Gallup	Orange	Coal	5	\$40
118	Cimarron	Orange	Lumber	N	\$20

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
15	B	Denver – Grand Jct.	\$270	Brown	Discard when 22 is taken. Good for \$270 toward card 22
12	B	Pueblo – Grand Jct.	\$150	Brown	Discard when 20 is taken. Good for \$150 toward card 20 or 21
1	A	Denver – Boulder	\$20	Blue	
10	B	Denver – Aspen	\$130	Blue	
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	
11	B	Salt Lake City – Grand Jct.	\$140	Aqua	Discard when 20 is taken. Good for \$140 toward card 20 or 21
16	B	Salt Lake City –	\$250	Aqua	Discard when 22 is

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	5	\$200
42	7	\$320
72	8	\$500

#	Type	Route	Payoff	Owner	Notes
		Grand Jct.			taken. Good for \$250 toward card 22
9	B	Denver – Leadville	\$120	Green	
8	A	Denver – Leadville	\$260	Green	Discard after 3 more Leadville depletions
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
27	Dillon	Gold	\$120	\$40
86	Canon City	Coal	\$40	\$20
76	Craig	Coal	\$80	\$20
58	Dolores	Lumber	\$140	\$40
39	Aspen	Silver	\$60	\$30
85	Canon City	Coal	\$100	\$30
112	Tyrone	Copper	\$60	\$20
70	Price	Coal	\$80	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
20	C	Salt Lake City – Pueblo	\$600	\$930	
18	C	Gallup – Santa Rosa	\$500	\$660	
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
17	C	Denver – Santa Fe	\$420	\$585	
13	B	El Paso – Santa Fe	\$140	\$320	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$80
Die +4	5	\$140
Die +5	6	\$200

Hound

Turn 11

Deadline Turn 12, 7/22, Tuesday

Commander Actions

Brosiarium opens the bidding on an Outpost and gets it for 109 (Wa9, Wa9, Wa10, MWa, Re12, Re12, Re13, Re14) and moves a population factor from a water factory to man the titanium factory.

BORG opens the bidding on an Orbital Lab at 50 and FEARLESS gets it for 60 (Or2, Or2, Or2, Wa6, MWa, Mi18). Opens the bidding on another Orbital Lab at 50 and Little Green Men get it for 56 (Wa6, Wa7, Wa8, Wa9, Wa9, Mi17). Opens the bidding on the last Orbital Lab at 50 and gets it (Or3, Or5, Wa5, Wa6, Ti9, Ti9, Ti11, Ti12)

bids 50/55 on 1st OL, 50/60 on 2nd OL, 50/65 on 3rd OL, else 2 TiF and 1 population factor.

Little Green Men pass.

Roobie-Roo opens the bidding on an Outpost at 100 and Miles from Nowhere gets it for 102 (Wa4, Wa6, Wa6, Wa10, Ti7, Ti8, Ti11, Ti12, Ti13, HE discount). Opens the bidding on an Outpost at 100 and HBDC gets it for 101 (Wa8, Wa9, Ti12, Ti13, MTi, HE discount). Opens the bidding on an Outpost at 100 and gets it (Or3, Or3, Or4, MWa, MWa, Ti10, HE discount, Ec discount).

Miles from Nowhere moves a population factor from an ore factory to man the new titanium factory.

FEARLESS buys a titanium factory (Ti12, Mi18) and moves a population factor from an ore factory to man it.

Scharfpost passes.

HBDC buys a population factor (Ti12)

Bartertown X buys 2 robots (Or3, Wa5, Wa6, Wa6)

Golden Orb buys a titanium factory and moves a population from a water factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Brosarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, 2Sc, La, Ou	26
2	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa, Ec, Ou	24
3	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Ou	22
4	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, Ro, OL	22
5	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, ReF	No, 2OL, La	21
6	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, Wa, 2OL	20
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ou	18
8	Scharfpost	Bill Scharf	OrF, OrF, WaF, P	3DL, Wa, 3Sc	13
9	Bartertown X	Andy York	<i>OrF, OrF, WaF, WaF, WaF, WaF, WaF</i>	2DL, HE, Ro	13
10	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, TiF	2DL, HE, Wa, No	11

BORG is Basic Orbital Research Group. HBDC is Heavenly Bodies Development Corporation. FEARLESS is Forward Extraction and Resource Location Exoterrestrial Space Services

Available Upgrades

Income

New Arrivals: Scientists, Scientists, Orbital Lab, Ecoplants, Robots, Robots,
Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	1	0
Scientists (Sc)	40	2	0
Orbital Lab (OL)	50	1	1
Robots (Ro)	50	3	2
Laboratory (La)	80	1	4
Ecoplants (Ec)	30	1	5
Outpost (Ou)	100	1	2

Roobie-Roo, FEARLESS, Little Green Men, and Brosarium took a Mega Water cards. HBDC takes a Mega Titanium card.

Bulldog

Turns 6.6 to 7.6

Deadline Turn 8.1 to 9.1, 7/22 Tuesday

Erratum

In the last turn, I neglected to properly credit Michael and Dave H. with the correct number of ore. Michael should have had one more and Dave H. two more. Because of that, Dave, in his turn, would have traded 3 for 1 for a grain and bought a development card. The turn has been corrected accordingly.

Turn 6

Chris rolls a 9. Dave P. gains 2 brick and 2 ore, and Michael, Andy, and Chris each gain 1 brick. Trades 2 ore for 1 grain at the ore port..

Turn 7

Mike rolls an 11. Mike and Andy each gain 1 lumber, Michael and Dave H. each gain 1 wool. Mike trades a brick to Michael for a wool. He also trades 3 brick for 1 wool at the ? port and builds ships at F10 to F9 and F9 to G9 (discovers ocean). During the special build turn, Andy builds a ship from 8F to 7F (discovers ocean). **Dave P.** rolls a 12. Chris gains 2 lumber. Trades 4 ore for 1 lumber and builds a road from E4 to F4 (discovers ocean). **Michael** rolls a 10. Mike gains 1 grain, and Andy and Chris each gain 1 ore. Passes.

Andy rolls an 8. Dave P. gains 2 ore, Chris and Dave H. each gain 1 ore, and Mike gains 2 brick. Trades 3 ore for 1 grain at the ? Port. During the special build turn, Chris builds a road from C18 to C19. **Dave H.** rolls a 7. Michael discards 3 wool and 2 ore (determined randomly). Moves the Robber to the 6-Forest at E13 and steals a wool from Dave P. **Chris** rolls a 10. Mike gains 1 grain, and Andy and Chris each gain 1 ore. Trades 2 ore for 1 wool at the ore port. Passes.

Open Trades

None.

Turn 8 Rolls

Mike 6 Dave P. 7 Michael 5 Andy 7 Dave H. 6 Chris 3

Turn 7 Rolls

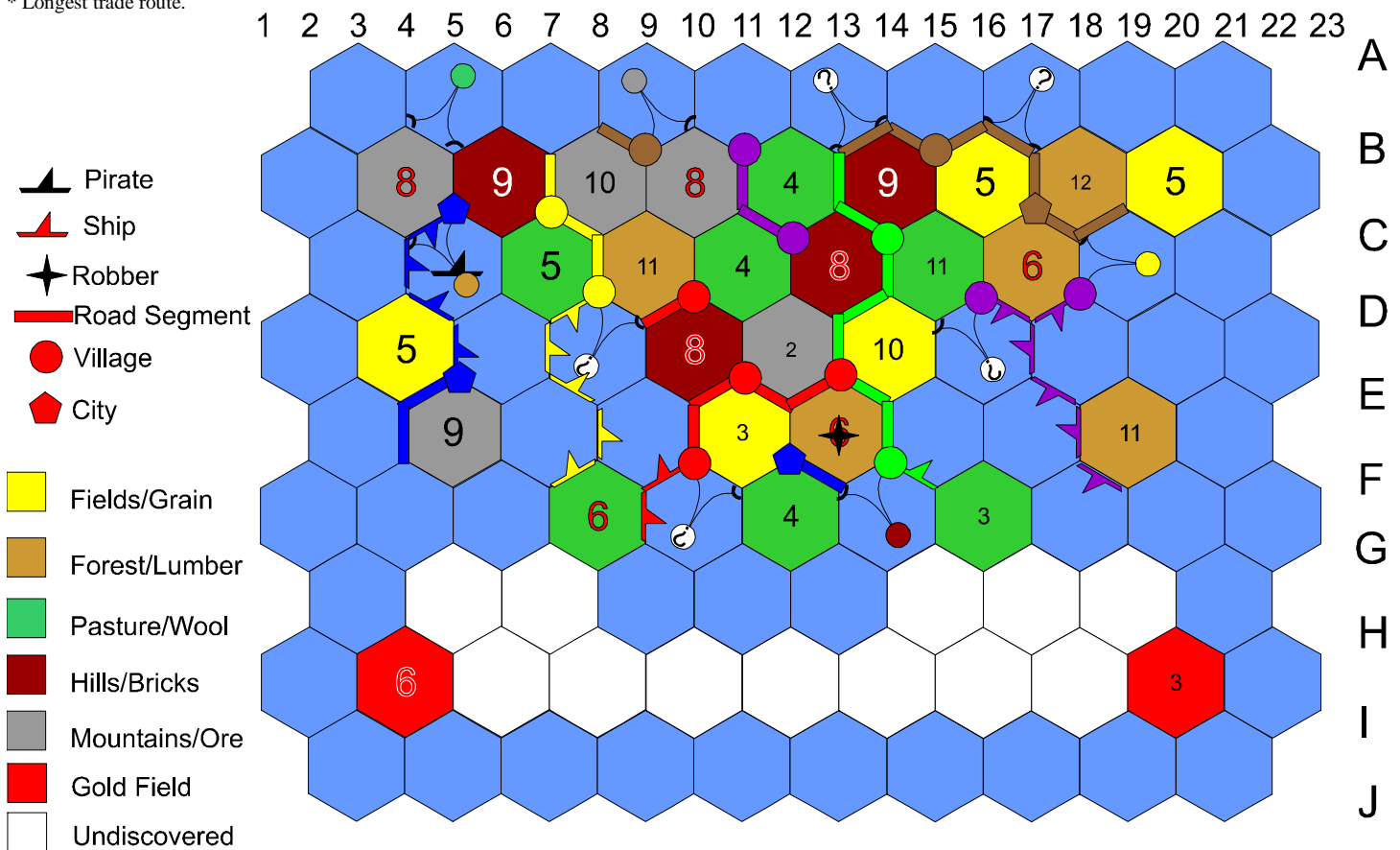
Mike 6

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	2		3		3		4
Dave Partridge	Blue			1		3		6

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Michael Longdin	Green			2	2	1		2
Andy York	Yellow	1		3		2		4*
Dave Hooton	Purple		2	1		2	1 unknown ()	4
Chris Geggus	Brown	1	1		2	1		4

* Longest trade route.



Malamute

Turn 7

Deadline Turn 8, 7/22 Tuesday

Planning

Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
English maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78
Dutch maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.
French maintain 4 ships (\$16) and buy 1 soldier (\$10) for \$26.
Portuguese maintain 8 ships (\$32) and buy 2 soldiers (\$20) for \$52.
Spanish maintain 5 ships (\$60) and buy 4 soldiers (\$40) for \$100.

Outbound Naval Movement

Swedes Move to C. Dice: 2, 5, 6, 6. No losses.
English Move to W. Dice: 3, 4, 5, 6, 6. No losses.
Dutch Move to N. Dice: 1, 4, 5, 5. Loses 1 colonist and 1 soldier.
French Move to D. Dice 1, 1, 4. Loses 1 soldier and 2 colonists.
Portuguese Move to U. Dice: 3, 4, 5, 6. No losses.
Spanish Move to V. Dice: 1, 1, 2, 3, 3, 5, 5, 6, 6. Loses 5 soldiers. Drops off 1 soldier and 2 colonists. Move to P. Die: 6. No losses.

Mining

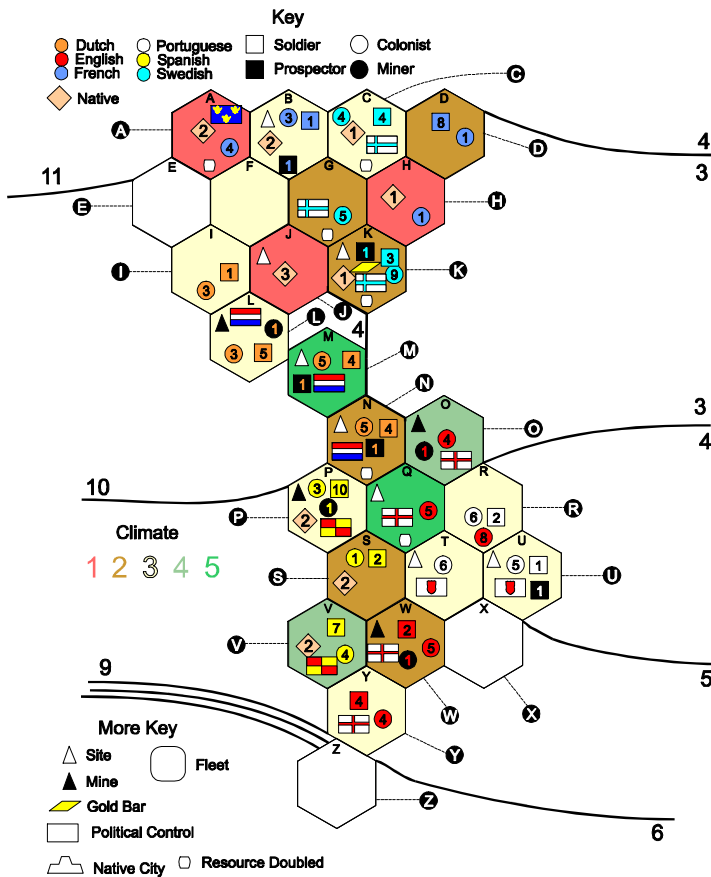
French loot 3 gold in D, city depletes. Swedes mine 1 gold in G, mine depletes.
 English mine 1 gold in O. Spanish mine 1 gold each in P and S, mine in S depletes.

Discovery

Dutch discover a mine in L **English** discover a mine in W.

Land Movement

Swedes move one gold from K to anchorage dot, 4 soldiers from G to C, 1 gold bar from G to K, and 4 soldiers and 4 colonists from fleet to C.
English move 1 gold from O to anchorage dot, 1 colonist from W to Y, 4 soldiers and 5 colonists from O to R, 5 soldiers and 4 colonists from Q to R, and 5 soldiers and 5 colonists from fleet to W. One colonist in W mines.
Dutch move 5 soldiers and 4 colonists from L to I, 5 colonists and 4 soldiers from M to L (one colonist mines), 5 colonists and 4 soldiers from N to M, and 2 colonists and 1 soldier from fleet to N.
French move 3 gold from D to fleet, 6 colonists and 2 soldiers from B to A, 2 colonists from C to B, 2 soldiers and 5 colonists from D to H, 1 colonist from C to H, 4 soldiers from C to D, and 2 colonists from fleet to D. One soldier in B prospects.
Portuguese move 2 colonists U to T, 1 colonist and 2 soldiers from U to R, 2 soldiers from T to R, and 4 colonists and 2 soldiers from fleet to U. 1 soldier in U prospects.
Spanish move gold from S to anchorage dot, move gold from P to fleet, move 2 colonists and 1 soldier from fleet to P, and 1 soldier and 2 colonists from anchorage dot to V.



Combat

Swedes attack the French in C. Swedes lose 3 soldiers, and French lose 2 soldiers and 4 colonists. **English** attack Portuguese in R. Portuguese lose 4 soldiers and English lose 6. **Portuguese** attack English in R. Portuguese lose 1 soldier and English lose 2 soldiers.

Native Combat

Dutch: 3 natives and 3 soldiers killed in I. English: 3 soldiers and 2 natives killed in W.

Native Uprisings

Climate is a 2. Uprisings in A (0 colonists killed), B (0 colonists killed), H (3 colonists killed), K (2 colonists killed), and S (2 colonists killed).

Survival

Climate is a 2.

French lose 2 soldiers and 2 colonists each in A and H, 1 colonist in B and C, and

S.O.B.

1 colonist and 1 soldier in D. **Swedes** lose 1 soldier each in C, F, and K, and 1 colonist in G. **Dutch** lose 1 and 1 soldier in I, 1 colonist in L, and 1 colonist and 1 soldier in N. **English** lose 1 colonist in O, 1 colonist and 1 soldier in R, 1 colonist in Y, and 1 colonist and 2 soldiers in W. **Spanish** lose 1 colonist and 1 soldier each in P and S, and 1 colonist in V. **Portuguese** lose 1 colonist each in R, T, and U.

Political Control

French gain political control of A and lose political control of B, C, and D, **Swedes** gain political control of C, **Spanish** gain political control of P and V and lose political control of S, Portuguese lose political control of R, and **English** gain political control of W.

Homebound Naval Movement

Swedes: Move to K. Dice: 4, 5. No losses.. Home. Dice: 4, 5, 5.

English: Move to O. Dice: 4, 5, 6. No losses. Home: Dice: 3, 3, 6. No losses.

Dutch: Dice: 1, 2, 4, 5. No losses.

French: Dice: 1, 4, 5. Loses 2 ships and 1 gold.

Portuguese: Dice: 1, 1, 2, 4. No losses.

Spanish: Move to S. Die: 5. No losses. Home: Dice: 1, 1, 2, 2, 3, 3, 4, 5, 6. Loses 1 ship and 1 gold.

Income

Swedes: Political Control: \$120, Gold: \$40, resources: \$72.

English: Political Control: \$150, Gold: \$40, resources: \$62.

Dutch: Political Control: \$120, resources: \$84.

French: Political Control: \$60, Gold: \$80, resources: \$26.

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

Spanish: Political Control: \$90, Gold: \$40, resources: \$16.

Turn 8 Initiative

Dutch, English, French, Swedes, Portuguese, Spanish

Portuguese attitude is (dr = 7+1) Exploration.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$664	3	2	4
Swedes	Andy Lewis	\$539	6	4	4
Dutch	Andy York	\$475	1	5	3
English	Dave Partridge	\$592	2	5	5
Spanish	Cary Nichols	\$267	0	4	4
Portuguese	Non-Player	\$343	15	8	4

Cats and Dogs

Epoch II III Empire Selection and Celts

Deadline Epoch III Macedonia, Maurya, and Han Dynasty, 7/22 Tuesday

Epoch III Empire Selection

100% Pussycats (Longdin) passes to the Royal Manticoran Historical Society.

The Questioner (Partridge) keeps.

Arachnids (Bolduc) passes to 100% Pussycats.

Royal Manticoran Historical Society (Wilson) passes to Time Traveler

The Time Traveler (Anderson) passes to Arachnids

Systematic Chaos (Cain) keeps

Marching through the Ages (Lewis) keeps

Epoch III

100% Pussycats plays Civil War Morea (vs. Greek City States; C: 2, 1; G: 1; wins, Capital reduced to city), Pindus (vs. Greek City States; C: 5, 4; G: 3; wins), and Crete (vs. Greek City States; C: 4, 4; G: 6; loses). **CELTS**: Army Central Europe, Dalmatia, Northern Apennines, Southern Apennines, Northern Gaul, Albion, Central Massif (vs. Carthagina; Ce: 5, 5; Ca: 5; Ce: 3, 2; Ca: 3; Ce: 3, 1; Ca: 2; wins), Pyrenees. Builds Monument Central Europe. Points: Dominance in India (6), Southern Europe (6), and Northern Europe (2), 2 cities (2), and 1 Monument (1) for 17 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Partridge	The Questioner (yellow)	11	17
Paul Bolduc	Arachnids (blue)	11	16
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	31
Dave Anderson	The Time Traveler (orange)	12	23
Dennis Cain	Systematic Chaos (black)	13	29
Michael Longdin	100% Pussycats (green)	19	36
Andy Lewis	Marching through the Ages (red)	19	27

Positions

Systematic Chaos: Fleet Eastern Mediterranean. **REBELLION:** Army, city, and Monument Wei River. **GREEK CITY STATES:** Army and city Crete.

100% Pussycats: VEDIC CITY STATES: Army and city Lower Indus, armies Ganges Valley, Ganges Delta, Western Deccan, Eastern Deccan, Eastern Ghats.

CIVIL WAR: Army and city Morea, army Pindus. **CELTS:** Army and Monument Central Europe, armies Dalmatia, Northern Apennines, Southern Apennines, Northern Gaul, Albion, Central Massif, Pyrenees.

Marching Through the Ages: Fleet Red Sea. **MINOANS:** Army and Fort in Western Anatolia, army Balkans. **PERSIA:** Army, Capital, and Monument Persian Plateau, army and Monument Upper Indus, Zagros, Upper Tigris, Levant, Nile Delta, armies Hindu Kush, Palestine, Nubia, Upper Nile.

The Time Traveler: Fleet Western Mediterranean. **INDUS VALLEY:** Army Western Ghats. **CARTHAGINIA:** Army, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Western Gaul.

Royal Manticoran Historical Society: None

The Questioner: SHANG DYNASTY: Army and Capital Yellow River, army Si-Kyang. **SCYTHEANS:** Army and Monument Lower Tigris, armies Caucuses, Eastern Anatolia, Middle Tigris.

Arachnids: ARYANS: Armies Turanian Plain, Persian Salt Desert. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, Great Plains. **CHOU DYNASTY:** Armies Great Plain of China, Chekiang, Tarim Basin.

Event CardsEpoch III Empire**Greyhound****Turn 1, Phases 3 through 6****Deadline Turn 1, Phase 7 and Turn 2, Phases 1 through 3, 7/22 Tuesday**Turn 1, Phase 3 – Play Cards

Hamburg plays Spice (no payouts)

Barcelona plays Famine (all players' Misery increases to 40).

Venice plays Alchemist's Gold on Genoa (Genoa loses \$11).

London does not play any cards

Genoa plays War against Hamburg (Genoa dr = 4, Hamburg dr = 6. Genoa Misery goes to 60, Hamburg goes to 50, no supportable dominances available to cede.) and Timber (Hamburg gains \$3).

Paris plays Timber (Hamburg gains \$3) and Cloth/Wine as Cloth (Genoa and Venice each gain \$5)

Phase 4 – Purchases

Hamburg buys Galley 2 for \$10 and stabilization for \$3.

London buys Galley 2 for \$10 and stabilization for \$6.

Barcelona buys Galley 2 for \$10 and stabilization for \$3.

Genoa buys stabilization for \$1.

Venice buys Galley 2 for \$10 and stabilization for \$3.

Paris buys Galley 2 for \$10 and stabilization for \$1.

Phase 5 – Expansion

Hamburg expands to Lubeck (3), Cologne (4), Amsterdam (1), Kongsberg (1), Malmo (1), and Copenhagen (1), and buys a card (3,).

Barcelona expands to Valencia (2), Grenada (2), Montpellier (2), Toledo (3), Basque (2), Toulouse (1), and Marseilles (2).

Venice expands to Florence (4), Duborvnik (3), Belgrade (2), Vienna (4), and Salzburg (1).

London expands to York (3), Edinburgh (2), Portsmouth (5), St. Malo (2), and Chester (3)

Genoa expands to Lyon (4), Rome (4), Milan (3), and Marseilles (3).

Paris expands to Bordeaux (4), Dijon (3), Strassburg (3), Bruges (3), and Loire (3)

Barcelona gains

Phase 6 – Income

Hamburg gains \$33

Barcelona gains \$51

Venice gains \$45

London gains \$51

Genoa gains \$39

Paris gains \$51

Shortage of Silk (Barcelona gains

), Surplus of Wine (Paris loses \$2).

Turn 2, Phase 1 – Draw Cards

Your card was:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Michael Longdin	Venice	40		\$60		5	2	
Dave Partridge	Hamburg	50		\$52		3	2	
Bob Robles	Paris	40		\$60		6	2	
Dave Hood	London	40		\$60		6	2	
Steve Koehler	Barcelona	40		\$64		6	2	
Robert Koehler	Genoa	60		\$55		4		

Players are listed in reverse tie breaking order.

CardsCommodity Log

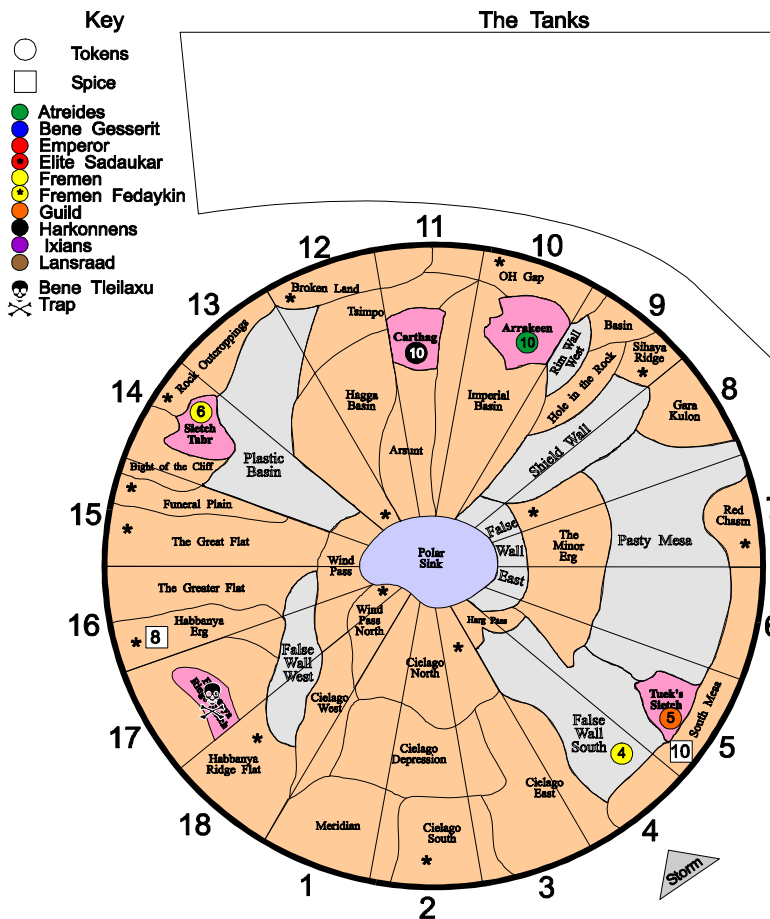
Commodity	Michael	Dave P.	Bob	Dave H.	Steve	Robert
Stone (2)	1	1	1	1	1	2
Wool (3)	--	--	--	3	2	--
Timber (4)	1	1	1	--	--	--
Grain (5)	1	--	1	1	--	--
Cloth (6)	2	1	1	--	--	1
Wine (7)	--	--	2	--	1	--
Metal (8)	--	--	--	1	1	1
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	1	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Shortage, Surplus

Sand Flea

Traitor Selection, Initial Setup, and Turn 1 Storm Round to Bidding

Turn 1 Bidding and Movement, 7/22 Tuesday



Players

ATREIDES: Jerry Roalstad
 EMPEROR Michael Longdin
 GUILD Kevin Wilson
 IXIANS Ward Narhi

BENE TLEILAXU
 FREMEN
 HARKONNENS
 GAME MASTER

Bob Robles
 Gina Teh
 Paul Bolduc
 Chris Hassler

Turn 1Storm Round

Initial storm location is sector 4. (Turn 2 storm movement:)

Spice Blow

8 spice in Habbanya Erg
 10 spice in South Mesa
 Turn 2 spice blow:

Bidding Round

CHOAM Charity recipients: None

6 cards are up for bid. Eligible bidders are: Atreides, Emperor, Fremmen, Guild, Harkonnens, and Ixians.

Cards:

Positions

Atreides: 10 Arrakeen, 10 tokens off-planet

Gasplode**Turn 2****Turn 3, 7/22 Tuesday**Turn 2

Dave chooses the Mayor, and places colonists on an Indigo plantation and the Small Indigo Plant. Andy L places his colonist on the Indigo, Chris places his on the Corn plantation, Tom places his on the Construction Hut, and Andy Y. places his on the Indigo Plant.

Andy L. chooses the Settler and takes a Quarry (Hacienda gain him a Sugar), Chris takes Tobacco, Tom takes a Quarry, Andy Y. takes Indigo, and Dave takes Corn

Chris chooses the Builder, and buys Tobacco Storage for 4 doubloons (1 discount). Tom buys a Small Market for 1 doubloon. Andy Y. buys a Small Sugar Mill for 2 doubloons. Dave buys a Hacienda for 2 doubloons. Andy L. buys a Construction Hut for 2 doubloons.

Tom chooses the Trader (1 doubloon gained) and sells Corn for 1 doubloon.

Andy Y. chooses the Prospector and gains 2 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Prospector	Indigo , Indigo, Indigo	Indigo Plant (x1) , Small Sugar Mill		2		
Dave Partridge	Mayor	Indigo , Quarry , Corn	Small Indigo Plant , Hacienda		1		
Andy Lewis	Settler	Indigo , Corn , Quarry, Sugar	Hacienda , Construction Hut		0	Corn	
Chris Geggus	Builder	Corn , Tobacco, Tobacco	Small Market , Tobacco Storage		0		
Tom Howell	Trader	Corn , Tobacco, Quarry	Construction Hut , Small Market		3	Corn	

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 78 Colonist Ship: 5

Trading House: Corn

Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): Ship 3 (capacity 8):

Victory Points: 122

Commodities

Corn: 7 **Indigo:** 11 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x3)	Indigo Plant (x2)	Tobacco Storage (x2)	Guild Hall
Small Sugar Mill (x3)	Sugar Mill (x3)	Coffee Roaster (x3)	Residence
	Hospice (x2)	Factory (x2)	Fortress
	Office (x2)	University (x2)	Customs House
	Large Market (x2)	Harbour (x2)	City Hall
Small Warehouse (x2)	Large Warehouse (x2)	Wharf (x2)	

Roles

Builder, Captain (2d), Craftsman (1d), Mayor, Prospector (1d), Prospector, Settler, Trader

Plantations

Quarry (x5), Sugar, Indigo, Sugar, Tobacco, Indigo, Tobacco
 Discard Pile: Coffee, Corn, Sugar, Coffee, Sugar

Pedagoguery

Cosmic inflation does a very good job of explaining the universe we see around us. Specifically, the fact that it appears substantially the same in all directions, and the amazing uniformity of the cosmic microwave background radiation. But physicists have a difficult time explaining why inflation should exist. String theory may be able to bridge that gap.

We do know that it takes a special kind of energy to produce inflation. It must have positive pressure, but it cannot be diluted by the expansion of space itself. Such characteristics are those of a scalar field. A scalar field is one that is characterized by a single value at all points in space. Fields like the magnetic field, by contrast, are vector fields, characterized by a value and a direction (toward the local north magnetic pole). String theory produces a wide range of potential scalar fields. The question becomes, do any of them have the right characteristics to produce inflation.

The scalar field that produces inflation, called the inflaton field, must have a large value, but it must be slightly unstable. At the end of the inflationary era, the field collapsed, converting its large energy into more conventional forms of matter and energy. String theory can conceivably produce such fields when branes are taken into account.

String theory postulates more dimensions than the three we see. Specifically, it requires at least 9 physical dimensions, all twisted together in a complex shape called a Calabi-Yau shape. Now there are two reasons why these extra dimensions are not visible to us. The first possibility is that they are very small, which is fairly self-explanatory. The second is more complicated and hinges on the nature of strings themselves. Strings can either be closed loops, like a rubber band, or open. Physicists believe that most particles that comprise matter are made of open strings. In addition, higher dimensional structures called branes can exist in Calabi-Yau space. Such branes can have any number of dimensions, but they have

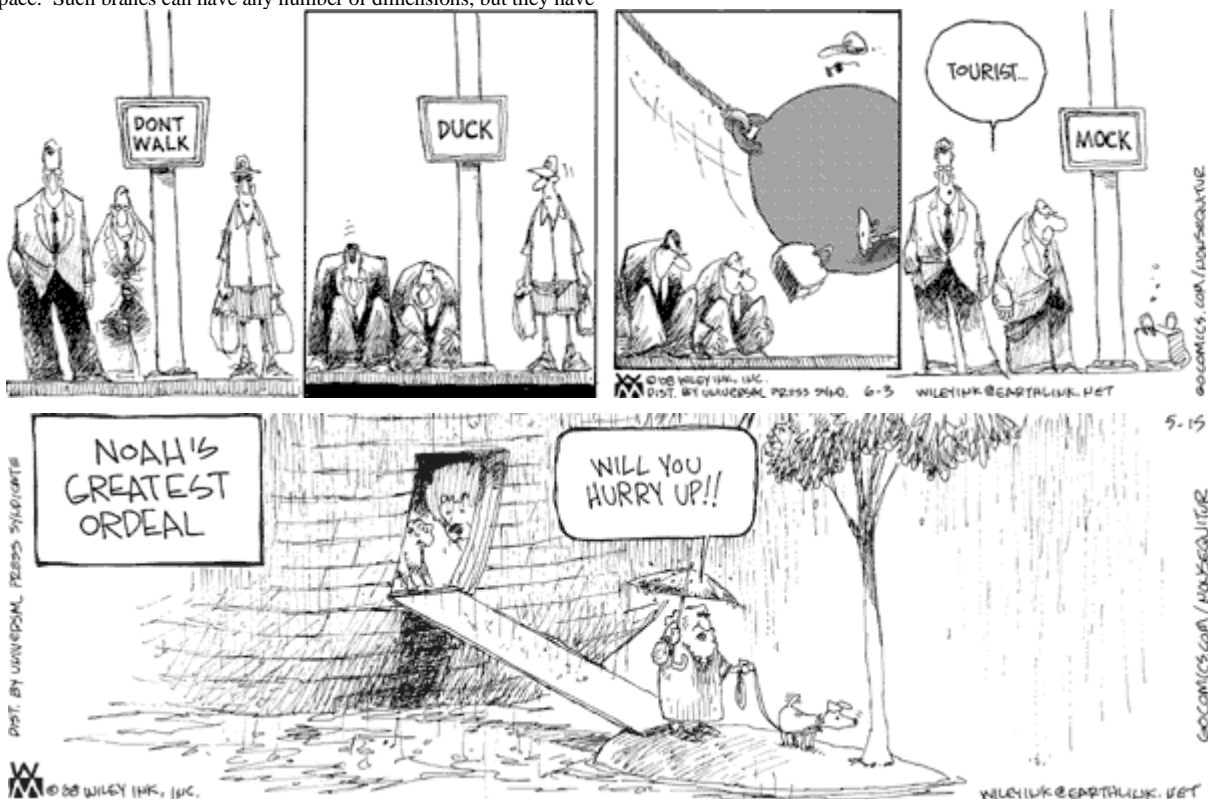
a special interaction with open strings. The ends of open strings become bound to the brane – they can move within the brane but not off of it. If our universe were such a brane, then the mechanisms by which we observe the universe would themselves be confined to our brane, and thus prevent us from observing the other dimensions.

It is in the interactions between branes that a scalar field can arise. If two branes are close together, there are forces between them. To inhabitants of one of those branes, those forces appear as scalar fields, since the directionality of the force points outside the brane and is thus unobservable. However, such fields are not strong enough to create inflation.

If you have branes and anti-branes, however, things change. Branes and anti-branes attract each other, in much the same way that matter and anti-matter does, and with much the same result. As the brane and anti-brane approach each other, they inflate, and upon their collision, they annihilate, producing enormous amounts of energy. The inflation effect can even spill over to other nearby branes, and the energy released in the annihilation can be deposited in such branes. Thus, branes can affect other branes in such a way as to produce inflation in them.

There is one potential issue, however. The main criticism of string theory is that it does not produce predictions that can be tested. However, there is a way that the string version of inflation can be tested. Most inflationary theories predict that inflation itself produced gravitational radiation. The gravitational radiation produced by string inflation, however, would be unobservably weak. So if the Planck satellite scheduled to be launched in October of this year cannot detect any effects of gravitational radiation in the signature of the cosmic microwave background, it would be a boost to string inflation.

Next time, the Large Hadron Collider.



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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