Number 150



# January/February, 2009

#### **Notes from Hades**

hope the holidays treated you all well. I was able to take some time off, but before that, I had a short trip to Stockholm. I've enjoyed my past trips to Stockholm, and this was no exception, despite the fact that the weather was overcast and daylight extended only from about 9:30 am to 3:30 pm. Our host treated us to an authentic Swedish yulebord (a holiday smörgåsbord) which was quite tasty. They had herring prepared in about 40 different ways, as well as salmon, various cold meats and sausages (including reindeer), meatballs, potato dishes, and an assortment of desserts.

Our Christmas was a nice, quiet affair at home – the best kind. The boys enjoyed their presents, and Celeste and I just enjoyed being at home and not needing to go anywhere.

In other news, you are probably already aware of the changes to the web site. Essentially, this started when Time Warner changed their home page offerings – I could keep the same kind of service as I had before (where I design the pages offline, and upload them to the site), but I was limited to 10 MB of space. I had been running about 50MB, so that wasn't going to work. The second offering allowed me the space I needed, but you had to design your pages using the online tools they provided, meaning I would have to redesign the site from scratch. Not acceptable. There are free hosting sites available, but they force you to accept banner advertising, and some of those ads were simply obnoxious. So, I went ahead and paid for web hosting. It's not much on an annual basis, but it does increase my costs, and I'm still trying to figure out how I am going to deal with this fact. I am leaning toward charging game fees, but I have not decided yet. I would welcome your input.

Finally, Hound, the Outpost game, completed this issue. Congratulations to Eric Brosius on his second Outpost victory in this zine. That also opens up another game slot, so next issue we will start Husky, the Power Grid game.

The next deadline is **Tuesday**, **February 24 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, and Pasquale Giovine, will take up to 1 more.

**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. Have Dave Partridge, Bob Robles, Chris Geggus, Dennis Cain, and Andy Lewis, will take up to 1 more.

**Husky.** Power Grid. Have Andy York, Michael Longdin, Dave Partridge, Dave Hooton, and Brad Martin, will take up to 1 more. **Starts next issue!** 

**Dogbreath.** History of the World. Have Chris Geggus, Dave Partridge, and Andy Lewis, will take up to 4 more.

**Basset.** Outpost. Will start after Hound ends. Have Andy York, Cary Nichols, Dave Partridge, Dave Hooton, Eric Brosius, Andy Lewis, and Michael Lowrey, will take up to 3 more.

**Bolognese.** Machiavelli. Gunboat. This game will start after the next Machiavelli game ends. Have 5, will take up to 3 more. You are signed up:  $\square$ .

#### Wish List

**Industrial Waste.** Have Andy York and Dave Partridge, will take up to 2 more. **Machiavelli.** This game will start after the second Machiavelli game ends. Have Ward Narhi, Bob Robles, Pasquale Giovine, and Dave Partridge, will take up to 4 more.

**New World**. This will use the exploration variant, plus the Non-Player Nations variant in the event I get less than 6 players. Have Andy York, Andy Lewis, and Dave Partridge, will take up to 3 more.

**Silverton.** Will start after Hunter ends. Have Eric Brosius, will take up to 5 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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On the Web at: http://www.sob-zine.org

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

Dog Park Fall 1053

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory Deadline for Winter/Spring 1054 2/24, Tuesday

Pisa holds the Holy Roman Empire to a standstill, with the little help from the Pope, who himself receives a bit of help from the Normans. The Normans, in turn, push back on Byzantium while Byzantium continues to press Venice.

The Pope gives 1 ducat to the Normans

The Byzantines spend 3 ducats to counterbribe F Upper Adriatic

The Normans spend 3 ducats to counterbribe F Otranto

#### **Outstanding Loans**

38 ducats due from the Normans (25 borrowed) Spring 1054:

Summer 1054: 2 ducats due from the Papacy (1 borrowed), 20 ducats due

from the Holy Roman Empire (14 borrowed), 12 ducats due from the

Byzantines (10 borrowed)

Summer 1055: 6 ducats due from Pisa (4 borrowed)

#### Orders

BYZANTINES (Giovine): A Dalmatia to Bosnia, F Durazzo to Ionian Sea,

> F Lower Adriatic supports F Durazzo to Ionian Sea, F Upper Adriatic to CARNIOLA (rebellion

liberated)

HOLY ROMAN EMPIRE (Partridge): A Montferrat to Genoa, A Parma to Mantua, A

(EM) MANTUA to Modena

NORMANS (Horsley): A Salerno supports Papal A Aquila to Bari, F

> Gulf of Naples to Naples, F Central Mediterranean supports F Otranto to Ionian Sea, F Messina to Otranto, F (EM) Otranto to

IONIAN SEA

Papacy (Roalstad): A Bologna supports Pisa A Modena, A (EM)

> FLORENCE supports A Bologna, A Spoleto to Ancona, A Aquila to Bari, F Urbino supports A

Spoleto to Ancona

PISA (Scott): A Modena holds, A Genoa to Montferrat, F

LIGURIAN SEA supports A Modena

VENICE (Wilson): A Verona to Treviso, A Padua supports G

Ferrara convert to A, G Ferrara convert to A

Your treasury:

# Spring 1054 Famine

Poor Year - Row Only: Friuli, Bologna, Salerno, Verona, Milan, Sienna, Durazzo

# Spring 1054 Income

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

## **Provinces**

Byz: Carniola, Croatia, Dalmatia, Bosnia, Herzegovina, Ragusa,

Albania, Durazzo

HRE: Turin, Montferrat, Pavia, Milan, Parma, Cremona, Mantua Nor: Sardinia, Naples, Salerno, Otranto, Messina, Palermo, Tunis PAP: Bologna, Florence, Urbino, Arezzo, Patrimony, Perugia, Rome,

Spoleto, Ancona, Capua, Aquila, Bari

Pis: Genoa, Fornova, Modena, Lucca, Pisa, Piombino, Sienna,

Corsica

VEN: Ferrara, Padua, Trent, Treviso

#### Seas

Byz: Venice, Lower Adriatic

Nors: Central Mediterranean, Ionian Sea

Pis: Ligurian Sea

#### Cities

Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Venice Byz:

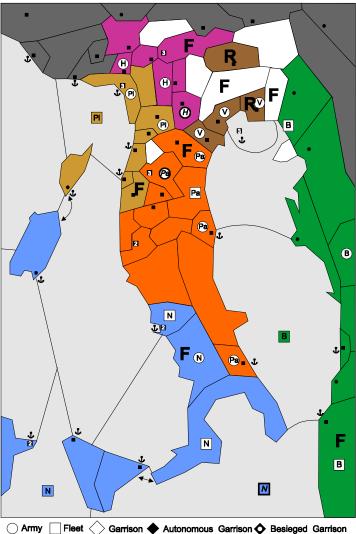
HRE: Turin, Montferrat, Pavia, Milan (3), Cremona, Mantua

Nor: Sardinia, Naples (2), Messina, Palermo, Tunis (2)

PAP: Bologna, Florence (3), Arezzo, Perugia, Rome (2), Ancona, Bari

Pis: Genoa (3), Modena, Lucca, Pisa, Piombino, Sienna, Corsica VEN: Ferrara, Padua, Trent, Treviso

Dog Park



Army Fleet **Totals** 

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	4	7	2	8	21
HOLY ROMAN EMPIRE:	4	6	0	5	15
Normans:	10	6	2	7	25
PAPACY:	5	11	0	9	25
PISA:	4	7	1	8	20
VENICE:	5	2	0	2	9

Your total:

7

6

2

2

8

5

7

9

Cama Summan

	<u>.</u>	Gume L	<u>Surnina</u>	<u>ry</u>
	1051	1052	1053	1054
Byzantines:	3	6	7	7
Holy Roman Empire:	3	6	6	6
Muslims:	3	3	0	0
Normans:	1	2	5	5
Papacy:	3	5	6	7
Pisa:	3	5	7	7
Venice:	3	4	5	4

# **Barking Up the Wrong Tree**

## Fall 1252

# Miller Number 2007Bpw10

## Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory Deadline for Winter/Spring 1253 2/24, Tuesday

PAP:

Milan and Avignon finish off Genoa and Milan and Venice fend off Florence. Aragon and the Pope act defensively.

Summer 1232 Remedia	Summer	1252	Retreats
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Genoa retreats A Turin to Tyrolea

**Orders** 

A Durazzo holds, F Ionian Sea supports A Durazzo, F Tunis Aragon (Scharf):

holds, F Tyrrhenian Sea holds

AVIGNON (Nichols): A Turin supports A Swiss (cut), A Swiss supports A Turin,

> A Albania to Ragusa, F Avignon to Gulf of Lions, F Provence to Ligurian Sea, F Savoy supports F Provence to Ligurian Sea (cut), F Lower Adriatic to Albania, F Dalmatia

holds

FLORENCE (Whyte): A Lucca to Modena, A Pistoia supports A Florence to

Bologna, A FLORENCE to Bologna

GENOA (Scott): A Tyrolea to Turin, F Ligurian Sea supports G Genoa

convert to A (cut), G Genoa convert to A (Destroyed), G

Savoy convert to A, Our!

MILAN (Renken): A Como to Milan, A Pavia to Milan, A Montferrat supports

A Genoa, A Genoa besieges (garrison destroyed), A Modena

supports Venice A Bologna (cut)

Papacy (Robles): A Ancona holds, A Spoleto to Rome, A Capua holds, A

Naples holds

VENICE (Partridge): A Verona to Trent, A Bologna supports Milan A Modena

(cut), A Croatia holds, F Upper Adriatic supports A

Bologna

Treasury:

## Notes

Genoa no longer controls any of his home provinces (control of province and city is required) and so is eliminated.

## Spring 1253 Famine

## Good Year - No Famine!

## Spring 1253 Income

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

#### Provinces

ARA: Sardinia, Tunis, Palermo, Messina, Otranto, Durazzo Avi:

Avignon, Swiss, Marseilles, Provence, Savoy, Saluzzo, Turin,

Bari, Albania, Ragusa, Dalmatia

FLO: Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino

Genoa, Montferrat, Modena, Fornova, Parma, Pavia, Como, MII:

Milan, Cremona, Mantua

PAP: Urbino, Ancona, Perugia, Patrimony, Rome, Capua, Naples,

Salerno, Aquila

VEN: Bologna, Ferrara, Padua, Treviso, Trent, Carniola, Croatia

Seas

Tyrrhenian Sea, Ionian Sea Ara:

Avi: Gulf of Lions

VEN: Upper Adriatic, Venice

**Cities** 

Sardinia, Tunis (2), Palermo, Messina, Durazzo ARA:

Avi: Avignon, Swiss, Marseilles, Savoy, Bari, Albania, Dalmatia

Lucca, Pisa, Florence (3), Arezzo, Sienna, Piombino FLO:

MIL:Genoa (3), Montferrat, Modena, Pavia, Milan (3), Cremona, Mantua

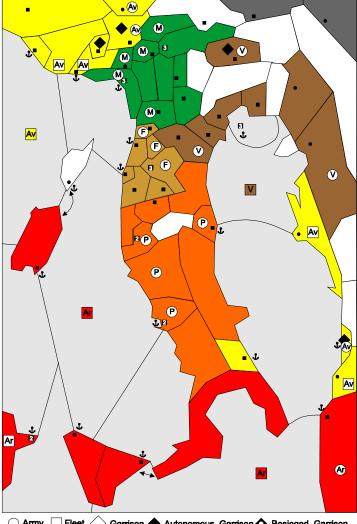
Ancona, Perugia, Rome (2), Naples (2)

VEN:

Bologna, Ferrara, Padua, Treviso, Carniola, Croatia, Venice (3) Barking Up the Wrong Tree

1

6



**Totals** 

Variable income die roll was 1

9	Variable income die roll was 1.							
	Country	Variable	Provinces	Seas	Cities	Gross		
7	Aragon:	1	6	2	6	15		
	AVIGNON:	1	11	1	7	20		
2	FLORENCE:	2	7	0	8	17		
1	Milan:	2	10	0	11	23		
2	PAPACY:	2	9	0	6	17		
	VENICE:	2	7	2	9	20		

Your total:

6

1

7

1

0

7

8

## Game Summary

	1250	1251	1252	1253
Aragon:	3	3	4	5
Avignon:	4	5	6	7
Florence:	3	4	5	6

	1250	1251	1252	1253
Genoa:	3	3	3	0
Milan:	3	6	6	7
Papacy:	3	4	4	4
Venice:	3	4	4	7

# <u>Doberman</u> Turn 11a Turn 11b due 11/25, Tuesday

## Available Cards

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

GOO selects set 4 100%Trash selects set 3 BIBCO selects set 1 PIT selects set 5

#### The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	2	\$1	40	3	14	5	Order
Dave Partridge	BIBCO	3	\$37	0	1	16	4	
Richard Weiss	PIT	4	\$10	10	7	18	3	Raw Materials
Eric Brosius	GOO	1	\$3	0	1	18	3	Order

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	13	-9
Dave Partridge	4/3	4/3	1/15	7	55
Richard Weiss	3/6	5/1	1/15	9	35
Eric Brosius	3/6	2/10	1/15	7	50

## <u>Cards</u>

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

Deck will be reshuffled after turn 12 card draw.

#### **Discards**

Innovation Waste Disposal Growth Innovation Raw Materials

## Flea Collar

# Kremlin

## Turn 8 Cure though Health

## Turn 8 Funeral Commission through Parade 1/13, Tuesday

## Cure Phase

Krakemheds remains in the Sanatorium. Doberman ages to 82 and Patina ages to 70.

#### Purge Phase

TCC declares 2 IP on Eatstumuch and KGB declares 3 IP on Eatstumuch. Eatstumuch purges Putschnik (dr = 16, success), Wasolin (dr = 16, success), and Krakemheds (dr = 5 + 3, fails). Ages to 69.

## Spy Investigation Phase

Acting Defense Minister Eatstumuch takes no action.

#### Polithuro

<u>1 011101110</u>							
Office	Politician	Condition	Influence				
Party Chief	Igor Doberman (L)	82, +	<b>5 (KGB)</b> , 4 (REDS), 3				
			(HLM), 1 (LWT)				
KGB Head	Sergei Eatstumuch	69	1 (REDS), 1 (LWT), 2				
	(M)		(TCC), 3 (KGB)				

## Health Phase

TCC plays "We Will Bury You" (36), aging Krakemheds by 8 years to 84. Igor Doberman (dr = 3). KGB plays Wrong Diagnosis (10), generating a new die roll. (dr = 11), Doberman gets sick.

Sergei Eatstumuch (dr = 19) remains healthy

Karel Krakemheds (dr = 1) dies

Ludmilla Patina (dr = 16) remains sick

Boris Karrienko (dr = 9) remains healthy

Atonj Talksalott (dr = 14) remains healthy

Office	Politician	Condition	Influence
Foreign			
Defense			
Ideology			
Industry	Ludmilla Patina (S)	70, +	1 (LWT), <b>8 (HLM)</b>
Economy	Boris Karrienko (N)	63	

Office	Politician	Condition	Influence	Player	Faction Name
Sport	Antonj Talksalott (J)	67	1 (KGB), <b>7 (HLM)</b>	Cary Nichols	Re-Education Deployment Society (REDS)
Politicians in b	old are in the sanatorium			TCC has one wave.	KGB have two waves.

Politicians in bold are in the sanatorium.

Candidates:

B (83 +), P, U (60 ++, 2 (MLI)), X, W

D (76, +2 (REDS)), K (68 +), R People: Siberia: C (81 +), T, Q (70, +), Y (60), Z (72)

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

<u>Undeclared Influence</u> Player **Faction Name** 

**Bob Robles** Hard Line Mencheviks Brendan Whyte Left-wing Trendies Marxist-Leninist Integralists Pasquale Giovine Mike Scott The California Connection King's Gambit for Bishops (KGB) Chris Geggus

## <u>Terrier</u>

*Intrigue Cards* 

## Silverton

## Turn 17 Phases IV- VI and Turn 18, Phases I-III Turn 18, Phases IV- VI and Turn 19, Phases I-III, 9/2, Wednesday Turn 17

#### **Operations**

Brown (Partridge) operates #45 (\$30, 3 silver), #79 (\$40, 3 coal), #86 (\$20, depletes). Delivers 2 silver from Ouray to Denver for \$400 and 5 silver from Westcliffle to Denver for \$1000. Gains \$550 in passenger revenue. Buys a 42 train for \$320.

Blue (Bolduc) operates #88 (\$50, 4 coal). Buys 1 silver from Orange for \$100 at South Fork and delivers it to Denver for \$200. Buys 6 coal from Orange at Craig for \$300 and delivers it to Denver for \$600. Delivers 2 coal from Aspen to Denver for \$200. Gains \$690 in passenger revenues. Buys a 72 train for \$500.

Red (Scharf) operates #125 (\$20, 3 coal), #104 (\$50, 1 silver), #116 (\$30, 2 lumber). Delivers 8 coal from Capitan to El Paso for \$1120 and 4 lumber from Pinos Altos to El Paso for \$480. Gains \$560 in passenger revenue. Buys a +4 snowplow for \$140.

Aqua (Lewis) operates #68 (\$20, 3 coal), #74 (\$20, 3 coal), #70 (\$40, 2 coal). Transfers 11 coal from Elk Springs to Coalville. Gains \$410 in passenger revenues. Green (Longdin) operates #85 (\$30, 3 coal), delivers 3 coal from Canon City to Denver for \$300. Gains \$360 in passenger revenues. Buys a 72 train for \$500, less \$40 credit for selling back the 9 train.

Orange (Hooton) operates #63 (\$50, 3 lumber), #33 (\$50, 2 gold), #123 (\$40, 3 coal), #58 (\$40, 2 lumber), #76 (\$20, depletes), #82 (\$20, 3 coal), #28 (\$60, depletes, passenger line 8 is eliminated), #84 (\$20, 4 coal), #83 (\$20, 3 coal). Delivers 8 silver from Silverton to Santa Fe for \$1600, 8 coal from Gallup to El Paso for \$1120, and 3 coal from Lee Ranch West to Santa Fe for \$300. Gains \$230 in passenger revenue. Buys a 42 train for \$320, less \$60 credit for selling back the 15 train.

## **Determine Price Changes**

Gold: +1 to \$275 Remains at \$400 Silver: -5 to \$100 Copper:

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$200	Remains at \$300	Remains at \$200	+1 to \$160	-3 to \$60
Coal:	-1 to \$80	+2 to \$100	Remains at \$80	+1 to \$120	-3 to \$80

#### Turn 18

## Move Prospectors and Surveyors

**Brown** (Partridge) no surveying, prospects #42

Blue (Bolduc) surveys Bridgeland to Heber City and Antonito to Lumberton, prospects #57

Red (Scharf) no surveying, prospects #109

Aqua (Lewis) no surveying, prospects #42.

Green (Longdin) surveys Las Vegas to Lamy, prospects #61.

Orange (Hooton) surveys Taos to Elizabethtown and removes San Ysidro to Porter, prospects passenger line 14 and the deck

#### Dispute Resolution

Brown and Aqua have a dispute over claim #42. Brown has a net +5 (+2 for the prospector, +3 for the existing line into Leadville) and Aqua has a +2 (prospector). Brown = 11 + 5, Aqua = 10 + 2. Brown wins. Orange draws claim #55 (Lumber at Walden) from the deck and has first right of refusal. Brown spends \$100, Blue spends \$580, Red spends \$80, Green spends \$260, and Orange spends \$555 (or \$655).

The Players

					1 101 7 0 . 15	
Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$4,585	9, 15, 42		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$1,690	9, 15, 72, 72		S, S+1, P+2
Bill Scharf	Red	El Paso	\$3,565	9, 24, 72	+4	S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$7,010	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$5,420	15, 24, 42, 72	+2, +5	S+2, S, P+1

Dave Hooton	Orange	Santa Fe	\$11.010	24, 24, 42, 42	S. S. P. P+1

Personnel in **Bold** are in jail.

#	City	Owner	Type	Goods	Operation
45	Westcliffe	Brown	Silver	0	\$30
86	Canon City	Brown	Coal	3	Depleted
79	Bowie	Brown	Coal	3	\$40
42	Leadville	Brown	Silver	N	\$40
88	Walsenburg	Blue	Coal	4	\$50
80	Aspen	Blue	Coal	8	Depleted
57	Boulder	Blue	Lumber	N	\$20
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	Depleted
125	Capitan	Red	Coal	0	\$20
117	Cloudcroft	Red	Lumber	8	Depleted
112	Tyrone	Red	Copper	3	Depleted
104	Mogollon	Red	Silver	7	\$50
116	Pinos Altos	Red	Lumber	0	\$30
109	Pinos Altos	Red	Copper	N	\$20
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	19	Depleted
68	Scofield	Aqua	Coal	24	\$20
73	Hiawatha	Aqua	Coal	6	Depleted
74	Elk Springs	Aqua	Coal	0	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	4	\$40
81	Crested Butte	Green	Coal	9	Depleted
85	Canon City	Green	Coal	3	\$30
61	South Fork	Green	Lumber	N	\$20
63	Lumberton	Orange	Lumber	10	\$50
122	Lee Ranch West	Orange	Coal	1	Depleted
33	Silverton	Orange	Gold	6	\$50
114	McGaffey	Orange	Lumber	1	Depleted
123	Gallup	Orange	Coal	6	\$40
58	Dolores	Orange	Lumber	3	\$40
82	Crested Butte	Orange	Coal	6	\$20
28	Leadville	Orange	Gold	2	Depleted
84	Durango	Orange	Coal	4	\$20
		1 -	I		

#	Type	Route	Payoff	Owner	Notes
12	В	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	В	Denver – Aspen	\$130	Blue	
17	С	Denver – Santa Fe	\$420	Blue	
7	A	Pueblo – Santa Fe	\$120	Blue	
4	A	El Paso – Deming	\$60	Red	
18	C	Gallup – Santa Rosa	\$500	Red	
2	A	Salt Lake City –	\$20	Aqua	
		Provo			
11	В	Salt Lake City –	\$140	Aqua	Discard when 20 is
		Grand Jct.			taken. Good for \$140
					toward card 20 or 21
16	В	Salt Lake City –	\$250	Aqua	Discard when 22 is
		Grand Jct.			taken. Good for \$250
					toward card 22
9	В	Denver – Leadville	\$120	Green	
6	A	Santa Fe –	\$90	Orange	
		Albuquerque			
13	В	El Paso – Santa Fe	\$140	Orange	
14	В	El Paso –	\$220	Orange	
		Albuquerque			

	<u> </u>	<u> Available</u>	<u>Claims</u>	
#	City	Type	Claim	Operation
52	Lake City	Silver	\$100	\$40
71	Sunnyside	Coal	\$100	\$20
91	Trinidad	Coal	\$60	\$30
72	Emery	Coal	\$60	\$30
55	Walden	Lumber	\$100	\$50
132	Steamboat Springs	Coal	\$80	\$50
130	Bingham	Copper	\$120	\$80
77	Craig	Coal	\$40	\$20
66	Vallecitos	Lumber	\$60	\$30

Claims in italics are pending a decision on first right of refusal.

Available Passenger Lines

Cost \$40 \$80 \$140 \$200

	<u>Purchased Passenger Lines</u>						
#	Type	Route	Payoff	Owner	Notes		
3	A	Denver – Colorado Springs	\$50	Brown			
5	A	Denver – Pueblo	\$80	Brown			
15	В	Denver – Grand Jct.	\$270	Brown	Discard when 22 is		

Coal

Orange

Durango

								TIVATURE T ABBEITGET E	7170%		
		<u>Purchased Pa</u>	ssenger	<u>Lines</u>		#	Type	Route	Payoff	Cost	Notes
	Type	Route	Payoff	Owner	Notes	20	C	Salt Lake City – Pueblo	\$600	\$930	
	A	Denver – Colorado	\$50	Brown		22	C	Denver - Salt Lake City	\$800	\$1100	
		Springs				24	C	Denver – El Paso	\$1000	\$1380	
	A	Denver – Pueblo	\$80	Brown		19	C	Salt Lake City – Albuquerque	\$600	\$975	
5	В	Denver – Grand Jct.	\$270	Brown	Discard when 22 is	23	C	Salt Lake City – Santa Fe	\$900	\$1340	
					taken. Good for \$270	21	C	Salt Lake City – Colorado	\$600	\$930	
					toward card 22			Springs			
	<u>Available Trains</u>							<u>Available Snowplow</u>	<u>VS</u>		

	Type         # Available         Cost           9         2         \$80           15         2         \$120           24         4         \$200           42         5         \$320           72         3         \$500			Tivatiable bitow
Type	# Available	Cost	Type	# Available
9	2	\$80	Die +2	2
15	2	\$120	Die +3	4
24	4	\$200	Die +4	4
42	5	\$320	Die +5	5
72	3	\$500		

\$20

## Hound Turn 16

## Deadline End of Game Statements, 2/24, Tuesday

#### Commander Actions

Brosiarium opens up the bidding on a Moon Base and gets it for 200 (Wa7, Wa7, Wa7, MWa, Ti12, Re10, Re10, Re13, Re14, Re15, Re16, NC14, RO45). Buys a population factor to man it (Wa5).

Little Green Men opens the bidding on a Planetary Cruiser at 160 and HBDC gets it for 172 (Wa6, Wa8, Wa8, Wa9, Ti11, Ti12, MTi, MTi, OM30). Opens the bidding on a second Planetary Cruiser at 160 and Scharfpost gets it for 167 (Or2, Wa8, Wa8, Re11, Re12, Re13, Re13, Re13, Re14, Re16, Re16, Re16, Re17, NC24). Opens the bidding on the third Planetary Cruiser at 160 and FEARLESS gets it for 174 (Or2, Wa5, MWa, Mi16, Mi17, Mi17, Mi17, OM25, RO45). Opens the bidding on the last Planetary Cruiser at 160 and gets it for 170 (Wa8, Wa10, MWa, Ti13, Re11, Re12, Re12, Re13, Re13, Re13, Mi17, Mi18). Moves a population factor from an ore factory to man it.

Roobie-Roo opens the bidding on a Space Station at 120 and gets it for 129 (MWa, MTi, Mi20, OM35). Buys a population factor (Or5) to man it.

FEARLESS buys 2 robots (Ti10, Ti12).

**BORG** opens the bidding on the Space Station at 120 and Miles From Nowhere gets it for 128 (Wa5, Wa7, Ti7, Ti9, Ti9, Ti9, Ti10, Ti11, Ti11, Ti11, Ti11, Ti12, Ti13, Re14). Buys four research factories (MTi, Re15, Re15, Mi17, OM40) and 5 robots (Wa10, OM30).

Miles from Nowhere moves a population factor from a water factory to man the Space Station.

HBDC moves a population factor from a water factory to man the Planetary Cruiser.

Bartertown X opens the bidding on the Warehouse at 25 and Golden Orb gets it for 26 (Wa5, Wa6, Ti10, HE discount). Buys a new chemicals factory (Or4, Wa8, Wa9, Wa9, Wa9, Re12) and 2 robots (Wa8, Re14).

**Scharfpost** moves a population factor from an ore factory to man the Planetary Cruiser.

Golden Orb passes.

The Players

			<u>ine i tayers</u>		
	Outpost Name	Commander	Factories	Upgrades	VP
1	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, RCF	No, 3Sc, La, Ou, 2Ec, PC, MB	83
2	Little Green Men	Dave Partridge	OrF, <i>OrF,</i> WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF, ReF	No, 2OL, La, Ou, 3Ec, Ro, <b>PC</b>	70
3	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, Wa, 3OL, Ro, PC, SS, PC	67
4	Roobie-Roo	Andy Lewis	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF</b>	HE, No, Wa, 2Ec, 2Ou, OL, <b>SS, SS</b>	60
5	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF, ReF	HE, No, Wa, Ro, OL, La, <b>SS, SS</b>	58
6	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, Ti	HE, No, 2Ou, La, Ro,	52
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ou, SS, PC	49
8	Scharfpost	Bill Scharf	OrF, <b>OrF, WaF, ReF, ReF, NCF</b>	3DL, Wa, 3Sc, Ro, La,	44
9	Bartertown X	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF, NCF	2DL, HE, 2Ro, Sc, 2La	37
10	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	2DL, HE, 2Wa, No	19

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

*Notes* 

Congratulations to Eric Brosius on his victory!

# Bulldog Turns 12.5 to 13.5 Deadline Turn 13.6 to 14.6, 2/24 Tuesday

#### Turn 12

**Dave H.** rolls a 6. Mike and Michael each gain 1 lumber, Dave P., Dave H., and Chris each gain 2 lumber. Plays Knight card, moving the Pirate to D6-E6 and stealing a lumber from Blue. Trades one ore and one lumber to Green in exchange for 2 brick, and 3 brick at the open port for 1 grain. Moves the ship at H16-H15 to H16-H17. During the special build turn, Mike builds a settlement at G9

Chris rolls a 6. Mike gains 1 lumber and 1 wool, Michael gains 1 lumber, and Dave P., Dave H., and Chris each gain 2 lumber. Trades 3 lumber and 3 grain at the open port for 2 brick and 2 ore at the ore port for 1 wool and builds a road from B17-B18.

## <u>Turn 13</u>

**Mike** rolls a 12. Chris gains 3 lumber. Plays a Monopoly card on lumber. Trades 9 lumber at the open port for 2 grain and 1 ore, builds 2 ships from H11-H12 and H12-H13.

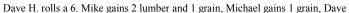
upgrades the settlement at E15 to a city and builds a settlement at H11. **Michael** rolls a 7. Moves the Robber to B16-C16 and steals a wool from Brown. Passes.

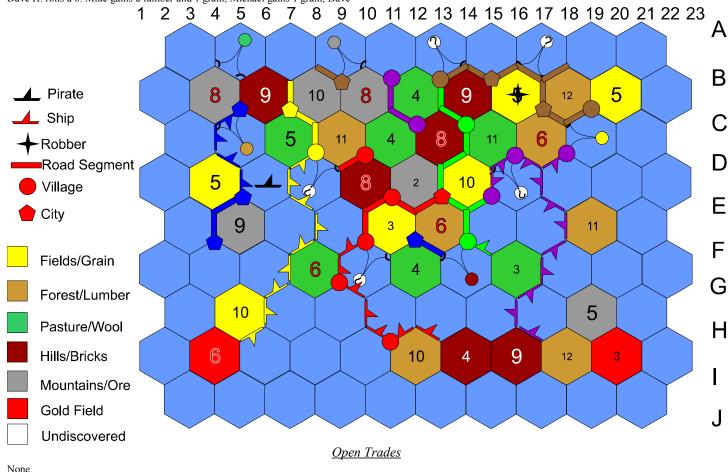
Dave P. rolls a 2. Mike gains 2 ore. Passes. During the special build turn, Mike

Andy rolls a 6. Mike gains 2 lumber and 1 grain, Michael gains 1 grain, Dave P.,

Dave H., and Chris each gain 2 lumber. Passes.

P., Dave H., and Chris each gain 2 lumber. Passes.





None.

Turn 13 Rolls

Turn 14 Rolls

Chris

Michael 7 Dave P. 10 Mike 8

Andy

Dave H. 6

Chris 5

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	2	1		10		Knight,	7
Dave Partridge	Blue	4		1	4			8
Michael Longdin	Green	1	1	1	2	3		2
Andy York	Yellow		3			2		5*
Dave Hooton	Purple	1			4	3	Knight, 1 unknown (	5
Chris Geggus	Brown			1	4			8

<sup>\*</sup> Longest trade route.

# **Cats and Dogs**

# Epoch IV T'ang Dynasty, Arabs, and Khmers Deadline Epoch V Empire Selection and Franks, 2/24 Tuesday

#### Epoch IV

Systematic Chaos (Cain) T'ANG DYNASTY. Plays Elite Troops. Army and Capital Yangtse Kian (Han army destroyed), army Great Plain of China (vs. Hsuing-nu; T: 3, 2, 1; H: 6; loses, Elite Troops lost), Great Plain of China (vs. Hsuing-nu; T: 4, 4; H: 4; T: 6, 3; H: 4; wins, city eliminated), fleet Sea of Japan, army Wei River (vs. Romans; T: 6, 5; R: 6; T: 5, 3; R: 4; wins), Chekiang (vs. rebellion; T: 3, 3; R: 2; wins), Si-Kyang (vs. Shang Dynasty; T: 5, 5; S: 1; wins), Szechuan (vs. Romans; T: 6, 3; R: 4; wins), Irrawaddy (plays Surprise Attack vs. Romans; T: 5, 3; R: 5; T: 5, 1; R: 3; wins), Ganges Delta (vs. Huns; T: 5, 3; H: 6, 5; loses), Ganges Delta (vs. Huns; T: 3, 2; H: 4, 2; loses). Points: Control of China (9), Presence in Southern Europe (3) and Southeast Asia (2), 1 Capital (2), 2 cities (2), 2 seas (2), and 2 Monuments (2) for 22 points.

The Time Traveler (Anderson) plays Kingdom in the Highlands (army, city, fort Highlands). ARABS: Army and Capital Arabian Peninsula (Carthaginian army eliminated), fleet Red Sea, army Nubia (ve. Macedonians, automatic win), Upper Nile (vs. Nile Kingdom; A: 2, 1; N: 4+1; loses), Upper Nile (vs. Nile Kingdom; A: 5,

2; N: 5+1; loses), Upper Nile (vs. Nile Kingdom; A: 5, 1; N: 2+1; wins, city eliminated), Palestine (vs. Macedonians, automatic win), Levant (vs. civil war; A: 3, 2; C: 1; wins), Upper Tigris (vs. Huns; A: 5, 2; H: 2; wins), Middle Tigris (vs. Scytheans; A: 5, 3; S: 5; A: 5, 4; S: 5; A: 4, 3; S: 4; A: 6, 6; S: 5; wins), Zagros (vs. Huns; A: 5, 2; H: 2; wins), Tigris (vs. Huns; A: 5, 2; H: 2; wins), Middle Tigris (vs. Scytheans; A: 5, 3; S: 5; A: 5, 4; S: 5; A: 4, 3; S: 4; A: 6, 6; S: 5; wins), Zagros (vs. Huns; A: 5, 2; H: 2; wins), Tigris (vs. Huns; A: 5, 2; Wins) 4, 2; H: 4, 1; A: 4, 2; H: 3, 2; wins), Persian Salt Desert (vs. Guptas; A: 1, 1; G: 1; A: 6, 4; G: 1; wins), Lower Indus (vs. Guptas; A: 3, 1; G: 5; loses), Lower Indus (vs. Guptas; A: 5, 4; G: 6; loses), Lower Indus (vs. Guptas; A: 6, 1; G: 2; wins), Western Deccan (vs. Guptas; A: 6, 4; G: 6, 2; A: 1, 1; G: 3, 1; loses), Western Deccan (vs. Guptas; A: 3, 1; G: 4, 4; loses), Western Deccan (vs. Guptas; A: 4, 4; G: 5, 3; loses). Builds Monument Arabian Peninsula. Points: Control of North Africa (6), Dominance in Middle East (6), Presence in India (3), Southern Europe (3), Northern Europe (2), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 5 Monuments (5) for 32

100% Pussycats (Longdin) plays the ANGLO-SAXONS. Army Baltic Seaboard, fleet North Sea, army Central Europe (vs. Byantines; A: 4, 3; B: 3; wins). KHMERS: Army and Capital Mekong, army Si-Kyang (vs. Tang Dynasty; K: 6, 3; T: 6; K: 5, 3; T: 6; loses), Si-Kyang (vs. Tang Dynasty; K: 3, 1; T: 4; loses), Si-Kyang (vs. Tang Dynasty; K: 4, 1; Loses), Si-Kyang (vs. Tang Dynasty; K: 4, 1; Loses), Si-Kyang (vs. Ta Kyang (vs. T'ang Dynasty; K: 6, 5; T: 1; wins), fleet South China Sea (vs. Systematic Chaos; 100%: 5, 1; SC: 6; loses). Points: Dominance in Northern Europe (4), Presence in China (3), India (3), Southern Europe (3), and Southeast Asia (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 1 Monument (1) for 20 points.

## <u>Press</u>

Arabs - The Questioner: Since I cannot travel back in time to make sure that you get the Khmers that you deserve, I will just have to eliminate you temporally remove your presence from the board.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Michael Longdin	100% Pussycats (green)	24	56
Paul Bolduc	Arachnids (blue)	31	51
Kevin Wilson	Royal Manticoran Historical Society (purple)	33	82
Dennis Cain	Systematic Chaos (black)	36	68
Andy Lewis	Marching through the Ages (red)	40	79
Dave Partridge	The Questioner (yellow)	44	93
Dave Anderson	The Time Traveler (orange)	45	85

#### **Positions**

Systematic Chaos: Fleets South China Sea and Sea of Japan. GREEK CITY STATES: Army and city Crete. HAN DYNASTY: Army and city Yellow River, armies Tarim Basin, East Indies. T'ANG DYNASTY: Army and Capital Yangtse Kian, army and Monument Great Plain of China and Wei River, armies Chekiang, Szechuan, Irrawaddy.

100% Pussycats: Fleet North Sea. VEDIC CITY STATES: Two armies Eastern Ghats. CIVIL WAR: Two armies and city Morea. CELTS: Armies Northern Gaul, Albion, Central Massif, Pyrenees. ANGLO-SAXONS: Army and Monument Central Europe, army Baltic Seaboard. KHMERS: Army and Capital Mekong, army Si-Kyang.

Marching Through the Ages: MAYANS: Army and Capital Central America, army Guiana Highlands. HSUING-NU: Army Mongolia. HUNS: Army and Monument Persian Plateau, Upper Indus, Ganges Delta, Malayan Peninsula, armies Dniepr, Western Steppe, Turanian Plain, Hindu Kush, Ganges Valley. The Time Traveler: Fleet Red Sea. INDUS VALLEY: Three armies Western Ghats. CARTHAGINIA: Three armies, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Western Gaul. MACEDONIA: Army and city Pindus, Army and Monument Nile Delta. HIGHLAND KINGDOM: Army, city, and Fort Highlands. ARABS: Army, Capital, and Monument Arabian Peninsula, army and Monument Levant, Upper Tigris, Zagros, armies Nubia, Upper Nile, Palestine, Middle Tigris, Persian Salt Desert, Lower Indus.

Royal Manticoran Historical Society: Fleets Black Sea and Eastern Mediterranean. SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. CIVIL WAR: Army, city, and Monument Southern Apennines, army and Monument Levant. SASSANIDS: Army and Monument Lower Tigris. BYZANTINES: Army and Capital Balkans, armies Northern Appenines, Dalmatia, Western Anatola, Eastern Anatola.

The Questioner: Fleet Western Mediterranean. ROMANS: Army and Monument Southern Iberia, army Western Iberia. GUPTAS: Army and Capital Eastern Deccan, army Western Deccan.

Arachnids: NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. GOTHS: Armies Danubia, Caucuses.

Event Cards

Epoch V Empire Draw

## Greyhound

Turn 3, Phase 7 and Turn 4, Phases 1 through 3 Deadline Turn 4, Phases 3 through 6, 2/24 Tuesday

<u>Turn 3, Phase 7 – Purchase Tokens</u>

**Hamburg** buys 20 tokens **Barcelona** buys 0 tokens **Venice** buys 20 tokens Paris buys 13 tokens London buys 8 tokens Genoa buys 21 tokens

Turn 4, Phase 1 – Draw Cards

Done

Phase 2 – Buy Cards

London bought

Barcelona bought

Phase 3 – Play Cards

**Cards** 

gains \$90)

London plays Stone (Venice, Paris, and Genoa each gain \$4, Hamburg and Barcelona each gain \$1)

Paris plays Gunpowder

Hamburg plays Marco Polo (40: R, Y)

Venice plays Stone (Venice, Paris, and Genoa each gain \$4, Hamburg and Barcelona each gain \$1)

Genoa passes

## Played Leaders

Marco Polo (40: R, Y): Hamburg only

The Players

	<u>= 10 = 100 y 100 y</u>								
Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	40	20	\$67	5	7	4	3	A, N
Dave Partridge	Hamburg	50	20	\$94	4	9	4	4	
Bob Robles	Paris	60	13	\$79	3	10	4	1	A, E, N
Dave Hood	London	70	8	\$81	2	12	6	4	A, E, N, V
Steve Koehler	Barcelona	50	0	\$234	1	20	6	3	A, E, R, V
Robert Koehler	Genoa	60	21	\$49	6	6	4	4	I

Players are listed in reverse tie breaking order.

Commodity Log

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

Shortage, Surplus

# **Sand Flea**

## Turn 2 Combat through Turn 3 Bidding Turn 3 Bidding and Movement, 2/24 Tuesday

## **Playe**

ATREIDES:	Jerry Roalstad
Emperor	Michael Longdin
Guild	Kevin Wilson
Ixians	Ward Narhi
	Combat

Habbanya Ridge Sietch

	Harkonnens	Emperor
Leader	Cheap Hero (0)	Burseg (3)
Offence	None	Ya! Ya! Yawm!
Defense	None	Kulon
Dial	0.5	5
Spice	0	5
Total	0.5	8

The Emperor wins. All cards are discarded. 3 Harkonnen tokens and 5 Emperor tokens go to the tanks.

## Spice Collection

Atreides collects 2 spice (Arrakeen)

Guild collects 1 spice (Tuek's Sietch)

Harkonnens collect 2 spice (Carthag)

Ixians collect 18 spice (8 in Red Chasm, 10 from technology sales)

veniency =/= : ruesumy	
<u>ers</u>	
BENE TLEILAXU	Bob Robles
Fremen	Brad Martin

Paul Bolduc HARKONNENS GAME MASTER Chris Hassler

## Turn 3

## Storm Movement

The storm moves 5 sectors to sector 13. (Turn 4 storm movement: \_\_\_\_\_ sectors)

Spice Blow

6 spice in Wind Pass North 6 spice in OH Gap

(Turn 3 spice blow:

## **Bidding**

CHOAM Charity recipients: None.

Six cards are up for bid. Eligible bidders are: Atreides (3 cards), Bene Tleilaxu (3 cards), Emperor (2 cards), Fremen (1 card), Harkonnens (4 cards), Ixians (3 cards). Cards are:

#### Notes

Brad Martin has taken over for the Fremen

#### **Positions**

Atreides: 10 Arrakeen, 10 tokens off-planet

Bene Tleilaxu: No traps.

**Emperor:** 9 tokens (3 Elite Sadaukar) Habbanya Ridge Sietch, 5 tokens

in the Tanks, 6 tokens (2 Elite Sadaukar) off-planet

Fremen: 6 tokens Sietch Tabr, 4 tokens False Wall South (4), 1 token

Cielago North (13), 9 tokens (3 Fedaykin) Southern

Hemisphere

Guild: 11 tokens Tuek's Sietch, 9 tokens off-planet

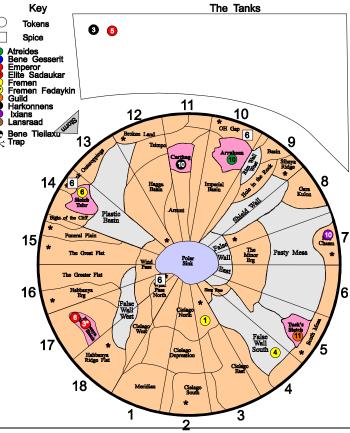
**Harkonnens:** 10 tokens Carthag, 3 tokens in the Tanks, 7 tokens off-planet

Ixians: 10 tokens Red Chasm, 10 tokens off-planet

Your Spice:

Your Cards:

Your Traitor(s):



# <u>Gaspode</u> Turn 7 Turn 8, 2/24 Tuesday

S.O.B.

## Turn 7

**Dave** chooses the Settler and takes a Tobacco plantation, declining the use of the Hacienda; Andy L. takes a Sugar plantation; Chris takes an Indigo plantation; Tom takes a Sugar plantation; and Andy Y. takes a Sugar plantation.

Andy L. chooses the Builder and builds a Coffee Roaster (3 quarries, Builder bonus, 2 doubloons); Chris builds a Small Sugar Mill (Quarry, 1 doubloon); Tom passes; Andy Y. passes; Dave passes.

Chris chooses the Mayor placing colonists on the Coffee Roaster and a Corn plantation; Tom places a colonist on an Indigo plantation and transfers a colonist from the Tobacco Storage to the Small Indigo Plant; Andy Y. places a colonist on a Corn plantation; Dave places a colonist on the Office; and Andy L. places a colonist on the Coffee Roaster and moves a colonist from the Tobacco plantation to the Small Sugar Mill, from the Hacienda to the Coffee roaster, and from the Construction Hut to the Coffee plantation.

**Tom** chooses the Prospector, collecting 2 doubloons.

Andy Y. chooses the Craftsman, collecting 1 doubloon and producing 3 indigo, 1 sugar, 2 tobacco, and 1 corn; Dave produces 4 indigo; Andy L. produces 1 Indigo, 3 corn, 1 sugar, and 2 coffee; Chris produces 2 corn, 1 coffee; and Tom produces 2 corn and 1 indigo.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Craftsman	Indigo, Indigo, Indigo,	Indigo Plant (x3), Small Sugar		4	3 Indigo, 1 Sugar, 1	3
		Sugar, Tobacco, Corn,	Mill, Tobacco Storage (x1)			Corn, 2 Tobacco	
		Coffee					
Dave Partridge	Settler	Indigo, Quarry, Corn,	Small Indigo Plant, Hacienda,		0	4 Indigo	4
		Indigo, Indigo, Indigo,	Indigo Plant (x3), Office				
		Coffee, Tobacco, Sugar,					
		Coffee, Tobacco					
Andy Lewis	Builder	Indigo, Corn, Quarry,	Hacienda, Construction Hut, Small		1	1 Indigo, 3 Corn, 1	6
		Sugar, Quarry, Coffee,	Indigo Plant, Small Sugar Mill,			Sugar, 2 Coffee	
		Quarry, Corn, Corn,	Coffee Roaster (x2)				
		Tobacco, Coffee, Sugar					
Chris Geggus	Mayor	Corn, Tobacco, Tobacco,	Small Market, Tobacco Storage		2	2 Corn, 1 Coffee	4
		Quarry, Sugar, Coffee,	(x2), Coffee Roaster (x1), Small				
		Corn, Indigo	Sugar Mill				

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Tom Howell	Prospector	Corn, Tobacco, Quarry,	Construction Hut, Small Market,		2	2 Corn, 1 Indigo	4
		Quarry, Quarry, Corn,	Tobacco Storage (x1), Small				
		Indigo, Sugar	Indigo Plant				

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: 29 Colonist Ship: 10 Trading House: Corn, Indigo, Tobacco

Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): 5 Tobacco Ship 3 (capacity 8):

Victory Points: 101

**Commodities** 

Corn: 1 Indigo: 0 Sugar: 9 Tobacco: 0 Coffee: 6

#### **Buildings**

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

#### Roles

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

**Plantations** 

Sugar, Indigo, Corn, Sugar, Sugar, Coffee

Discard Pile: Indigo

# Robover Turn 1 Turn 2, 2/24 Tuesday

## Program Robots

THX 1139 uses the Recompile to get a new hand: Rotate Right (400), Move 2 (770), Rotate Left (270), Rotate Left (390), Rotate Right (280), Move 3 (830), Rotate Left (250), Move 1 (610), Back Up (460)

Robot	Phase 1	Phase 2	Phase 3	Phase 3 Phase 4	
Anonobot	Move 2 (750)	Move 1 (620)	Move 1 (630)	Move 1 (600)	Rotate Left (90)
Slambot 9000	Move 3 (810)	Rotate Right (180)	Move 1 (500)	Rotate Left (100)	Move 1 (520)
Jeeves	Move 2 (700)	Move 1 (640)	Move 1 (580)	Rotate Left (210)	Move 1 (510)
THX 1139	Move 3 (830)	Move 2 (770)	Rotate Left (270)	Move 1 (610)	Rotate Left (250)
Dalekbot	Move 3 (790)	Move 3 (840)	Move 1 (540)	Rotate Left (290)	Move 2 (710)
Narbot	Move 2 (740)	Move 1 (550)	Move 2 (690)	Move 2 (730)	Move 1 (530)
100% Robotomy	Move 1 (590)	Rotate Right (200)	Move 2 (760)	Move 2 (720)	Move 1 (650)
Protomax	Move 3 (800)	Rotate Left (370)	Move 1 (560)	Rotate Right (360)	Move 2 (780)

## Phase 1

THX 1139 dashes ahead 3, as does Slambot 9000, Protomax, and Dalekbot. Anonobot, Narbot, and Jeeves all move ahead 2. Finally, 100% Robotomy moves ahead 1. The conveyor belt moves Slambot 9000 ahead one and rotates it to the left. THX 1139 relocates his archive.

## Phase 2

Dalekbot moves ahead 3. THX 1139 moves ahead 2. Jeeves, Anonobot, and Narbot each move ahead 1. Protomax rotates left. 100% Robotomy and Slambot 9000 both rotate right. The conveyor belts move Dalekbot 2 spaces north, THX 1139 2 spaces west, Slambot 9000 1 space west, and Narbot is moved 1 space north and rotated to the left. Anonobot and Narbot each shoot Slambot 9000, and Protomax shoots Anonobot.

#### Phase 3

100% Robotomy and Narbot each move ahead 2. Anonobot moves ahead 1, pushing Slambot 9000. Jeeves, Protomax, Dalekbot, and Slambot 9000 each move ahead 1. THX 1139 rotates left. The conveyor belts move Dalekbot 2 spaces north, THX 1139 2 spaces west, Anonobot and Narbot 1 space west, Slambot 9000 and Jeeves 1 space west and rotated right, and Protomax 1 space north and rotated left. Anonobot shoots TXH 1139 and is shot by Jeeves and Narbot.

## Phase 4

Narbot and 100% Robotomy move forward 2. TXH 1139 and Anonobot each move forward 1. Protomax rotates right, while Dalekbot, Jeeves, and Slambot 9000 each rotate left. The conveyors move Delekbot 2 spaces north and rotate it right, THX 1139 2 spaces north, Anonobot 1 space west, rotate right, and 1 space north, Slambot 9000 1 space north, Jeeves 1 space north, and Narbot and Protomax one space west. Protomax shoots Narbot in the back.

#### Phase 5

Protomax moves 2 spaces ahead, as does Delekbot. 100% Robotomy, Narbot, Slambot 9000, and Jeeves, all move ahead 1. THX 1139 and Anonobot each rotate left.

The conveyor belts move THX 1139 and Anonobot 2 spaces north, Slambot 9000 and Jeeves 1 space north, Protomax 1 space west, and Narbot 1 space west and rotate right. The gear rotates Dalekbot to the right. Protomax shoots Narbot who shoots Jeeves. THX 1139 and Anonobot shoot each other, and Anonobot and Slambot 9000 are hit by board-mounted lasers. Anonobot's fifth register is locked.

**Players** 

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	Anonobot	Blue	Mechanical Arm	D19>N		3	5
2	Bill Scharf	Slambot 9000	Pink	Tractor Beam	E18>N		3	3
3	Chris Geggus	Jeeves	Yellow	Flywheel (U-Turn (40))	C20>N		3	1
4	Dave Hooton	THX 1139	White	Recompile	D18>S		3	3
5	Gine Teh	Dalekbot	Silver	Circuit Breaker	B12>E		3	0
6	Ward Narhi	Narbot	Red	Gyroscopic Stabilizer	C23>N		3	2
7	Michael Longdin	100% Robotomy	Dark Green	Ramming Gear	F26>E		3	0
8	Cary Nichols	Protomax	Green	Abort Switch	G23>E		3	0

<u>Notes</u>

Andy York has taken over for Gina Teh, who did not submit orders.

Your Program Cards:

# **Pedagoguery**

hydrogen, 3% nitrogen, and 3% other elements. With the exception of the hydrogen, none of the elements were present in the universe before the advent of stars. Stars are how the universe manufactures elements heavier than helium. The following is a description of how it is done.

For most of a star's life, it quietly converts hydrogen into helium in its core. During the current epoch, there are two ways of doing this: the proton-proton chain, and the CNO cycle. The CNO cycle takes place in hotter, more massive stars, and it requires the presence of carbon, so it would not have happened in the first stars. The proton-proton chain works like this: Two protons collide. If the circumstances are just right, they'll stick together long enough for one of them to transform into a neutron, emitting a positron and a neutrino, thus forming a deuterium nucleus. In short order, that deuterium nucleus will be hit by another proton, forming helium-3 and emitting a gamma ray photon. Finally, two helium-3 nuclei will eventually collide, resulting in helium-4 and two protons, which go on to continue the chain.

Now, you have helium, but nature has played a trick. There are no stable nuclei with atomic weights of 5 or 8. Thus, hitting the helium-4 nucleus with another proton, or colliding two helium-4 nuclei together will not produce any new elements. However, nature did leave us a way out. The carbon nucleus has an excited state that nearly matches the energy of three helium-4 nuclei. This means that if the concentration of helium is high enough, as it is in the cores of stars toward the end of their main sequence lives, two helium-4 nuclei can stick toether just long enough to be hit by a third one, and the resulting carbon-12 nucleus is stable. This is the triple-alpha reaction.

I mentioned the CNO cycle before, and it depends on the presence of carbon. Here is how it works. A carbon-12 nucleus absorbs a proton, becoming nitrogen-13. Nitrogen-13 is unstable, quickly decaying into carbon-13, emitting a positron and a neutrino. The resulting carbon-13 nucleus absorbs another proton, becoming nitrogen-14. The nitrogen-14 nucleus absorbs another proton, becoming oxygen-15. Oxygen-15 is unstable, decaying into nitrogen-15 and emitting a positron and an neutrino. Finally, the nitrogen-15 nucleus absorbs another proton, splitting into a carbon-12 nucleus and a helium-4 nucleus.

Knowledge of these three reactions is critical to knowing where most of the atoms that form us come from. First of all, let's take a look at what makes up most of us - oxygen. In a star that is producing energy in its core via the triple-alpha process, the core consists of primarily helium, with some carbon. However, if a carbon-12 nucleus and a helium-4 nucleus collide, the most common result is

By mass, the average human body is composed of 61% oxygen, 23% carbon, 10% oxygen-16. This is how most oxygen is formed. Typically, stars like this will undergo a red giant phase. In such a phase, the outer envelope of the star undergoes convection, which brings up a great deal of core material to the surface. Strong solar winds will then blow the outer layers off the star, a stage we call a planetary nebula. This process liberates oxygen and carbon (our second largest

> Nitrogen is produced primarily in stars that use the CNO cycle to produce energy. Of all the reactions of the CNO cycle, by far the slowest is the one where nitrogen-14 absorbs a proton to form oxygen-15. As a result, the abundance of nitrogen-14 builds up in the star over time. When such a star undergoes a red giant phase, nitrogen is brought up through convection and blown off into space.

> This accounts for 97% of us. What about the rest? Some of them form in the envelopes of red giant stars. During this stage of a star's life, it can undergo thermal pulsations. These occur when one form of core burning falters and before another takes over. The star starts to collapse, the core heats up, and the new form of nuclear burning takes over. During such episodes for stars of between 1 and 8 solar masses, carbon-13 nuclei will fuse with helium-4 nuclei. This forms oxygen-16 plus a stray neutron. Another common reaction is neon-22 and helium-4, which yields magnesium-25 and a neutron. That neutron is critical, because it is the source of something called the s-process. Essentially, these neutrons will hit various atomic nuclei, where they will usually stick. Sometimes this will result in a stable isotope, other times it will not. And, while a lot of neutrons are buzzing around in these environments, it is not so much that a nucleus cannot stabilize itself between collisions. Thus, if an unstable nucleus results, it will have time to undergo beta decay (the neutron converts into a proton, releasing an electron and an anti-neutrino), thus becoming a nucleus of a different element. Most of the molybdenum, strontium, yttrium, zirconium, barium, lanthanum, cerium, and lead inside you is formed by this process. Like carbon, oxygen, and nitrogen, these elements are typically formed in the core of these stars, and during the red giant phase, are brought to the surface by convection and ejected by stellar winds.

> The rest of the elements undergo a much more dramatic creation. For instance, most of the iron in your blood forms in type 1a supernovae. This is when a carbon-oxygen white dwarf gets enough mass added to it, usually from a companion star, to push it over the Chandrasekhar limit of 1.4 solar masses. This causes a runaway nuclear reaction in the core, which converts much of the mass of the white dwarf into nickel-56. Nickel-56 is unstable, decaying into cobalt-56 with a half-life of about 6 days. Cobalt-56 is also unstable, decaying into iron-56 with a half-life of about 77 1/4 days.

Type II supernovae form the remaining elements. This is when a massive star, which has been fusing hydrogen to helium to carbon to oxygen, sodium, neon, and magnesium to sulfur and silicon to iron. Iron is a dead end, since you cannot produce energy by fusing iron with anything. Thus, when the iron core gets large enough, the star undergoes a core-collapse supernova explosion. During the explosion, massive numbers of neutrons are produced and released. This does

not allow unstable nuclei to decay before being hit by more neutrons. This is the r-process and it produces critical elements like calcium, magnesium, silicon, sulfur, and titanium, along with elements less necessary for life but still valued like gold.

Next time, will the science of cosmology cease to exist?

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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:

hancockfc@yahoo.com

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, Brad Martin Dune: Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin New World: Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin 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, Brad Martin History of the World: Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin Stellar Conquest: Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin Age of Renaissance: Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin Kremlin: Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin Kremlin: Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius Settlers of Catan: Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York Gunslinger: none Industrial Waste: Michael Longdin, Brad Martin Puerto Rico: Brad Martin, Andy York Power Grid: Brad Martin, Andy York Robo Rally: Andy York

#### **Standby Calls**

## None this issue!

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