

### Notes from Hades

**T**n-ravel can be a whole different adventure when children are along. Celeste and I discovered this first hand when we took a family vacation to Sweden, coupled with one of my business trips to Vienna. We started out on the evening of July 23rd with a long flight to Munich, where we got our connection to Stockholm. After collecting our luggage, we took the Arlanda Express train into Stockholm, and from the train station, it was a short walk to our hotel. Given that it was well after 10:00 pm at that time, we went to our room and crashed.

The next day, we spent most of it at Skansen. Skansen is a large outdoor park founded by someone who saw traditional rural Swedish life dying out and who wanted to preserve it. He moved traditional buildings, like farmhouses and barns, from the countryside onto one of Stockholm's islands, which had been traditionally set aside as the King's garden. Skansen includes a zoo and an aquarium. The boys saw demonstrations of glassblowing and pastry baking, they got to card and spin wool as well as see lots of native Swedish animals. They thoroughly enjoyed it.

The next day was museum day. We started out at the Vasa Museum. The Vasa was a ship launched in 1620. It was the first warship of its day with two gun decks □ around 40 total guns. As a result, it was quite top heavy, and on its maiden voyage, it sank in the outer harbor. In the 1960s, the wreck was raised, moved, and a museum was built around it. Due to the brackish water where it sank, it was in a remarkable state of preservation, and the museum is designed to maintain that preservation, with low lighting and careful humidity controls. There is a lot to see at the museum, and the boys enjoyed it as well. They've always been pretty good about museums, despite their young age. After the Vasa, we went to a place called Junibacken, which is a museum dedicated to Swedish children's stories, the most famous of which is Pippi Longstocking. There were a couple of play areas there, where the boys could run around and burn off some energy, which was nice. After that, it was fairly late, and we spent a little time at the Nordiska Museum, where we saw displays of traditional Swedish seasonal decorations and food.

The next day, we took a train to Skövde, where we rented a car and drove to a small village called Eggby. There we stayed at a farmhouse. The owners had taken part of their barn and converted it to a small cottage, which was quite nice. A couple of hours after we arrived, the boys got to bottle-feed some lambs. The lambs were older, on the verge of being weaned, but the boys really enjoyed feeding them.

On the following day, we drove out to Läckö Slott, a small castle on Lake Vanern. It was a royal property, but essentially run by a baron who was a fiend of Gustav II Adolf. He retained it during the regency of Queen Kristina after Gustav's death at the battle of Lutzen during the Thirty Years War. It is in a great state of preservation, and is quite pretty. One of the interior rooms has murals commemorating the various battles fought during the Thirty Years War, while another commemorates the people involved in the drafting of the Treaty of Westphalia, which ended that war. (Continued on page 14).

In other news, congratulations to Andy Lewis, who has won Gaspode, the Puerto Rico game. I will start Basset next issue.

The next deadline is **Monday, September 21 at 5:00 p.m. Pacific Time.** PLEASE NOTE THE NON-STANDARD DEADLINE! 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

**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.

**Dogbreath.** History of the World. Have Chris Geggus, Dave Partridge, Andy Lewis, Kevin Wilson, Dave Anderson, will take up to 2 more.

**Basset.** Outpost. Will start after Hound ends. Have Andy York, Cary Nichols, Dave Partridge, Dave Hooton, Eric Brosius, Andy Lewis, Michael Lowrey, and Kevin Wilson will take up to 2 more. **Starts next issue!**

**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: □.

**Boston Terrier.** 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, Dave Partridge, Bob Robles, and Dave Hood, will take up to 1 more.

**Purebred.** Machiavelli. This game will start after the second Machiavelli game ends. Have Ward Narhi, Bob Robles, Pasquale Giovine, Dave Partridge, and Walt O'Hara, will take up to 3 more.

### Wish List

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

**Silverton.** Will start after Hunter ends. Have Eric Brosius, Dave Partridge, and Dave Hooton, will take up to 3 more.

**Kremlin.** Will start after Pateel ends. Have Walt O'Hara. Will take up to 5 more.

**Seavarrers of Catan.** Have Chris Geggus, Dave Partridge, and Dave Hooton. Will take up to 3 more.

**Outpost.** Will start after Basset ends. Have Eric Brosius, will take up to 9 more.

**Goa.** Will take up to 4.

**Puerto Rico.** Will take up to 5.

**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

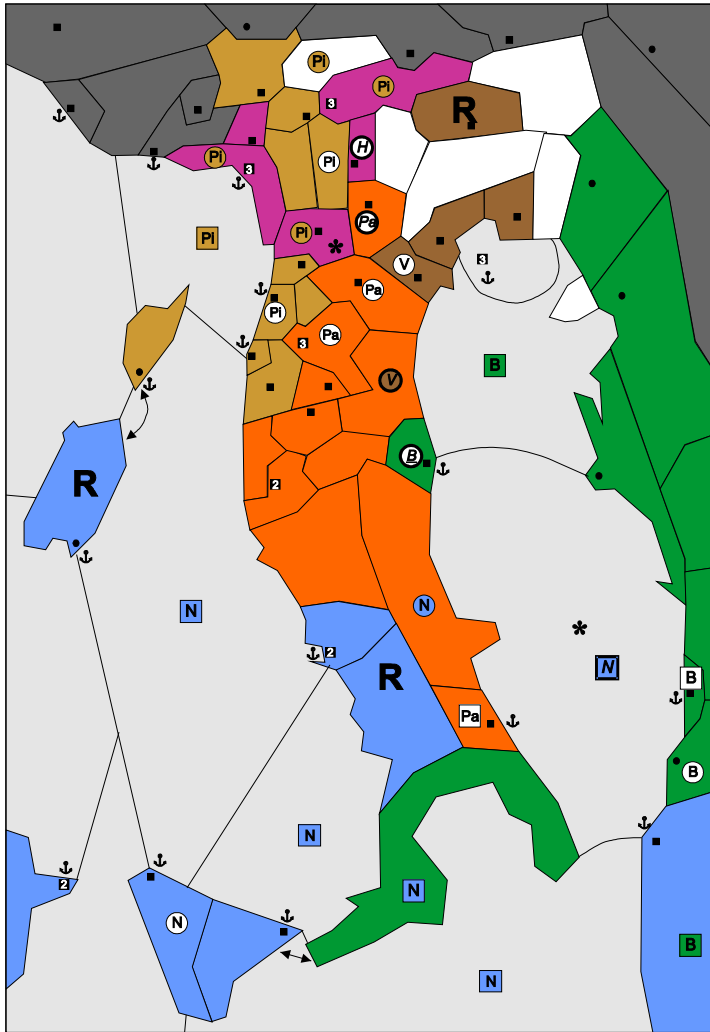
Spring 1055

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory  
Deadline for Retreats 9/1 Tuesday, Summer 1055 9/21, Monday

The Pope and Pisa cooperate to tighten the noose around the Holy Roman Emperor while the Byzantines and Venice cooperate to destroy a Papal fleet. The Normans position themselves against Byzantium.

Dog Park



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

### Expenditures

The Byzantines borrow 4 ducats for 2 years (6 ducats due Spring 1057), spend 3 ducats for Famine Relief in Durazzo, and 3 ducats for a counterbribe of F Upper Adriatic

The Holy Roman Empire gives 1 ducat to the Byzantines

The Pope spends 3 ducats for Famine Relief in Bologna

Pisa spends 3 ducats for Famine Relief in Milan.

### Outstanding Loans

Spring 1056: 17 ducats due from the Holy Roman Empire (11 borrowed)  
Summer 1056: 15 ducats due from the Byzantines (10 borrowed)  
Fall 1056: 5 ducats due from the Holy Roman Empire (3 borrowed), 12 ducats due from the Papacy (8 borrowed), 24 ducats due from Pisa (16 borrowed)  
Spring 1057: 6 ducats due from the Byzantines (4 borrowed)

### Orders

BYZANTINES (Giovine): A (EP) ANCONA supports Venice A Padua to Urbino, A ALBANIA to Aquila, F UPPER ADRIATIC transports Venice A Padua to Urbino, F LOWER ADRIATIC transports A Albania to Aquila (DISLODGED, retreat Dalmatia, Herzegovina, OTB), F Ragusa supports F Lower Adriatic, G DURAZZO convert to F

HOLY ROMAN EMPIRE (Partridge): A Modena to Parma (DISLODGED, retreat Fornova, garrison, OTB), A (EM) CREMONA supports A Modena to Parma (cut)

NORMANS (Horsley): A PALERMO holds, A Naples to Aquila, F Sardinia to TYRRHENIAN SEA, F Messina to OTRANTO, F GULF OF NAPLES supports F Messina to Otranto, F IONIAN SEA supports F Durazzo to Lower Adriatic, F (EM) Durazzo to LOWER ADRIATIC

PAPACY (Roalstad): A Arezzo to Florence, A BOLOGNA supports Pisa A Lucca to Modena, A (EM) MANTUA to Cremona, F Urbino to Upper Adriatic (DESTROYED), G BARI convert to F

PISA (Scott): A Turin to Como, A Pavia to Milan, A PARMA supports Papal A Mantua to Cremona (cut), A Lucca to Modena, A Pistoia to Pisa, F Pisa to LIGURIAN SEA, G GENOA convert to A

VENICE (Wilson): A FERRARA to Mantua, A (EM) Padua to URBINO

### Summer 1055 Plague

Held until after retreats are received.

### Press

**The Voice of the People:** It seems that a Rich Alliance with Big Treasures encountered Big Problems with a Poor Alliance with very little ducats: Could it be an erroneous choice of the Commander in Chief? Who is the responsible? When do it finish this unequal struggle and all will live in peace?

## Barking Up the Wrong Tree

Summer 1254

Miller Number 2007Bpw10

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

Deadline for Fall 1254 9/21, Monday

*Milan eases up on Avignon, while Avignon takes Milan's capital. Venice and Florence continue to tussle, and the Pope sneaks one of Aragon's cities. Aragon conducts a Chinese firedrill with his fleets.*

### Spring 1254 Retreats

Avignon retreats A Tyrolea to Carinthia

Florence retreats A Bologna to Florence

Milan retreats A Turin to Montferrat

### Orders

ARAGON (Scharf): A OTRANTO holds, F DURAZZO supports F Messina to IONIAN Sea, F Messina to IONIAN SEA, F Western Mediterranean to GULF OF LIONS, F Tyrrhenian Sea to CORSICA, F Sardinia to TYRRHENIAN SEA

AVIGNON (Nichols): A Carinthia to MILAN, A Turin to Pavia (DISLODGED, retreat SWISS, Saluzzo, OTB), A AVIGNON to Turin, F PROVENCE to SAVOY

FLORENCE (Whyte): A FLORENCE to Bologna, A LUCCA to Modena, A Perugia to URBINO

MILAN (Renken): A MONTFERRAT supports A Saluzzo to Savoy, A Como to TURIN, A PAVIA supports A Como to Turin, A Saluzzo to SAVOY, F GENOA to MODENA, F (EM) SAVOY to LIGURIAN SEA

PAPACY (Robles): A ROME holds, A CAPUA supports A Rome, A NAPLES holds, A Aquila to ANCONA, A Salerno to BARI

VENICE (Partridge): A VERONA to Ferrara, A FERRARA to Bologna, A PADUA holds, A HERZEGOVINA supports F Lower Adriatic to Albania, A Bologna to PISTOIA, F Venice to UPPER ADRIATIC, F Upper Adriatic to LOWER ADRIATIC, F Lower Adriatic to ALBANIA

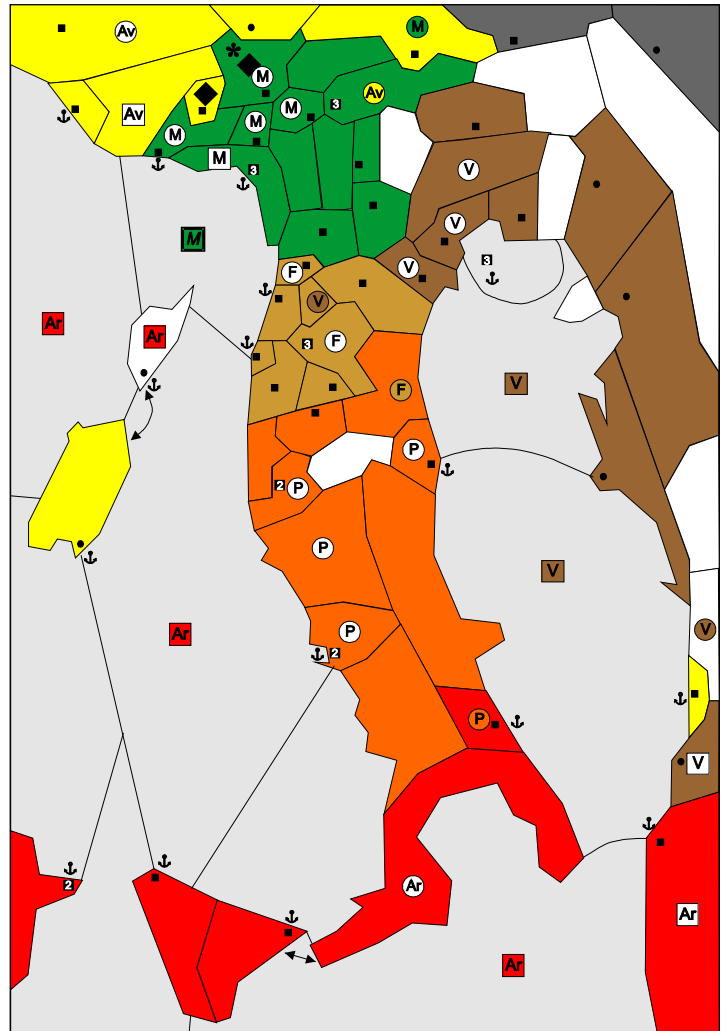
Treasury:

### Press

**Florence – Milan and Venice:** A plague upon both your houses.

**Florence – the Duke's hunchbacked dogsboy:** Igor, you swine, you didn't sweep the chimneys. Now I've come down with swine-flue too!

Barking Up the Wrong Tree



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

## Doberman

Turn 14b

Turn 15a due 9/21, Monday

### Cards

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

BIBCO plays Innovation, spending \$5 to improve Rationalization to 3/6.

PIT plays Innovation, spending \$5 to improve Rationalization to 2/10

GOO plays Raw Materials, putting 2 raw materials up for auction and BIBCO gets them for \$8.

100%Trash plays Innovation, spending \$5 to improve Waste Reduction to 3/6.

BIBCO fills an Order with an Advisor, using 1 raw material and gaining \$22 and 1 waste.

PIT plays Hiring/Firing and reduces his workforce by 1.

GOO plays Growth, improving Growth to 19

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

BIBCO passes

PIT discards Growth

GOO discards an Order.

100%Trash plays Raw Materials, putting 1 raw material up for auction and GOO gets it for \$1.

BIBCO passes

PIT passes

GOO passes

100%Trash passes

pays \$2.

Operations costs: 100%Trash pays \$5, BIBCO pays \$4, GOO pays \$3, and PIT

The Players

| Player          | Company Name | Play Order | Money | Loans | Raw Material Supply | Growth | Co-workers | Saved Card |
|-----------------|--------------|------------|-------|-------|---------------------|--------|------------|------------|
| Michael Longdin | 100%Trash    | 3          | \$2   | 60    | 2                   | 14     | 5          | Order      |
| Dave Partridge  | BIBCO        | 4          | \$30  | 0     | 1                   | 17     | 4          |            |
| Richard Weiss   | PIT          | 1          | \$10  | 10    | 7                   | 19     | 2          | Order      |
| Eric Brosius    | GOO          | 2          | \$38  | 10    | 2                   | 19     | 3          |            |

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          | 3/6             | 12             | -23            |
| Dave Partridge  | 3/6             | 1/15          | 1/15            | 10             | 68             |
| Richard Weiss   | 2/10            | 5/1           | 1/15            | 8              | 40             |
| Eric Brosius    | 3/6             | 2/10          | 1/15            | 2              | 59             |

Available Cards

| Set 1      | Set 2         | Set 3          | Set 4          | Set 5          |
|------------|---------------|----------------|----------------|----------------|
| Order      | Raw Materials | Waste Disposal | Waste Disposal | Waste Disposal |
| Innovation | Waste Removal | Growth         | Order          | Bribery        |
| Growth     | Growth        | Advisor        | Growth         | Growth         |

Accident card drawn: 100%Trash pays \$5 and Growth is reduced to 14. BIBCO pays \$5, discards Bribery, and pays \$1 more.. Deck will be shuffled before Turn 16 card draw.

Discards

|               |                |                |               |            |                |               |
|---------------|----------------|----------------|---------------|------------|----------------|---------------|
| Advisor       | Waste Disposal | Raw Materials  | Raw Materials | Growth     | Waste Disposal | Raw Materials |
| Innovation    | Innovation     | Innovation     | Raw Materials | Innovation | Order          | Advisor       |
| Hiring/Firing | Growth         | Waste Disposal | Growth        | Order      | Raw Materials  | Accident      |
| Bribery       |                |                |               |            |                |               |

**Terrier****Silverton****Turn 22 Phases IV- VI and Turn 23, Phases I-III****Turn 23, Phases IV- VI and Turn 24, Phases I-III, 8/18, Wednesday****Turn 22**Operations

**Brown** (Partridge) buys claim #78 for \$80. Operates #79 (\$40, 3 coal), #29 (\$20, depletes), #78 (\$40, 5 coal). Delivers 9 coal from Bowie to Denver for \$1080, buys 3 coal from Orange at Crested Butte for \$180 and delivers it to Denver for \$360. Gains \$280 in passenger revenue.

**Blue** (Boldue) operates #132 (\$50, 4 coal). Delivers 4 coal from Steamboat Springs to Denver for \$480. Gains \$2390 in passenger revenue. Buys a +5 snowplow for \$200.

**Red** (Scharf) operates #125 (\$20, 4 coal), #124 (\$40, 3 coal), #103 (\$30, 4 silver), #107 (\$50, 3 copper). Delivers 17 silver from Lake Valley to El Paso for \$6800 and 12 silver from Hillsboro to El Paso for \$4800. Gains \$560 in passenger revenue.

**Aqua** (Lewis) operates #74 (\$20, 2 coal), #70 (\$40, 5 coal), #130 (\$80, 1 copper), #54 (\$40, 4 lumber). Delivers 10 coal from Price to Salt Lake City for \$800, 4 lumber from Steamboat Springs to Salt Lake City for \$1200, and 1 silver from Eureka to Salt Lake City for \$400. Gains \$410 in passenger revenue.

**Green** (Longdin) operates #85 (\$30, depletes), #61 (\$20, 2 lumber), #90 (\$40, 3 coal), and #53 (\$30, 4 silver). Delivers 4 silver from Lake City to Pueblo for \$1600, 2 lumber from South Fork to Pueblo for \$400, and 3 coal from Trinidad to Pueblo for \$240. Gains \$120 in passenger revenue.

**Orange** (Hooton) buys claim #60 for \$40 and #49 for \$140. Operates #63 (\$50, 2 lumber), #58 (\$40, 2 lumber), #82 (\$20, 3 coal), #84 (\$20, 3 coal), #55 (\$50, 2 lumber), #87 (\$30, 3 coal), #129 (\$40, 1 copper), #97 (\$40, depletes), #50 (\$50, 3 silver), #60 (\$20, 3 lumber), #49 (\$40, 3 silver). Delivers 9 silver from Silverton to Santa Fe for \$3600, 3 coal from Durango to Santa Fe for \$360, 5 lumber from Dolores to El Paso for \$800, and 3 lumber from Pagosa Springs to El Paso for \$480. Gains \$450 in passenger revenue. Buys a +5 snowplow for \$200.

Determine Price Changes

Gold: Remains at \$200

Copper: +2 to \$320

Silver: -7 to \$160

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

**Turn 23***Move Prospectors and Surveyors***Brown** (Partridge) prospects the deck twice, no surveying**Blue** (Bolduc) dismantles Lumberton to Antonito and Trinidad to Walsenburg, prospects #131.**Red** (Scharf) prospects #115, no surveying**Aqua** (Lewis) surveys Salina to Marysville, prospects #26.**Green** (Longdin) surveys South Fork to Pagosa Springs, no prospecting.**Orange** (Hooton) prospects #115 (+1) and the deck, no surveying.*Dispute Resolution*

Red and Orange have a dispute over claim #115. Red = 5 + 1 (prospector) = 6. Orange = 7 + 1 (prospector) + 3 (connected) = 11. Orange wins, prospector becomes +2. Brown draws #89 (Coal at Walsenburg) and #127 (Silver at Westcliffe) and Orange draws #120 (Coal at Cuba) from the deck – they each have first right of refusal. Brown spends \$0 (or \$60 or \$120), Blue gains \$80, Red spends \$0, Aqua spends \$220, Green spends \$300, and Orange spends \$100 (or \$140).

*The Players*

| Player          | Color  | Starting Location | Money    | Trains         | Snowplows | Personnel      |
|-----------------|--------|-------------------|----------|----------------|-----------|----------------|
| Dave Partridge  | Brown  | Denver            | \$11,925 | 9, 15, 42, 42  |           | S+2, S, P, P+2 |
| Paul Bolduc     | Blue   | Denver            | \$9,130  | 9, 15, 72, 72  | +5        | S, S+1, P+2    |
| Bill Scharf     | Red    | El Paso           | \$21,575 | 9, 24, 72      | +2, +4    | S+1, S, P+1    |
| Andy Lewis      | Aqua   | Salt Lake City    | \$14,320 | 9, 15, 42, 72  |           | S, S, P+2      |
| Michael Longdin | Green  | Pueblo            | \$9,430  | 15, 24, 42, 72 | +2, +5    | S+2, S, P+1    |
| Dave Hooton     | Orange | Santa Fe          | \$26,560 | 24, 42, 42, 42 | +5        | S, S, P, P+2   |

Personnel in **Bold** are in jail.*Purchased Claims*

| #   | City                | Owner  | Type   | Goods | Operation |
|-----|---------------------|--------|--------|-------|-----------|
| 79  | Bowie               | Brown  | Coal   | 0     | \$40      |
| 78  | Bowie               | Brown  | Coal   | 0     | \$40      |
| 132 | Steamboat Springs   | Blue   | Coal   | 0     | \$50      |
| 131 | Hot Sulphur Springs | Blue   | Lumber | N     | \$20      |
| 125 | Capitan             | Red    | Coal   | 10    | \$20      |
| 117 | Cloudcroft          | Red    | Lumber | 8     | Depleted  |
| 104 | Mogollon            | Red    | Silver | 7     | Depleted  |
| 109 | Pinos Altos         | Red    | Copper | 1     | Depleted  |
| 124 | Magdalena           | Red    | Coal   | 3     | \$40      |
| 103 | Hillsboro           | Red    | Silver | 0     | \$30      |
| 107 | Santa Rita          | Red    | Copper | 3     | \$50      |
| 67  | Coalville           | Aqua   | Coal   | 9     | Depleted  |
| 68  | Scofield            | Aqua   | Coal   | 2     | Depleted  |
| 74  | Elk Springs         | Aqua   | Coal   | 11    | \$20      |
| 25  | Bingham             | Aqua   | Gold   | 4     | Depleted  |
| 70  | Price               | Aqua   | Coal   | 10    | \$40      |
| 130 | Bingham             | Aqua   | Copper | 6     | \$80      |
| 54  | Steamboat Springs   | Aqua   | Lumber | 0     | \$40      |
| 26  | Marysville          | Aqua   | Gold   | N     | \$40      |
| 61  | South Fork          | Green  | Lumber | 0     | \$20      |
| 90  | Trinidad            | Green  | Coal   | 0     | \$40      |
| 53  | Lake City           | Green  | Silver | 0     | \$30      |
| 63  | Lumberton           | Orange | Lumber | 2     | \$50      |
| 58  | Dolores             | Orange | Lumber | 0     | \$40      |
| 82  | Crested Butte       | Orange | Coal   | 17    | \$20      |
| 84  | Durango             | Orange | Coal   | 0     | \$20      |
| 55  | Walden              | Orange | Lumber | 10    | \$50      |
| 87  | Alamo               | Orange | Coal   | 12    | \$30      |
| 129 | Dillon              | Orange | Copper | 1     | \$40      |
| 97  | Elizabethtown       | Orange | Gold   | 2     | Depleted  |
| 50  | Silverton           | Orange | Silver | 0     | \$50      |
| 60  | Pagosa Springs      | Orange | Lumber | 0     | \$20      |
| 49  | Silverton           | Orange | Silver | 0     | \$40      |
| 115 | Paxton Springs      | Orange | Lumber | N     | \$40      |

*Purchased Passenger Lines*

| #  | Type | Route                       | Payoff | Owner  | Notes   |
|----|------|-----------------------------|--------|--------|---|
| 3  | A    | Denver – Colorado Springs   | \$50   | Brown  |   |
| 5  | A    | Denver – Pueblo             | \$80   | Brown  |   |
| 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   |   |
| 17 | C    | Denver – Santa Fe           | \$420  | Blue   |   |
| 7  | A    | Pueblo – Santa Fe           | \$120  | Blue   |   |
| 22 | C    | Denver – Salt Lake City     | \$800  | Blue   |   |
| 23 | C    | Salt Lake City – Santa Fe   | \$900  | Blue   |   |
| 4  | A    | El Paso – Deming            | \$60   | Red    |   |
| 18 | C    | Gallup – Santa Rosa         | \$500  | 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 |
| 9  | B    | Denver – Leadville          | \$120  | Green  |   |
| 6  | A    | Santa Fe – Albuquerque      | \$90   | Orange |   |
| 13 | B    | El Paso – Santa Fe          | \$140  | Orange |   |
| 14 | B    | El Paso – Albuquerque       | \$220  | Orange |   |

*Available Claims*

| #   | City        | Type   | Claim | Operation |
|-----|-------------|--------|-------|-----------|
| 69  | Scofield    | Coal   | \$40  | \$30      |
| 71  | Sunnyside   | Coal   | \$100 | \$20      |
| 77  | Craig       | Coal   | \$40  | \$20      |
| 121 | York Canyon | Coal   | \$100 | \$30      |
| 72  | Emery       | Coal   | \$60  | \$30      |
| 64  | Lumberton   | Lumber | \$60  | \$40      |

| #   | City              | Type          | Claim       | Operation   |
|-----|-------------------|---------------|-------------|-------------|
| 34  | Heber City        | Silver        | \$80        | \$40        |
| 75  | Rangely           | Coal          | \$80        | \$20        |
| 89  | <i>Walsenburg</i> | <i>Coal</i>   | <i>\$60</i> | <i>\$30</i> |
| 127 | <i>Westcliffe</i> | <i>Silver</i> | <i>\$60</i> | <i>\$20</i> |
| 120 | <i>Cuba</i>       | <i>Coal</i>   | <i>\$40</i> | <i>\$30</i> |

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

#### Available Trains

| Type | # Available | Cost  |
|------|-------------|-------|
| 9    | 2           | \$80  |
| 15   | 2           | \$120 |
| 24   | 5           | \$200 |
| 42   | 3           | \$320 |
| 72   | 3           | \$500 |

#### Available Passenger Lines

| #  | Type | Route                             | Payoff | Cost   | Notes |
|----|------|-----------------------------------|--------|--------|-------|
| 20 | C    | Salt Lake City – Pueblo           | \$600  | \$930  |       |
| 24 | C    | Denver – El Paso                  | \$1000 | \$1380 |       |
| 19 | C    | Salt Lake City – Albuquerque      | \$600  | \$975  |       |
| 21 | C    | Salt Lake City – Colorado Springs | \$600  | \$930  |       |

#### Available Snowplows

| Type   | # Available | Cost  |
|--------|-------------|-------|
| Die +2 | 1           | \$40  |
| Die +3 | 4           | \$80  |
| Die +4 | 4           | \$140 |
| Die +5 | 3           | \$200 |

### **Cats and Dogs**

#### **Epoch VI Timurid Emirates, Incas & Aztecs, Ottoman Turks Deadline Epoch VI Portugal, Spain, Mughals, 9/21 Monday**

#### Epoch VI

**The Questioner** (Partridge) TIMURID EMIRATES: Army and Capital Turanian Plain (Seljuk army retreats to Hindu Kush), army Tarim Basin (vs. Ming Dynasty; T: 6, 6; M: 6, 2; T: 5, 1; M: 5, 4; T: 5, 5; M: 4, 2; wins), Persian Plateau (vs. Safavids; T: 4, 1; S: 6, 5; loses), Persian Plateau (vs. Safavids; T: 6, 3; S: 2, 2; wins), Western Steppe (vs. Huns; T: 6, 3; H: 2; wins), North European Plain (vs. Holy Roman Empire; T: 3, 2; H: 1; wins), Baltic Seaboard (vs. Holy Roman Empire; T: 4, 1; H: 3; wins), Eastern Steppe (vs. Mongols; T: 6, 5; M: 1; wins). Points: Dominance in Eurasia (2), Presence in Middle East (2), India (3), China (3), Southern Europe (2), and Northern Europe (1), 1 Capital (2), and 2 Monuments (2) for 17 points.

**The Time Traveler** (Anderson) plays Crusade. Army Palestine (vs. Arabs; automatic victory, city and fort established), Balkans (vs. Franks; C: 4+1, 1+1; F: 6, 1; loses), Crete (vs. Greek City States; C: 3+1, 2+1; G: 4, 3; C: 6+1, 6+1; G: 4, 2; wins, city eliminated). INCAS: Army and Capital Northern Andes, army Southern Andes. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard. Builds Monument Northern Andes. Points: Control of North Africa (6), Dominance in Middle East (4), Northern Europe (4), Presence in India (3), Southern Europe (2), North America (1), and South America (2), 5 Capitals (10), 2 cities (2), and 6 Monuments (6) for 40 points.

**100% Pussycats** (Longdin) OTTOMAN TURKS: Plays Leader. Army and Capital Western Anatolia (Byzantine army retreats to Eastern Anatolia), fleet Eastern Mediterranean (vs. Royal Manticoran Historical Society; 100: 6, 4, 1; RMHS: 5; wins), army Balkans (vs. Franks; O: 6, 3, 2; F: 5, 4; wins, city eliminated), Danubia (vs. Goths; O: 6, 4, 2; G: 5; wins), Central Europe (vs. Holy Roman Empire; O: 5, 4, 3; H: 5, 2; O: 6, 1, 1; H: 5, 3; wins, Capital reduced to city), Baltic Seaboard (vs. Timurid Emirates; O: 6, 5, 1; T: 1; wins), Lower Rhine (vs. Huns; O: 6, 4, 2; H: 1; wins), Pindus (vs. Franks; O: 4, 4, 2; F: 6, 4; loses), Pindus (vs. Franks; O: 5, 3, 1; F: 6, 1; loses), Pindus (vs. Huns; O: 4, 4, 1; F: 5, 3; loses), Pindus (vs. Huns; O: 5, 4, 1; F: 5, 4; O: 6, 5, 2; F: 4, 4; wins), Dalmatia (vs. Holy Roman Empire; O: 5, 4, 2; H: 4; wins), Northern Appenines (vs. Byzantines; O: 2, 2, 1; B: 6; loses), Northern Appenines (vs. Byzantines; O: 4, 2, 2; B: 2; wins), Southern Appenines (vs. Franks; O: 6, 2, 1; F: 3; wins). Points: Dominance in India (6), Southern Europe (4), and Northern Europe (4), Presence in Middle East (2) and China (3), 1 Capital (2), 3 cities (3), 1 Sea (1), and 4 Monuments (4) for 29 points.

#### Players

| Player Name     | Player Faction Name/Color                    | Empire Strength Points | Victory Points |
|-----------------|--|------------------------|----------------|
| Paul Bolduc     | Arachnids (blue)                             | 40                     | 66             |
| Andy Lewis      | Marching through the Ages (red)              | 50                     | 116            |
| Michael Longdin | 100% Pussycats (green)                       | 51                     | 112            |
| Kevin Wilson    | Royal Manticoran Historical Society (purple) | 53                     | 109            |
| Dennis Cain     | Systematic Chaos (black)                     | 54                     | 133            |
| Dave Anderson   | The Time Traveler (orange)                   | 59                     | 167            |
| Dave Partridge  | The Questioner (yellow)                      | 61                     | 124            |

#### Positions

**Systematic Chaos:** Fleets South China Sea, Bay of Bengal, Sea of Japan. HAN DYNASTY: Army and city Yellow River, army East Indies. MALAYAN KINGDOM: Army, city, Fort, and Monument Malayan Peninsula. SAFAVIDS: Army and Capital Persian Salt Desert, army Lower Indus. MING DYNASTY: Army, Capital, and Monument Chekiang, army and Monument Great Plain of China, Wei River, army Mongolia.

**100% Pussycats:** Fleet Eastern Mediterranean. CIVIL WAR: Two armies and city Morea. CELTS: Two armies and a fort Albion, army and fort Pyrenees. KHMERS: Army Si-Kyang. SELJUK TURKS: Army, city, and Monument Eastern Ghats, army and Monument Upper Indus, two armies Hindu Kush, armies Ganges Valley, Eastern Deccan. OTTOMAN TURKS: Army and Capital Western Anatolia, army, city, and Monument Central Europe, army and Monument Southern Appenines; armies Danubia Baltic Seaboard, Lower Rhein, Balkans, Dalmatia, Pindus, Northern Appenines.

**Marching Through the Ages:** Fleet Western Mediterranean. MAYANS: Army and Capital Central America, army Guiana Highlands. HUNS: Two armies and Monument Ganges Delta, army Dniepr. SOUTHERN IBERIAN KINGDOM: Army Southern Iberia. FRANKS: Two armies and Capital Northern Gaul, army Central Massif.

**The Time Traveler:** Fleet Red Sea. INDUS VALLEY: Three armies Western Ghats. CARTHAGINIA: Two armies, Capital, and Fort Shatts Plateau, armies Libya, Western Gaul. MACEDONIA: 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, armies Nubia, Upper Nile, Middle Tigris. HOLY ROMAN EMPIRE: Army Zagros. CRUSADERS: Army, city, and Fort Palestine, army Crete. INCAS: Army, Capital, and Monument Northern Andes, army Southern Andes. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard.

**Royal Manticoran Historical Society:** Fleet Black Sea. SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. SASSANIDS: Army and Monument Lower Tigris. BYZANTINES: Army Eastern Anatolia. MONGOLS: Army, city, and Monument Hokkaido, army and city Yangtze Kian, Szechuan, Mekong, armies Manchurian Plain, Korean Peninsula, Honshu, Chekiang, Irrawaddy.

**The Questioner:** ROMANS: Two armies Western Iberia. GUPTAS: Army Western Deccan. TIMURID EMIRATES: Army and Capital Turanian Plain, army and Monument Persian Plateau, Tarim Basin, armies Western Steppe, Eastern Steppe, North European Plain, Baltic Seaboard.

**Arachnids:** Fleets North Sea, Atlantic Ocean. NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. GOTHs: Army Caucuses. VIKINGS: Armies Scandinavia, Ireland, West Indies.

### Event Cards

### Epoch VI Empire

## **Greyhound**

### **Turn 6, Phases 3 through 6**

### **Deadline Turn 6, Phase 7 and Turn 7, Phases 1 through 3, 9/21 Tuesday**

#### Phase 3 – Play Cards

Barcelona chooses to lose 15 tokens to the Civil War

#### Phase 4 – Purchases

**Paris** buys galley 8 for \$10, Proselytism (G, 30 credit from Religion, \$60, Misery increases to 150), Human Body (B, 20 credit from Science, 20 credit from Leonardo da Vinci, \$20, Misery falls to 125), and Improved Agriculture (J, 10 credit from Commerce, \$30, Misery falls to 100), and stabilization for \$3.

**London** buys Seaworthy Vessels (S, 10 credit for Institutional Research, \$70), Ocean Navigation (T, 10 credit for Institutional Research, \$110), Printed Word (O, 30 credit for Communication, 30 credit for Gutenberg, 10 credit for Institutional Research, \$0), and stabilization for \$15.

**Venice** buys Patronage (E, \$30, Misery increases to 50).

**Genoa** buys Nationalism (W, 20 credit for Civics, 20 credit for Charlemagne, \$20), Patronage (E, 20 credit for Religion, \$10, Misery increases to 150), Written Record (N, \$30), and stabilization (\$6).

**Hamburg** buys Printed Word (O, 30 credit for Communication, 30 credit for Gutenberg, \$0), Cathedral (H, 20 credit from Religion, \$100, Misery increases to 125), and stabilization for \$6.

**Barcelona** buys Human Body (B, 20 credit for Science, 20 credit for da Vinci, 10 credit for Institutional Research, \$10, Misery falls to 100), Printed Word (O, 30 credit for Communication, 10 credit for Institutional Research, \$20, gains first level of Misery Relief, Misery falls to 90), Master Art (P, 30 credit from Communication, 20 credit from da Vinci, 10 credit from Institutional Research, \$30, discards Famine), Wind/Watermill (K, 20 credit from Commerce, 10 credit from Institutional Research, \$20), and stabilization for \$15.

#### Phase 5 – Expansion

Holy Indulgence: Venice loses 10 tokens, Hamburg gains \$2, each other player gains 2 tokens.

**Paris** expands to Dijon (5, vs. Genoa, automatic victory with Proselytism), Basel (5, vs. Genoa, automatic victory with Proselytism).

**London** expands to Alexandria (4), Acre (3), China (5), Aleppo (3), and Suez (1)

**Venice** expands to Belgrade (5, vs. Genoa, dr = 6, 4, 3; wins).

**Genoa** expands to Tripoli (4, vs. Barcelona, dr = 5, 4, 2; wins), Lyons (7, vs. Paris, dr = 1, 3, 5; loses), Lyons (7, vs. Paris, dr = 5, 4, 5; wins), Fez (4, vs. London, Cathedral loss).

**Hamburg** expands to Sarai (4, vs. Barcelona, dr = 5, 1, 2; loses), Sarai (4, vs. Barcelona, dr = 1, 3, 6; loses), Sarai (4, vs. Barcelona, dr = 4, 6, 2; wins), Varna (4, vs. Barcelona, dr = 1, 5, 4; wins), Trebizond (5, vs. Barcelona, dr = 5, 3, 4; loses), Trebizond (5, vs. Barcelona, dr = 4, 6, 2; wins), Poti (1), Erzerum (1).

**Barcelona** expands to Barcelona (2), Cairo (3), Seville (6, vs. Paris, Cathedral victory), Belgrade (5, vs. Venice, Cathedral victory), Suez (1)

London gains

#### Phase 6 – Collect Income

**Paris** gains \$87

**London** gains \$123

**Venice** gains \$51

**Genoa** gains \$57

**Hamburg** gains \$99

**Barcelona** gains \$75

Surplus of Silk (London loses \$3), surplus of Silk (London loses \$3)

#### Turn 7, Phase 1 – Draw Cards

Your card is:

#### Phase 2 – Buy Cards

Genoa spends \$10 to get

Barcelona spends \$10 to get

#### The Players

| Player          | Country   | Misery | Tokens | Money | Order | Dominance | Ships | Cards | Advances                                       |
|-----------------|-----------|--------|--------|-------|-------|-----------|-------|-------|--|
| Michael Longdin | Venice    | 50     |        | \$81  |       | 6         | 4     | 1     | A, B, C, E, N, O                               |
| Dave Partridge  | Hamburg   | 125    |        | \$126 |       | 14        | 4     | 4     | A, I, F, H, N, O, R                            |
| Bob Robles      | Paris     | 100    |        | \$147 |       | 12        | 8     | 3     | A, B, E, F, G, I, J, N, V, W                   |
| Dave Hood       | London    | 150    |        | \$134 |       | 18        | O-1   | 7     | A, B, E, F, H, I, N, O, S, T, V, X             |
| Steve Koehler   | Barcelona | 90     |        | \$87  |       | 10        | 10    | 7     | A, B, E, F, H, I, J, K, N, O, P, R, S, V, W, X |
| Robert Koehler  | Genoa     | 150    |        | \$82  |       | 7         | 4     | 5     | E, F, I, N, V, W                               |

Players are listed in reverse tie breaking order.

### Commodity Log

| Commodity             | Michael | Dave P. | Bob | Dave H. | Steve | Robert |
|-----------------------|---------|---------|-----|---------|-------|--------|
| Stone (2)             | 2       | 1       | 4   | --      | --    | 1      |
| Wool (3)              | --      | 1       | 1   | 4       | 2     | 1      |
| Timber (4)            | 1       | 2       | 1   | 2       | --    | --     |
| Grain (5)             | --      | 2       | 1   | 1       | 2     | 1      |
| Cloth (6)             | 3       | 1       | 1   | --      | --    | 2      |
| Wine (7)              | --      | --      | 3   | 1       | 3     | --     |
| Metal (8)             | --      | 1       | --  | 4       | --    | 1      |
| Fur (9)               | --      | 3       | 1   | --      | --    | --     |
| <i>Silk (10) (x2)</i> | --      | --      | --  | 3       | 1     | --     |
| Spice (11)            | --      | 1       | --  | 3       | --    | --     |
| Gold (12)             | --      | 2       | --  | --      | --    | --     |
| Ivory (12)            | --      | --      | --  | 1       | 2     | 1      |

### Cards

**Shortage, Surplus**

## **Gaspode**

### **Turn 12**

### **End of Game Statements, 9/21 Monday**

### Turn 12

**Dave** chooses the Prospector, gaining 3 doubloons.

**Andy L.** chooses the Captain, and ships 3 Corn on Ship 1 for 4 VP, Chris ships 1 Coffee on Ship 2 for 1VP, Tom ships 1 Sugar on Ship 3 for 1 VP, Andy Y. ships 1 Sugar on Ship 3 for 1 VP, Dave ships 1 Sugar on Ship 3 for 1 VP, Andy L. ships 3 Coffee on Ship 2 for 3 VP and 1 Sugar on Ship 3 for 1 VP.

**Chris** chooses the Builder, building a Customs House for 8 doubloons (1 discount from a Quarry, 1 discount for the Builder), Tom builds a Large Market for 3 doubloons (2 discount from Quarries), Andy Y. builds a Small Warehouse for 3 doubloons, Dave builds a Harbour for 7 doubloons (1 discount from Quarry), and Andy L. builds a Guild Hall for 7 doubloons (3 discount from Quarries).

**Tom** chooses the Craftsman, producing 2 Corn, 1 Indigo, 2 Sugar, and 2 Tobacco, Andy Y. produces 1 Corn, 3 Indigo, 1 Sugar, and 1 Tobacco, Dave produces 2 Corn, 4 Indigo, and 1 Sugar, Andy L. produces 2 Corn, 1 Indigo, 1 Sugar, and 2 Coffee, and gains 3 doubloons from the Factory, and Chris produces 1 Indigo, 1 Sugar, 2 Tobacco, and 1 Coffee, and gains 3 doubloons from the Factory.

**Andy Y.** chooses the Mayor, gaining 1 doubloon and putting colonists on the Coffee Roaster (x2), Small Warehouse, and Coffee plantation, Dave puts colonists on the Harbour and both Tobacco plantations (moving one from San Juan), Andy L. puts colonists on the Residence and Guild Hall, Chris puts colonists on the Large Market and Customs House, and Tom places colonists on the Harbour and Tobacco plantation. There are insufficient colonists in the supply to fill the Colonist Ship, thus ending the game.

### The Players

| Player Name    | Role       | Plantations  | Buildings   | San Juan | Doubloons | Stored Production                      | VP |
|----------------|------------|--|---|----------|-----------|--|----|
| Andy York      | Mayor      | <b>Indigo, Indigo, Indigo, Sugar, Tobacco, Corn, Coffee, Sugar, Coffee</b>                         | <b>Indigo Plant (x3), Small Sugar Mill, Tobacco Storage (x2), Sugar Mill (x1), Coffee Roaster (x2), Small Warehouse</b>                       |          | 1         | 1 Corn, 3 Indigo, 1 Sugar, 1 Tobacco   | 21 |
| Dave Partridge | Prospector | <b>Indigo, Quarry, Corn, Indigo, Indigo, Indigo, Coffee, Tobacco, Sugar, Coffee, Tobacco, Corn</b> | <b>Small Indigo Plant, Hacienda, Indigo Plant (x3), Office, Small Sugar Mill, Harbour</b>   |          | 0         | 2 Corn, 4 Indigo, 1 Sugar              | 15 |
| Andy Lewis     | Captain    | <b>Indigo, Corn, Quarry, Sugar, Quarry, Coffee, Quarry, Corn, Corn, Tobacco, Coffee, Sugar</b>     | <b>Hacienda, Construction Hut, Small Indigo Plant, Small Sugar Mill, Coffee Roaster (x2), Factory, Large Warehouse, Residence, Guild Hall</b> |          | 3         | 2 Corn, 1 Indigo, 1 Sugar, 2 Coffee    | 24 |
| Chris Geggus   | Builder    | <b>Corn, Tobacco, Tobacco, Quarry, Sugar, Coffee, Corn, Indigo, Indigo, Indigo</b>                 | <b>Small Market, Tobacco Storage (x2), Coffee Roaster (x1), Small Sugar Mill, Indigo Plant, Factory, Large Market, Customs House</b>          |          | 4         | 1 Indigo, 1 Sugar, 2 Tobacco, 1 Coffee | 20 |
| Tom Howell     | Craftsman  | <b>Corn, Tobacco, Quarry, Quarry, Quarry, Corn, Indigo, Sugar, Sugar, Tobacco</b>                  | <b>Construction Hut, Small Market, Tobacco Storage (x1), Small Indigo Plant, Office, Sugar Mill (x2), Harbour, Large Market</b>               |          | 0         | 2 Corn, 1 Indigo, 2 Sugar, 2 Tobacco   | 15 |

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.

### Victory Points

|              | Andy York | Dave Partridge | Andy Lewis | Chris Geggus | Tom Howell |
|--------------|-----------|----------------|------------|--------------|------------|
| Chits        | 21        | 15             | 24         | 20           | 15         |
| Buildings    | 12        | 10             | 20         | 19           | 15         |
| Bonus        | 0         | 0              | 11         | 5            | 0          |
| <b>Total</b> | <b>33</b> | <b>25</b>      | <b>55</b>  | <b>44</b>    | <b>30</b>  |

### Notes

Congratulations to Andy on his victory!

### Available Items

**Colonists:** Supply: 1      Colonist Ship:      **Trading House:**  
**Cargo Ships:** Ship 1 (capacity 6): 3 Corn      Ship 2 (capacity 7): 4 Coffee      Ship 3 (capacity 8): 4 Sugar  
**Victory Points:** 30

### Commodities

**Corn:** 0      **Indigo:** 1      **Sugar:** 2      **Tobacco:** 4      **Coffee:** 2

### Buildings

| Column 1           | Column 2        | Column 3        | Column 4  |
|--------------------|-----------------|-----------------|-----------|
| Small Indigo Plant |                 |                 |           |
|                    | Sugar Mill      |                 |           |
|                    | Hospice (x2)    |                 | Fortress  |
|                    |                 | University (x2) |           |
|                    |                 |                 | City Hall |
| Small Warehouse    | Large Warehouse | Wharf (x2)      |           |

## Robover

### Turn 6

### Turn 7, 9/21 Monday

### Program Robots

Protomax schedules a power down for next turn.

| Robot         | Phase 1            | Phase 2            | Phase 3                   | Phase 4                  | Phase 5                   |
|---------------|--------------------|--------------------|---------------------------|--------------------------|---------------------------|
| DizzyBot      | Move 1 (510)       | Move 1 (610)       | Move 1 (660)              | Move 2 (740)             | Back Up (460)             |
| Slambot 9000  | Rotate Right (280) | Move 1 (620)       | Move 2 (720)              | Rotate Right (180)       | Move 3 (830)              |
| Jeeves        | Powered down       |                    |                           |                          |                           |
| THX 1139      | Move 1 (640)       | U-Turn (40)        | Back Up (480)             | Rotate Left (290)        | Rotate Right (220)        |
| Dalekbot      | Rotate Left (270)  | Move 1 (520)       | Rotate Left (230)         | Rotate Left (350)        | <i>Rotate Right (420)</i> |
| Narbot        | Powered down       |                    |                           |                          |                           |
| 100% Robotomy | Move 1 (650)       | Rotate Left (170)  | Move 3 (820)              | Rotate Right (120)       | Rotate Left (150)         |
| Protomax      | Rotate Left (190)  | Rotate Right (140) | <i>Rotate Right (200)</i> | <i>Rotate Left (110)</i> | <i>Rotate Right (300)</i> |

Locked registers are in italics.

### Phase 1

100% Robotomy moves ahead 1 to I11, pushing Jeeves to J11, THX 1139 moves ahead 1 to F8, DizzyBot moves ahead 1 to K17, Slambot 9000 rotates right to face north, Dalekbot rotates left to face north, and Protomax rotates left to face north. Conveyor belts: Narbot is moved to H22, DizzyBot is moved to K18, and Dalekbot is moved to F21. The gear rotates 100% Robotomy to face south.

### Phase 2

Slambot 9000 moves ahead 1 to A10, DizzyBot moves ahead 1 to K19, Dalekbot attempts to move ahead 1 and runs into the wall, 100% Robotomy rotates left to face east, Protomax rotates right to face east, and THX 1139 makes a U-turn to face south. Conveyor belts: Narbot is moved to F22, DizzyBot is moved to K20, and Dalekbot is moved to E21 and rotated to face east. The gear rotates 100% Robotomy to face south.

### Phase 3

100% Robotomy dashes ahead 3 to I14, Slambot 9000 moves ahead 2 to A8, DizzyBot moves ahead 1 to K21, THX 1139 backs up to F7, Dalekbot rotates left to face north, and Protomax rotates right to face south. Conveyor belts: Narbot is moved to D22 and rotated to face south, 100% Robotomy is moved to J15 and rotated to face west, DizzyBot is moved to K22, and Dalekbot is moved to E20. Protomax shoots DizzyBot.

### Phase 4

DizzyBot moves ahead 2 to K24, Dalekbot rotates left to face west, THX 1139 rotates left to face east, Slambot 9000 rotates right to face east, 100% Robotomy rotates right to face north, and Protomax rotates left to face east. Conveyor belts: Narbot is moved to D20, 100% Robotomy is moved to J17, DizzyBot is moved to J23 and rotated to face east, and Dalekbot is moved to E19. Dalekbot is shot by an on-board laser.

### Phase 5

Slambot 9000 dashes ahead 3 to D8, DizzyBot backs up to I23, Dalekbot rotates right to face north, Protomax rotates right to face south, THX 1139 rotates right to face

south, and 100% Robotomy rotates left to face west. Conveyor belts: Narbot is moved to D18, 100% Robotomy is moved to J19, DizzyBot is moved to I23, and Dalekbot is moved to E18. Dalekbot is shot by an on-board laser, locking register 5.

### Cleanup

THX 1139 is repaired one and has Brakes in stalled.

### Press

**DizzyBot:** Jane, get me off this crazy thing!

### Players

| # | Player Name     | Robot Name    | Color      | Options                                  | Position | Flags | Lives | Damage |
|---|-----------------|---------------|------------|--|----------|-------|-------|--------|
| 1 | Dave Partridge  | DizzyBot      | Blue       |  | I23>E    |       | 3     | 2      |
| 2 | Bill Scharf     | Slambot 9000  | Pink       | Tractor Beam                             | D8>E     |       | 3     | 0      |
| 3 | Chris Geggus    | Jeeves        | Yellow     |  | J11>E    |       | 3     | 0      |
| 4 | Dave Hooton     | THX 1139      | White      | Recompile, Double-Barreled Laser, Brakes | F7>S     |       | 3     | 1      |
| 5 | Andy York       | Dalekbot      | Silver     |  | E18>N    |       | 3     | 5      |
| 6 | Ward Narhi      | Narbot        | Red        |  | D18>S    |       | 3     | 0      |
| 7 | Michael Longdin | 100% Robotomy | Dark Green |  | J19>W    |       | 2     | 2      |
| 8 | Cary Nichols    | Protomax      | Green      | Abort Switch                             | K13>S    |       | 3     | 7      |

Your Program Cards:

## Husky

### Turn 2, Phase 2

### Turn 2, Phases 3 through 5, 9/21 Monday

### Players

| Order | Player Name     | Company Name                                | Color  | Power Plants                    | Cities | Money |
|-------|-----------------|---|--------|---------------------------------|--------|-------|
| 5     | Michael Longdin | 100% Power Mad                              | Green  | 04 Coal 2→1 (2)<br>24 Trash 2→4 | 1      | 29    |
| 2     | Dave Hooton     | Volksich Tzapverein (VoIT)                  | Orange | 08 Coal 3→2<br>22 Eco X→2       | 2      | 15    |
| 4     | Dave Partridge  | Spewing Massive Olid Gasses (SMOG)          | Red    | 05 Hybrid 2→1<br>13 Eco X→1     | 1      | 36    |
| 3     | Andy York       | Deutsches Elektrisch Arbeit Direktor (DEAD) | Yellow | 07 Oil 3→2                      | 2      | 35    |
| 1     | Brad Martin     | Renewal Energy Matters (REM)                | Blue   | 10 Coal 2→2<br>28 Nuclear 1→4   | 2      | 16    |

### Phase 2, Power Plant Bidding

**REM** opens the bidding on power plant 13 and SMOG gets it for 17. Power plant 28 is drawn, power plant 22 moves to Current Market. Opens the bidding on power plant 22 and VoIT gets it for 25. Power plant 34 is drawn, power plant 28 moves to the Current Market. Opens the bidding on power plant 28 and gets it for 28. Power plant 24 is drawn and goes directly into the Current Market.

**VoIT** passes

**DEAD** passes

**SMOG** passes.

**100% Power Mad** buys power plant 24 for 24. Power plant 33 is drawn, and power plant 32 moves to the Current Market.

### Power Plant Market

#### Current Market

03 Oil 2→1

06 Trash 1→1

09 Oil 1→1

32 Oil 3→6

#### Future Market

33 Eco X→4

34 Nuclear 1→5

35 Oil 1→5

39 Nuclear 1→6

### Fuel

| Price   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 12 | 14 | 16 |
|---------|---|---|---|---|---|---|---|---|----|----|----|----|
| Uranium |   |   |   |   |   |   |   |   | 1  | 1  | 1  | 1  |
| Trash   |   |   |   |   |   | 3 | 3 | 3 |    |    |    |    |
| Oil     |   | 1 | 3 | 3 | 3 | 3 | 3 | 3 |    |    |    |    |
| Coal    |   |   | 3 | 3 | 3 | 3 | 3 | 3 |    |    |    |    |

**Pateel****Turn 1 Cure through Health****Turn 1 Funeral Commission through Parade, 9/21 Monday**Cure Phase

Aparatschik ages 1 to 81, Doberman ages 1 to 66, and Badenuff ages 1 to 54.

Purge Phase

No activity.

Spy Investigation Phase

PaH declares 10 IP on Boremtodev and opens investigations on Krakemheds and Doberman. Boremtodev ages to 68.

Politburo

| Office      | Politician            | Condition   | Influence                 |
|-------------|-----------------------|-------------|---------------------------|
| Party Chief |                       |             |                           |
| KGB Head    |                       |             |                           |
| Foreign     | Igor Doberman (L)     | 66, weak, ? |                           |
| Defense     | Eduard Boremtodev (K) | 68, ++      | 8 (KMFC), <b>10 (PaH)</b> |
| Ideology    | Victor Wasolin (Z)    | 50          | <b>5 (KMFC)</b>           |
| Industry    | Ludmilla Patina (S)   | 58, +       |                           |
| Economy     | Boris Badenuff (X)    | 54, weak    |                           |
| Sport       | Mikail Strychnin (T)  | 57          |                           |

**Candidates:** G, H, P, Q, R

Health Phase

Nestor Aparatschik (dr = 1) dies.

Karel Krakemheds (dr = 1) dies.

Igor Doberman (dr = 10) remains healthy.

Eduard Boremtodev (dr = 1) falls ill

Victor Wasolin (dr = 7) remains healthy.

Ludmilla Patina (dr = 6) gets sick.

Boris Badenuff (dr = 18) remains healthy.

Mikail Strychnin (dr = 10) remains healthy.

**People:** B, C, D, F, I, J, M, N, O, U, V, W, Y

**Siberia:** None (yet)

**Kremlin Wall:** A, E

Players

| Player           | Faction Name                |
|------------------|-----------------------------|
| Bob Robles       | Karl Marx Fan Club          |
| Ward Narhi       | Finlandia                   |
| Pasquale Giovine | Bolshevics Born in Calabria |
| Mike Scott       | The California Connection   |
| Bill Scharf      | People are Heroes           |
| Brad Martin      | Zapadniye Front             |

Intrigue CardsUndeclared Influence**Frontier Dog****Turn 1****Turn 2, 9/21 Monday**Segment 1

**Old Man:** Card (1) – Back Up (straight back to F19), segment 1 of 2  
**Shaggy:** Card 2 – Run (ahead right to G17) segment 1 of 1, draws 2 delay cards (22 – 0 delay points, 70 – 2 delay points)  
**Banker:** Card 2 – Run (straight ahead to F15), segment 1 of 1, draws 2 delay cards (73 – 2 delay points, 94 – LOSE AIM)  
**Smith:** Card 10 – Jab (target Banker), segment 1 of 2  
**NCO:** Card 9 – Draw and Cock (C41 to gun hand), segment 1 of 3

Segment 2

**Old Man:** Card (1) – Back Up (straight back to F19), segment 2 of 2, draws 2 delay cards (59 – 1 delay point, 96 – LOSE AIM)  
**Shaggy:** Delay  
**Banker:** Delay  
**Smith:** Card 10 – Jab (target Banker), segment 2 of 2 (target out of range, miss)  
**NCO:** Card 9 – Draw and Cock (C41 to gun hand), segment 2 of 3

Segment 3

**Old Man:** Delay  
**Shaggy:** Delay  
**Banker:** Delay  
**Smith:** Card (1) – Back Up (back left to E16), segment 1 of 2

**NCO:** Card 9 – Draw and Cock (C41 to gun hand), segment 3 of 3

Segment 4

**Old Man:** Card 9 – Draw and Cock (C36c to Both Hands), segment 1 of 3  
**Shaggy:** Card 1 – Advance (ahead right to G16), segment 1 of 2  
**Banker:** Card 1 – Advance (ahead right to G15), segment 1 of 2  
**Smith:** Card (1) – Back Up (back left to E16), segment 2 of 2, draws 2 delay cards (19 – 0 delay points, 74 – 2 delay points)  
**NCO:** Card 5 – Cock/Aim/Shoot (Aim at E17), segment 1 of 2

Segment 5

**Old Man:** Card 9 – Draw and Cock (C36c to Both Hands), segment 2 of 3 – not completed, action canceled.  
**Shaggy:** Card 1 – Advance (ahead right to G16), segment 2 of 2, draws 2 delay cards (108 – DROP, 9 – 0 delay points)  
**Banker:** Card 1 – Advance (ahead right to G15), segment 2 of 2  
**Smith:** Delay  
**NCO:** Card 5 – Cock/Aim/Shoot (Aim at E17), segment 2 of 2

End of Turn

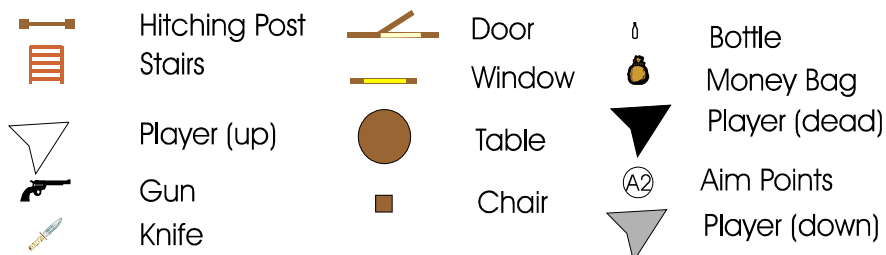
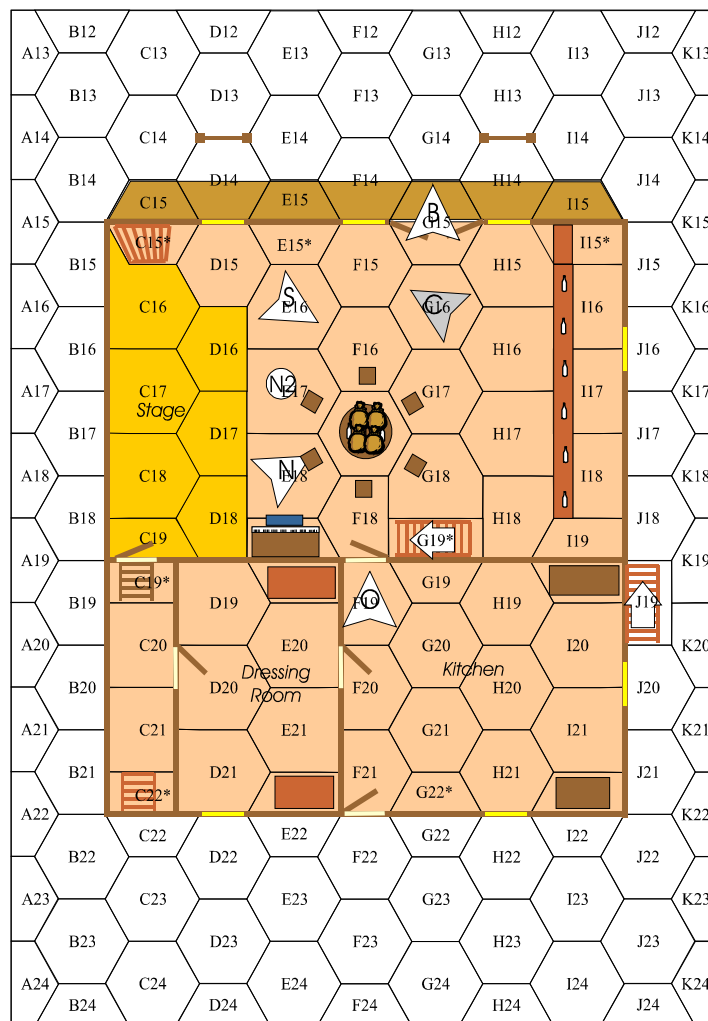
Old Man, Shaggy, Banker, and Smith each lose 1 delay point.

| Side | Player       | Character   | Location | Weapons | Skills | Delay | Endurance | Comments |
|------|--------------|-------------|----------|---------|--------|-------|-----------|----------|
| A    | Paul Bolduc  | Old Man (O) | F19>F18  | 5, 7, 8 | BR +1  |       | 25        |          |
| B    | Andy Lewis   | Shaggy (C)  | G16>F15  |         |        | 1     | 20        |          |
| C    | James Pratt  | Banker (B)  | G15>G14  |         |        | 1     | 20        |          |
| D    | Mike Scott   | Smith (S)   | E16>F16  | 8       | BR +2  | 1     | 30        |          |
| E    | Chris Geggus | NCO (N)     | E18>F17  | 9       | BR +1  |       | 20        |          |

### Weapons

| Character | Holstered   | Gun Hand    | Other Hand | Both Hands | Ammo         |
|-----------|-------------|-------------|------------|------------|--------------|
| Old Man   | C36c, Knife | Empty       | Empty      | Empty      | C36c: △△△△△△ |
| Shaggy    | C45, Knife  | Empty       | Empty      | Empty      | C45: OOOOOO  |
| Banker    | SW45        | Empty       | Empty      | Empty      | SW45: OOOOOO |
| Smith     | C45c, Knife | Empty       | Empty      | Empty      | C45c: △△△△△△ |
| NCO       | SBR         | C41, cocked | Empty      | Empty      | C41: OOOOOO  |

## Frontier Dog



## Procyon

Turns 1.1 through 2.1

Turns 2.2 through 3.2, 9/21 Monday

### Turn 1

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 2 2

Galactic Base – NC1 – ? (it's TeleGate 6) – Space Station Planet.

Discovers Cholos (from the cup: Servo-mechanism at 7b, Megalith Paperweight at 9b, Megalith Paperweight at 9b, Demand for Silk at 4c).

Trades in IOU for \$90 plus \$110 and buys the Factory.

2<sup>nd</sup>: Dennis Cain (Dell/Step 3 – Profit!) Rolls Used: 4 \* 3

Galactic Base – R – B – Y – B – R – B – R – Cobble Port (o) – Cobble Port (s).

Discovers Eeeppeep (from the cup: Finest Dust at 4a, Demand for Dust at 7b, Demand for Liquor at 9a, Demand for Dust at 7a). Passes.

3<sup>rd</sup>: Bob Robles (Eeeppeep/Bender's Freedom Brigade) Rolls Used: 1 3 5

Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Discovers Zum (from the cup: Demand for Spice at 4b, Demand for Wine at 5, Psychotic Sculpture at 10, Megalith Paperweight at 9b). Buys Chicle Liquor for 40.

4<sup>th</sup>: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 6 \* 3

Galactic Base – R – B – Y – B – R – B – R – Y – B – R – B – Y – B – R – B

– Goliath (o) – Goliath (s).

Discovers Wollow (from the cup: Fare to Base at 4a, Fare to Base at 5, Chicle Liquor at 7a, Finest Dust at 4a). Trades in IOU for a Megalith Paperweight.

5<sup>th</sup>: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 2 4 6

Galactic Base – NC4 – TeleGate 6 – Space Station Planet – ? (it's TeleGate 5) – NC4 – NC4 – ? (it's TeleGate 2) – R – Y – ? (it's the Gate Lock relic).

Stops and picks up Gate Lock.

6<sup>th</sup>: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 2 5 6

Galactic Base – NC5 – TeleGate 6 – TeleGate 5 – NC5 – NC5 – B – Y – ? (it's the Mulligan Gear relic) – R – Poisonport (o) – Poisonport (s).

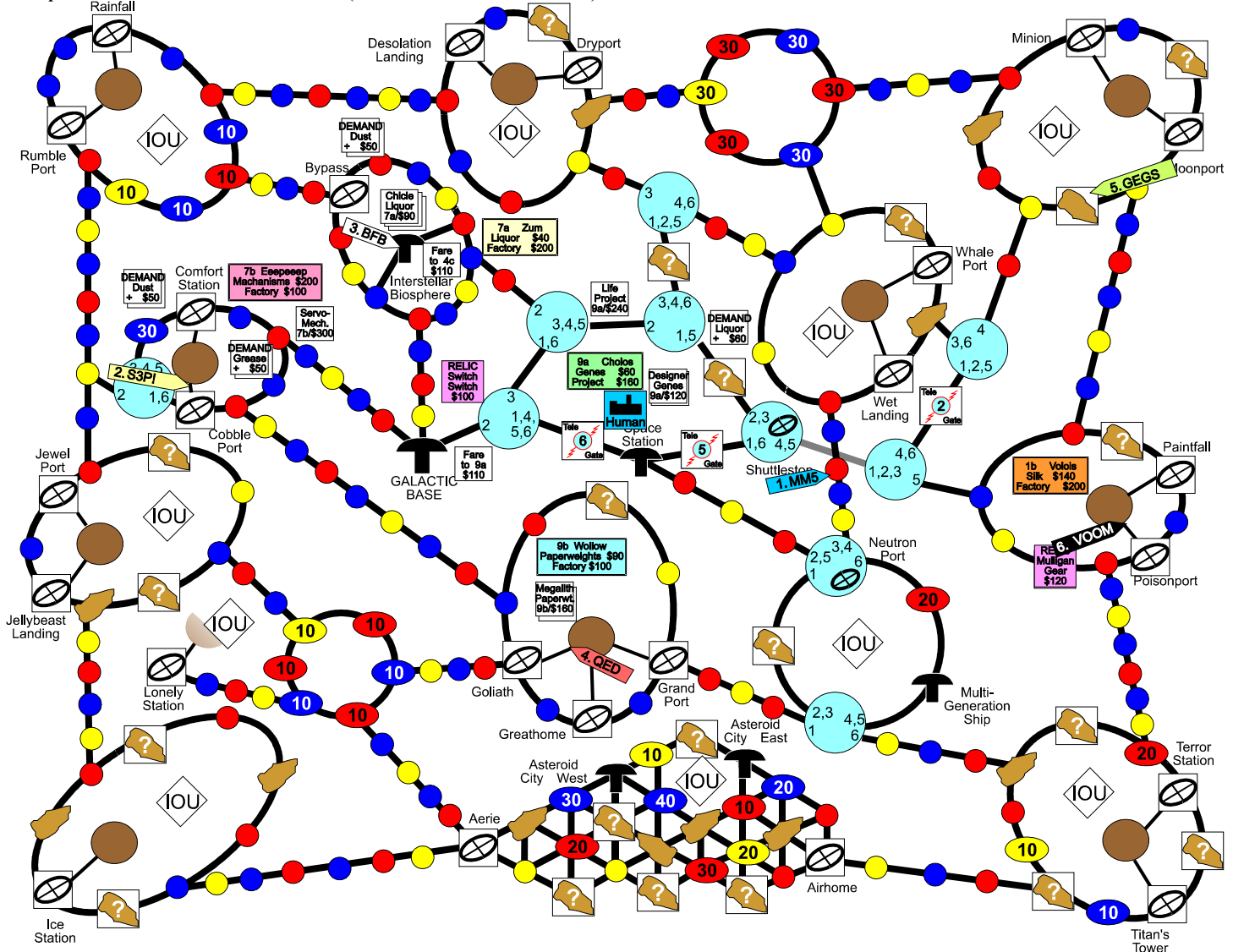
Discovers Volois (from the cup: Bionic Perfume at 1a, Mulch Wine at 3, Bionic Perfume at 1a, and Demand for Dust at 7a). Trades in IOU plus \$20 to buy Voll Silk.

### Turn 2

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 2 3

Space Station Planet – R – Y – R – NC3 (observes

) – Y – B – R.



|   |   |   |  |
|---|---|---|--|
| <b>1. Mystery Machine 5</b> <b>\$20</b><br>Scout<br>3: 6 6 6<br>Hold1 Hold2 Hull<br>Cholos<br>\$200                                   | <b>2. Step 3 -- Profit!</b> <b>\$118</b><br>Needle<br>2: 2 6 // 3: 4 5 (use 1*3)<br>Hold1 Hold2 Hull<br>1b<br>\$100 | <b>3. Bender's Freedom Brigade</b> <b>\$100</b><br>Scout<br>2: 3 6 6<br>Hold1 Hold2 Hull<br>Chicle<br>Liquor<br>7a/\$90<br>7a<br>\$80 | <b>4. Qossuth Entrepreneur Division</b> <b>\$120</b><br>Needle<br>2: 2 5 (use 1*3)<br>Hold1 Hold2 Hull<br>Megalith<br>Paperwt.<br>9b/\$160 |
| <b>5. Ganymede Enterprises</b> <b>\$140</b><br>Going South<br>Scout<br>2: 3 5 6<br>Hold1 Hold2 Hull<br>RELIC<br>Gate<br>Lock<br>\$100 | <b>6. VOOM</b> <b>\$120</b><br>Scout<br>2: 3 4 6<br>Hold1 Hold2 Hull<br>Voll<br>Silk<br>1b/\$220                    |   |  |

Current status:

**1a (Nillis):** 4 Bionic Perfume

**1b (Volois):** Nothing

**2 (Graw):** Space Sice

**3 (Niks):** Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60), Mulch Wine

**4a (Dell):** 2 Finest Dust, Fare to Base (\$180)

**4b (Humans):** Demand for Space Spice (+\$40)

**4c (Wraiths):** Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60)

**5 (Shenna):** Demand for Mulch Wine (+\$40), Fare to Base (\$140)

**6 (Yxklyx):** 2 Immortal Grease

**7a (Zum):** 3 Chicle Liquor, Fare to 4c (\$110), 2 Demand for Finest Dust (+\$50)

**7b (Eeepeeep):** 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Servo-mechanism

**8 (Whynoms):** Nothing

**9a (Chola):** 2 Designer Genes, Life Project, Demand for Chicle Liquor (+\$60)

**9b (Wollow):** 2 Megalith Paperweight

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

**Base:** Fare to 9a (\$110), Switch Switch Relic

## Pedagoguery

I have written before about the fundamental dichotomy in modern physics: that between general relativity and quantum mechanics. This dichotomy affects a number of problems, none more fundamental than the beginning of the universe itself. Certain aspects of one of the leading quantum gravity theories, called loop quantum gravity, encourage us to take a close look at the details of the Big Bang in a new way.

One of the fundamental concepts introduced by loop quantum gravity is atoms of space. By this, the theory indicates that there is a limit to how small you can go, and consequently, how much energy a volume of space can contain. In general relativity, there is no such limit, allowing an infinite amount of energy to be packed into an infinitesimal space  $\square$  a singularity. However, because of the finite limits in quantum loop gravity, such singularities are not possible, meaning something else existed at the time of the Big Bang. Viewed in this way, singularities in general relativity are evidence that the theory breaks down.

Loop quantum gravity emerged out of a two-step process. First, general relativity was reformulated to look like classical electromagnetism. The xloops are the gravitational analog of electric and magnetic fields. Secondly, quantum principles were applied to the loops. The result was a view of spacetime made up of xatomsx, i.e. indivisible units of a fixed size. On large scales, the atoms mesh together so tightly that they appear to be a continuum, but at small scales, they behave quite differently.

When you pack energy into a volume of space, the wavelength of the particles carrying that energy has to shrink. Once the wavelength shrinks to the size of a spacetime atom, it can shrink no further. Any attempt to pack more energy into that space will result in it being pushed out. In effect, the local force of

gravity becomes repulsive rather than attractive. This forms a key view of what potentially happened in the Big Bang. At that moment, the universe had a high but finite density, about as much as a trillion solar masses packed into every proton sized region. At that density, gravity was repulsive, thus causing the universe to expand. Initially, the expansion increased at an exponential rate, i.e. inflation, but as density decreased, that impetus was lost, and the excess energy was converted into matter. Thus, instead of being somewhat ad hoc in current theories, loop quantum gravity appears to build inflation right in.

In the classical view of the Big Bang, both time and space begin at that point. However, this is not true of the quantum view of the Big Bang. Given that the density of the universe was finite, it follows that the size of the universe was likewise finite, and thus spacetime did not begin at that point. This brings up an intriguing possibility of a time before the Big Bang. One possibility is a xBig Bouncex, a universe that collapsed under its own gravitational forces, until density became so high that gravity turned repulsive and resulted in the universe we see today. Could we then deduce what conditions were like in that prior universe? Unfortunately, current analysis seems to indicate that this is impossible. It is quite likely that the universe went through an extended period in a quantum state that scrambled all information about prior states of the universe. In fact, our universe could have arisen out of such a state without there having been a prior universe at all. However, this loss of prior information may actually be a good thing. For, if the prior information were retained, the entropy of the prior universe would also be retained, and it may not have been possible for complex structures like us to arise.

Next time, Enceladus.

## Notes from Hades (Continued)

That evening, Celeste was able to get back in touch with the cousin we visited two years earlier when we were in Sweden. So, the next day we spent with her. It was a pleasant, mostly low-key day. We started out with a tour of a few local manor houses. We couldn't go inside them, because they were all actual residences, but we drove past them and looked. We drove up a nearby hill, which in the winter is a

ski run, and were we got a wonderful view of the surrounding countryside. We then went back to her house, where we partook of a traditional Swedish summer lunch of boiled potatoes, hard boiled eggs, pickled mackerel, cheese, and bread, with vanilla ice cream and fresh lingonberries for dessert. After that, we went into a nearby town called Lidkxping, where Celeste did a little gift shopping. The

drama of the day was provided by the horses that Celeste's cousin Siv had out in the field behind her house. The horses weren't hers, but she hires out the pasture for horses. These were new horses, and they got out, probably looking for the apples that were falling off the nearby trees just out of their reach. After one of them knocked her down (and she's 80 years old), and nearly kicked me in the chest, we contacted the owner, and he was able to get them under control and back in the pasture.

The next day it was the train back to Stockholm and the same hotel we stayed in the first part of the trip. We had one more full day there, and we made the most of it. First, we took a tour of the Stadhuset, or city hall. This is the same place that Celeste and I went to dinner at two years before, when the city hosted the UN/CEFACT Forum. All attendees at the Forum were invited, and we were served a buffet dinner in the Gold Room, where the dancing takes place after the Nobel dinner. After the tour, we went to lunch, and then visited the Nobel museum. It had been slightly redone since we were there the last time, and one section had been devoted to a children's activity center. They had magnetic balls that represented different atoms, so you could build various molecules, as well as displays about the various topics on which the Nobel prizes are presented.

The next day we bid farewell to Stockholm and flew to Vienna. Here, my sister-in-law Karen was going to join us, to help look after the boys and give Celeste and I some alone time. We rented an apartment for the week, which gave us more space with less cost than a hotel. We got in late in the afternoon, and simply settled in. We spent the next morning taking a bus tour of the city, then in the afternoon, toured the Spanish Riding School. The Lipizzaners were not there at the time, it was there summer vacation, but there were a few new four-year old stallions in the stables getting acclimatized. One of which kept scratching its tail against the bars

## S.O.B.

of the stall, which got the boys giggling, which in turn caused our tour guide to crack up. We met up with Karen for dinner that evening.

During the week, I was working, but the family continued to see the sights of Vienna. One of the favorite things of the boys was the Natural History Museum, which contained dinosaur bones and crystals □ two of their favorite things. Tuesday evening, we all went to the House of Music, which is an interesting place with a lot of interactive exhibits around sound and music. The following Saturday, we went to Schöenbrunn Palace, which was the summer palace of the Hapsburgs. It is a huge place with expansive gardens, which is most closely associated with two particular Hapsburgs. The first was Maria Theresa, who presided over the Austrian Empire during the mid eighteenth century. She brought many Enlightenment ideals to the governance of Austria, which is commemorated by a grand arch called the Gloriette which is on a hill behind the palace. The other Hapsburg closely associated is Franz Joseph I, the penultimate Kaiser of Austria. We saw a demonstration of apple strudel making, and went through the hedge mazes and the privy garden on the grounds. Overall, a very enjoyable day.

The next day was our last day in Vienna. Celeste, the boys, and I went to the Vienna Technical Museum while Karen went to church. The museum had lots of hands-on exhibits on science and technology, and we could have spent much more time there than we did, but we had agreed to meet up with Karen at 2:00pm. We met up with her, had lunch, and walked back to our apartment.

Overall, the boys were excellent travelers. They want to do it again, but we have to save up money and airline miles before that happens. I am really glad that my job offers me the opportunity to do this, which is something that I didn't have the opportunity to do when I was their age.



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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, 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, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, 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 **Silverton:** 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