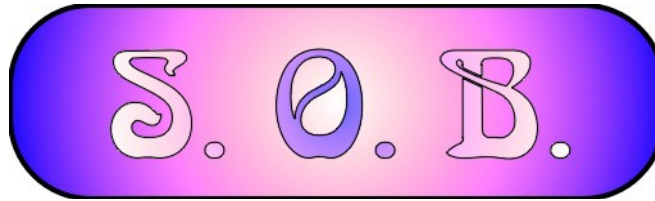


Number 189



August, 2013

**Notes from Hades**

Things are going well here. They boys just concluded their first Boy Scout summer camp, and had a great time. They have made some great friends in our new neighborhood, so we are feeling very good about the move.

No games have ended in this issue, but there is one that should be ending soon. As things stand, I am starting to run out of games to replace them with, so I need people to start signing up for new games.

The next deadline is **Tuesday, August 27 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

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**Game Openings**

**Dogleg.** Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Jason Wilke, Martin Burgdorf(\$), will take up to 3 more.

**Rescue Dog.** Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 4, will take up to 3 more. This box ☐ will be checked if you have signed up.

**Akita.** Seafarers of Cataan. Have Ron Fisher, Chris Geggus(\$), Andy York(\$), Dave Partridge(\$), Martin Burgdorf(\$), will take up to 1 more. **Starts this issue!**

**Newfoundland.** New World. Have Dave Partridge(\$), Bob Robles(\$), Dave Hood(\$), Martin Burgdorf(\$), will take up to 2 more. Any vacancies will be filled with the Non-Player Nations variant. **Starts this issue!**

**Dalmatian.** Phoenicia. A game similar to Outpost set in ancient times. Have

Cary Nichols(\$), Andy York(\$), Jack McHugh(\$), Bill Scharf(\$), Dave Partridge(\$), will take up to 5 more.

Players who have a (\$) after their name have paid the necessary game fee.

**Wish List**

**Goa.** Have Chris Geggus, will take up to 3 more.

**Race for the Galaxy.** A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Have Bill Scharf, will take up to 4 more.

**History of the World.** Have Dave Anderson, Chris Geggus, Kevin Wilson, will take up to 4 more.

**Outpost.** Will take up to 10.

**Merchant of Venus.** The usual options will be in effect. Have Dave Partridge, will take up to 5 more.

**Puerto Rico.** This will be the base game and it will be run via email. Will take up to 5.

**Puerto Rico.** This will use the Buildings expansion and will be run via email. Will take up to 5.

**Puerto Rico.** This will use the Nobles expansion and will be run via email. Will take up to 5.

**Kremlin.** Will take up to 6.

**Power Grid.** This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, will take up to 5 more.

**Industrial Waste.** Will take up to 4.

**Robo Rally.** Have Dave Hooton, will take up to 9 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:

**Chris Hassler a.k.a. Cerberus**

**11492 Harrisburg Road**

**Rossmoor, CA 90720**

**Phone: (562) 690-7827**

**cerberus@sob-zine.org**

**On the Web at: <http://www.sob-zine.org>**

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

**Bolognese**

**Fall 1057**

**Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory**

**Miller Number 2010Dpw23 (gunboat)**

**Deadline for Winter/Spring 1058 8/27 Tuesday**

*Pisa triumphs over the Pope while Venice and the Holy Roman Empire reopen hostilities. The Normans continue to prevent the Byzantines from breaking out of the Adriatic.*

**Summer 1057 Retreats**

The Holy Roman Empire retreats A Trent to G

The Papacy retreats A Florence to Urbino and A Sienna to Patrimony

**Orders**

BYZANTINES ☐:

A AQUILA supports F Bari (cut), F UPPER ADRIATIC

supports Venice A Bologna to Urbino (nso), F

CARNIOLA holds, F Lower Adriatic to ANCONA, F (EM)

BARI supports A Aquila (partially cut), F Ragusa to

LOWER ADRIATIC, F ALBANIA supports F Ragusa to

Lower Adriatic, F DURAZZO supports F Ragusa to

Lower Adriatic

HOLY ROMAN EMPIRE ☐: A MONTFERRAT supports A Modena to Genoa, A

FORNOVA supports A Modena to Genoa, A Modena to

GENOA, A PARMA to Milan, A MILAN to Trent, G TRENT

supports A Milan to Trent

NORMANS ☐:

A NAPLES supports A Salerno to Aquila, A SALERNO to

Aquila, F CAPUA holds, F OTRANTO to Bari

PAPACY ☐:

A PIOMBINO supports A Patrimony to Sienna, A URBINO

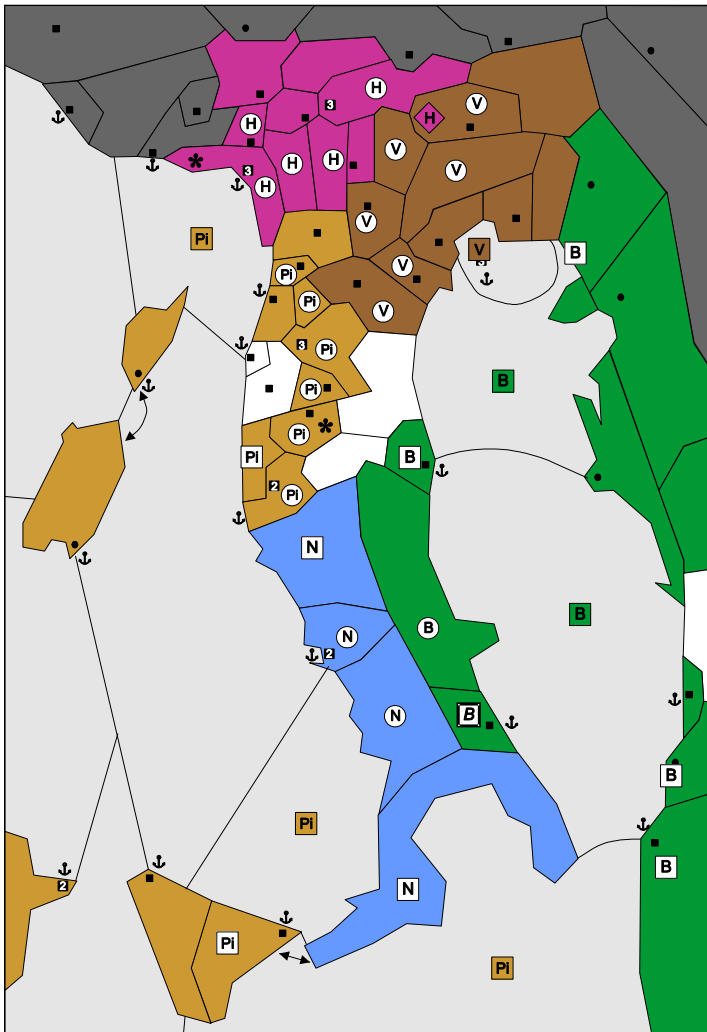
PISA ☐:

to Florence, A Patrimony to SIENNA, A Perugia to Rome (DISLODGED, retreat Spoleto, garrison, OTB), A GENOA holds (DISLODGED, retreat garrison, OTB), A LUCCA to Pisa, A FLORENCE to Urbino, A PISTOIA to Florence, A Sienna to PERUGIA, A AREZZO supports A Sienna to Perugia, A ROME supports A Sienna to Perugia, F LIGURIAN SEA to Pisa, F Tyrrhenian Sea to PATRIMONY, F GULF OF NAPLES supports Naples F Otranto (nso), F IONIAN SEA supports Naples F Otranto (nso), F MESSINA supports F Ionian Sea  
 A BOLOGNA supports A Ferrara to Mantua, A MANTUA to Parma, A FERRARA to Mantua, A VERONA to Trent, A Trent to Milan, A BERGAMO supports A Trent to Milan, F VENICE holds

VENICE ☐:

Your ducats:

Bolognese



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

### Notes

The standby has taken over for the Holy Roman Empire. Regardless of the retreat from Perugia, the Pope no longer has control over any of his home cities and so is

eliminated. If the retreat is to garrison, it will prevent the immediate conquest of the Papacy by Pisa, and so Pisa will not gain the Papal home areas and variable income as his own in that circumstance.

### Press

**Byzantines to Venice:** Let me know how I can help

**Pisa to Normans:** I continue to support you in Otranto, as I said. Obviously an army instead of the fleet in Capua should be very useful to go in Aquila, if you have the money.

### Spring 1058 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, Istria, Croatia, Dalmatia, Bosnia, Ragusa, Albania, Durazzo, Ancona, Aquila, Bari	11
HRE	Turin, Como, Milan, Cremona, Parma, Pavia, Montferrat, Fornova, Genoa	9
NOR	Capua, Naples, Salerno, Otranto	4
PIS	Modena, Lucca, Pisa, Pistoia, Florence, Arezzo, Perugia, Rome, Corsica, Sardinia, Tunis, Palermo, Messina, Patrimony	13
VEN	Carinthia, Trent, Friuli, Treviso, Verona, Padua, Ferrara, Bologna, Mantua, Bergamo	10

### Seas

BYZ	Upper Adriatic, Lower Adriatic	2
PIS	Ligurian Sea, Gulf of Naples, Ionian Sea	3
VEN	Venice	1

### Cities

BYZ	Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bari	8
HRE	Turin, Milan (3), Cremona, Pavia, Montferrat, <i>Genoa (3)</i> , Trent	11
NOR	Naples (2)	2
PIS	Modena, Lucca, Pisa, Florence (3), Arezzo, <i>Perugia</i> , Rome (2), Corsica, Sardinia, Tunis (2), Palermo, Messina	16
VEN	Treviso, Padua, Ferrara, Bologna, Mantua, Venice (3)	8

### Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	3	11	2	8	24
HOLY ROMAN EMPIRE:	3	9	0	11	23
NORMANS:	3	4	0	2	9
PISA:	6	13	3	16	38
VENICE:	3	10	1	8	22

Total ducats:

### Game Summary

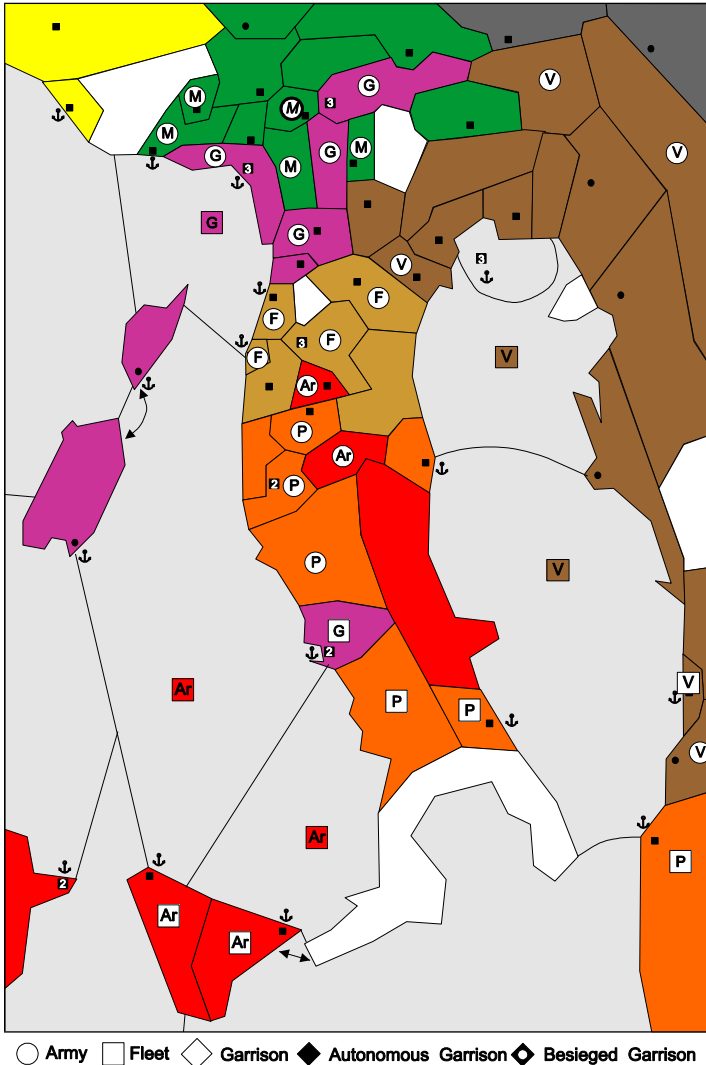
	1051	1052	1053	1054	1055	1056	1057	1058
Byzantines:	3	4	7	7	6	8	8	8
Holy Roman Empire:	3	5	5	5	6	5	6	5*
Normans:	1	3	4	4	2	1	1	1
Papacy:	3	4	5	5	5	6	4	0
Pisa:	3	5	7	9	10	10	11	12*
Venice:	3	5	7	6	7	6	6	6

\* Depends on retreats

**Purebred****Winter 1256**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory**  
**Deadline for Spring 1256 8/25 Tuesday**

*A pause for building.*

**Purebred**Fall 1255 Retreats

Aragon A Capua retreats OTB

Outstanding Loans

Spring 1256: 12 ducats due from Milan (10 borrowed)

Summer 1256: 23 ducats due from the Pope (15 borrowed)

Fall 1256: 27 ducats due from Aragon (18 borrowed), 22 ducats due from Genoa (18 borrowed)

Spring 1257: 15 ducats due from the Pope (10 borrowed)

Builds

		Cost
Aragon	Maintains all, no new builds	18
Florence	Maintains all, builds A Piombino, A Florence	12
Genoa	Maintains all, builds A Modena	18
Milan	Maintains A Savoy, A Saluzzo, A Fornova, builds Elite Mercenary Pavia, A Cremona	18
Papacy	Maintains all, no new builds	18
Venice	Maintains all, no new builds	21

Your treasury:

Notes

Dave Partridge has taken over Florence.

Press

**Venice-All:** if you have sent me email in the past several weeks I apologize for not replying. My files in Outlook became corrupted and I cannot read or answer past email. I apologize.

**Rottweiler****End of Game Statements**

**Eric Brosius:** Congratulations to Richard Weiss on his victory in "Rottweiler". It was a close game the whole way, and he played well.

**Dave Partridge:** Nicely done Eric. I have a good lead, but without the growth couldn't end the game when I wanted to.

**Andy York:** Congrats to Richard on his win, well deserved. I just didn't click in this game and I fared badly. No one to blame for that but myself, and the last minute accident certainly didn't help. As always, thanks for your consistently stellar GMing Chris.

**Dog Show****Turn 14****Turn 15, 8/27 Tuesday**Commander Actions

**MMC** opens the bidding on a Planetary Cruiser at 167 and Scooby Shack gets it for 168 (Or1, Or1, Or2, Or3, Or3, Wa7, Wa7, MWa, MWa, Ti11, Ti11, Re12, Re14, Mi17, Mi19). Opens the bidding on a second Planetary Cruiser at 167 and gets it (Wa4, Wa7, Wa9, Re10, Re11, Re14, Re15, Re15, Re17, MO50). Transfers a population factor from a water factory to man the Planetary Cruiser. **ITCHEN** opens the bidding on the Outpost at 100 and gets it for 122 (HE discount, Ec discounts, Wa6, Wa6, Wa9, Ti9, Ti11, MTi). Buys 3 population

factors (Mi16).

**HICK** opens the bidding on the Space Station at 120 and gets it for 142 (Ti7, Ti8, Ti8, Ti9, Ti11, Re15, Mi15, Mi16, Mi17, Mi18, NC18). Transfers a population factor from a titanium factory to man it.

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

**BarterTown** opens the bidding on a Laboratory at 80 and HOB0 gets it for 91

(DL discounts, Wa5, Wa5, Wa5, Wa5, Wa8, Ti10, Ti11, NC22). Buys a new chemicals factory (Or3, MTi, Re13), a titanium factory (MWa) and 2 robots (Wa5, Wa7, Ti9).  
buy NCF, TiF and 2 robots

**HOBO** transfers a population factor from a water factory to the research factory.  
**Ramdeon 7** passes.  
**HBDC** buys 3 population factors (Ti7, Ti11, Ti12).

### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, <b>WaF, WaF, ReF, ReF</b>	3DL, La, 3Sc, <b>MB, PC</b>	55
2	ITCHEN	Michael Lowrey	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF</b>	No, HE, 2OL, 2Ec, Ou, <b>SS</b>	49
3	Scooby Shack	Andy Lewis	OrF, <b>OrF, WaF, WaF, WaF, WaF, WaF, TiF, ReF</b>	No, Wa, OL, Ec, Ou, La, <b>PC</b>	46
4	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, <b>TiF, TiF, TiF, TiF, ReF, NCF</b>	HE, Ec, 2OL, Ou, La, <b>SS</b>	45
5	BarterTown	Andy York	OrF, OrF, WaF, <b>WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF</b>	HE, 2Ro, Wa, La	35
6	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, <b>WaF, WaF, TiF, ReF, NCF</b>	2DL, No, Wa, 2Sc, Ec, Ou, La	33
7	HBDC	Kevin Wilson	<b>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</b>	Wa, No, HE, Ou	25
8	Ramedon 7	Bill Scharf	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</b>	Wa, No, HE, Ro	23

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmogrification, Composite Hauling, and Exploitation Network

### Available Upgrades

New Arrivals: Moon Base, Space Station, Space Station, Planetary Cruiser, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	0
Space Station (SS)	120	3	1
Planetary Cruiser (PC)	160	2	2
Moon Base (MB)	200	1	4

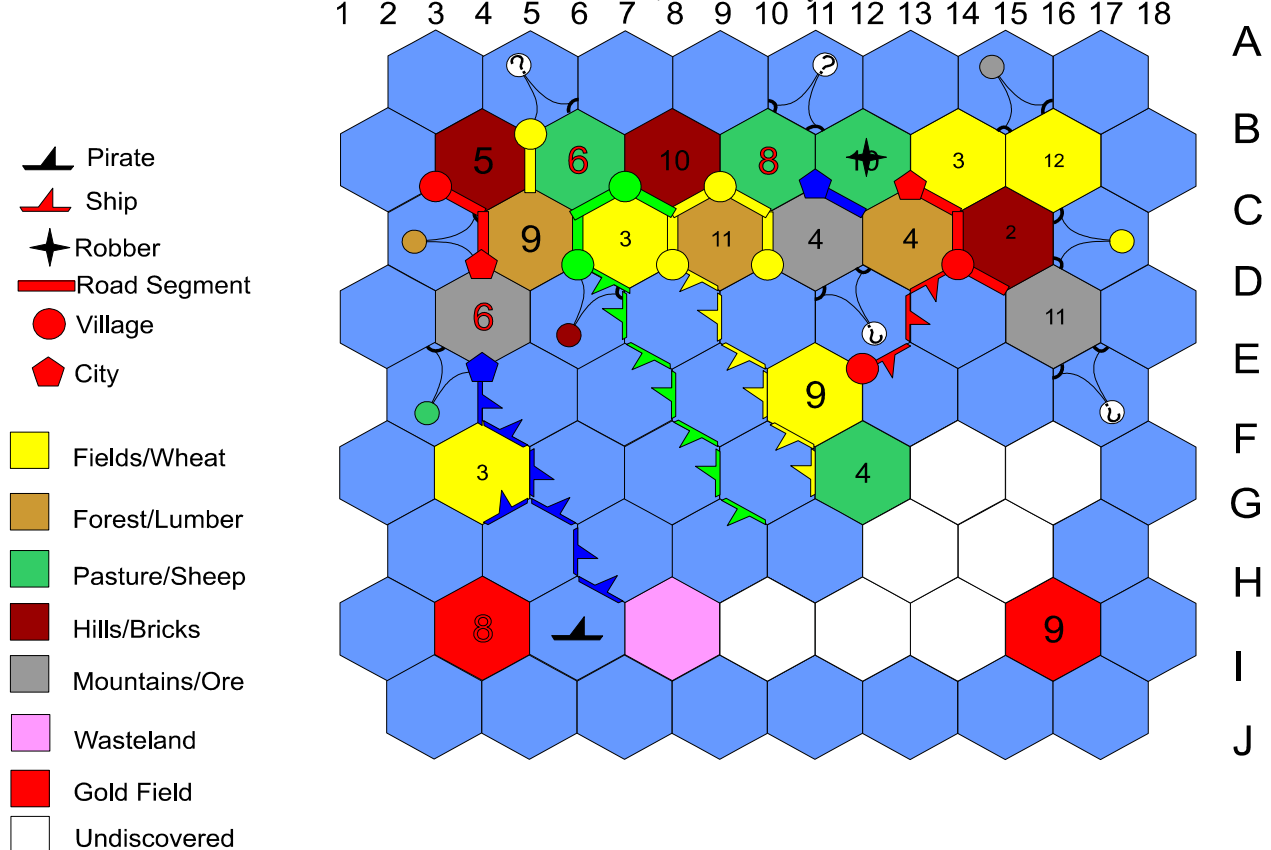
### Income

BarterTown, Ramedon 7, Scooby Shack, and ITCHEN take MWa. ITCHEN, BarterTown, and Ramedon 7 take MTi. Ramedon 7 discards Or4, Or4, Or4, MWa, MWa.

## Golden Retriever

Turns 13.3 to 14.3

Turns 14.4 to 15.4, 8/27 Tuesday



### Turn 13

**Chris** rolls a 9. Kevin receives 1 lumber and Dave receives 2 lumber. Plays a Knight and moves the Robber to the pasture 10 space (near B12) and steals a wool from Bill. Chris trades 1 brick to Kevin in exchange for 1 wool and builds a

settlement at D10.

**Bill** rolls a 9. Kevin receives 1 lumber and Dave receives 2 lumber. Passes.



**Robodog****Turn 6****Turn 7 due 8/27 Tuesday****Program Robots**

<b>Robot</b>	<b>Phase 1</b>	<b>Phase 2</b>	<b>Phase 3</b>	<b>Phase 4</b>	<b>Phase 5</b>
Anonobot	Move 1 (660)	Rotate Left (290)	Move 1 (520)	Rotate Right (280)	Move 2 (690)
Cutter	Rotate Right (380)	Rotate Left (310)	Move 1 (490)	Move 1 (590)	Rotate Left (130)
Marvin	Move 1 (600)	Move 1 (640)	Rotate Left (210)	Rotate Left (270)	Rotate Right (220)
Dalekbot	Back Up (460)	Rotate Left (330)	Rotate Left (230)	Rotate Left (90)	Rotate Left (110)
Predator	Move 2 (680)	Move 3 (830)	Move 3 (790)	<i>Move 1 (510)</i>	<i>Rotate Right (320)</i>
Metal Mikey	Rotate Right (300)	Back Up (450)	Move 3 (840)	Move 2 (770)	Move 2 (760)

Registers in italics are locked.

**Phase 1**

Predator moves ahead 2 to I15 (archive moved), Anonobot moves ahead 1 to L19, Marvin moves ahead 1 to K15, Dalekbot backs up to I21 (archive moved), Cutter rotates right to face north, and Metal Mikey rotates right to face west. Conveyor belts move Cutter to H15, and Marvin to K17 and rotates Marvin to face north.

**Phase 2**

Predator dashes ahead 3 to I12, Marvin moves ahead 1 to K16, Metal Mikey backs up to I8, Dalekbot rotates left to face north, Cutter rotates left to face west, and Anonobot rotates left to face north. Conveyor belts: Cutter is moved to I14 and turned to face north, Marvin is moved to J17 and rotated to face east, and Metal Mikey is moved to I7. Cutter shoots Predator, and Predator shoots Metal Mikey, destroying the Ablative Coat.

**Phase 3**

Metal Mikey dashes ahead 3 to F7, touching Flag 2 and transferring the archive, Predator dashes ahead 3 to I9, Anonobot moves ahead 1 to L18, Cutter moves ahead 1 to I13, Dalekbot rotates left to face west, Marvin rotates left to face north. The conveyor belt moves Marvin to H17 and rotates it to face east. The gear turns Predator to face west. Cutter shoots Predator. Predator's fifth register is locked.

**Phase 4**

Metal Mikey moves ahead 2 into the pit, Cutter moves ahead 1 to I12, Predator moves ahead 1 to H9, Anonobot rotates right to face east, Marvin rotates left to face north, and Dalekbot rotates left to face south. Conveyor belts: Marvin is moved to H15 and Predator is moved to I9. The gear rotates Predator to face south. Cutter and Predator shoot each other. Predator's fourth register is locked.

**Phase 5**

Anonobot moves 2 off the board, Predator rotates right to face west, Marvin rotates right to east, Cutter rotates left to face west, and Dalekbot rotates left to face east. The conveyor belt moves Marvin to I14 and rotates it to face south. The gear rotates Predator to face south. Predator shoot Cutter.

**Cleanup**

Metal Mikey reappears at F7 facing east. Anonobot can appear in any space adjacent to I21 facing in any direction except directly at Dalekbot. Dalekbot is repaired one point and receives the Abort Switch upgrade.

**Players**

<b>#</b>	<b>Player Name</b>	<b>Robot Name</b>	<b>Color</b>	<b>Options</b>	<b>Position</b>	<b>Flags</b>	<b>Lives</b>	<b>Damage</b>
1	Dave Hooton	Anonobot	Green		?>?		1	2
2	Bill Scharf	Cutter	Peach		I12>W	1	2	2
3	Howard Bishop	Marvin	Grey		I14>S		3	2
4	Andy York	Dalekbot	Black	Abort Switch	I21>E		2	2
5	Chris Geggus	Predator	Yellow	Fire Control	I9>S		3	6
6	Brendan Whyte	Metal Mikey	Blue		F7>E	1, 2	2	2

**Program Cards****Mirzam****Turns 4.4 to 5.4****Turns 5.5 to 6.5 due 8/27 Tuesday****Turn 4**

4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 4 5 6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 4 4 6

Goliath(s).

Buys 1 Visible Holes for \$100.

5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 1 \* 3

Dryport(s).

Picks up Fare to Base.

Terror Station(s) – Terror Station(o) – TeleGate 3 – Titan's Tower(o) – B10 – R20 – R – B – (Y) – Airhome (observes ) – R - ? (it's the Air Foil Relic) – (Y20) – A – A - ? (it's the Mulligan Gear Relic).  
Picks up Mulligan Gear.



Turn 5

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 3 3

Wet Landing(s) – Wet Landing(p).

Sells Voll Silk for \$220 (from the cup: Demand for Dust at 5). Buys 2 Space Spice for \$60. Gains \$28 in port commissions.

2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 3 5 5

Minion(s) – Minion(o) – R – A – R – Y – R – NC3 – A – Wet Landing(p) –

R – B – R.

3<sup>rd</sup>: Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 1 2 4

Cobble Port(s).

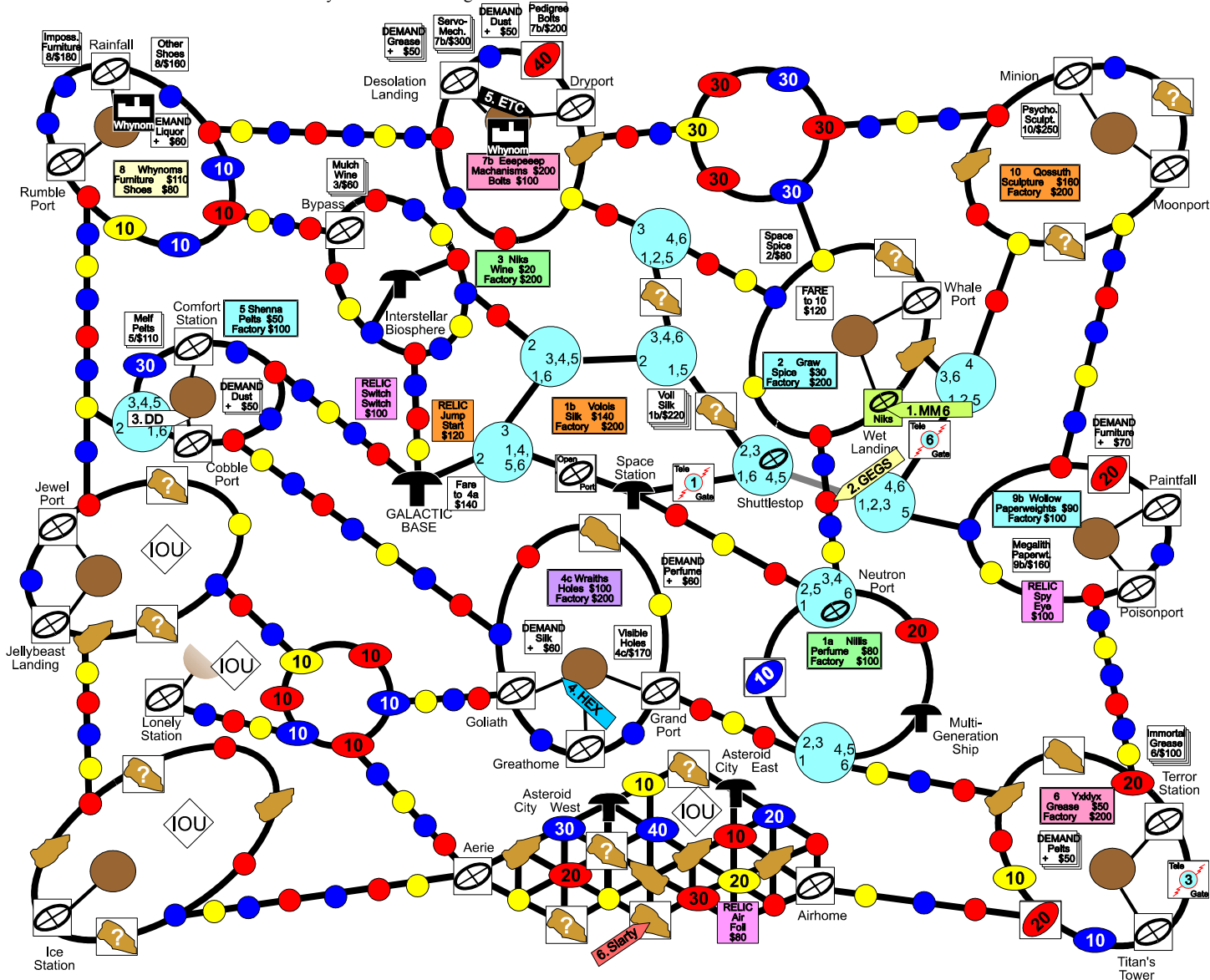
Buys 2 Melf Pelts for \$100.

4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 1 2

Goliath(s) – Goliath(o) – B – Greathome(o).

Notes

Thanks to Eric Brosius for his unused standby orders. One free game awarded.



On the board:

1a (Nills): Nothing

1b (Volois): 4 Voll Silk

2 (Graw): 1 Space Sice, Fare to 10 (\$120)

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

4a (Dell): 4 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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

4c (Wraiths): 1 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

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

6 (Yxxlyx): 2 Demand for Melf Pelts (+\$50), 4 Immortal Grease

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

7b (Eeepeeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Pedigree Bolts

8 (Whynoms): 2 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes

9a (Chola): 1 Designer Genes

9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)

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

Base: Relic Jump Start, Relic Switch Switch, Fare to 4a (\$140)

**1. Mystery Machine 6** **\$263**

Scout  
6: 2 4 5

Hold1: Space Spice 2/\$80

Hold2: Space Spice 2/\$80

Hull: Wet Landing \$200

**2. GEGS** **\$9**

Scout  
6: 3 4 4

Hold1: Space Spice 2/\$80

Hold2: 1a \$80

Hull: Shield (\$60)

10 \$120

2 \$90

**3. Data Dancer** **\$40**

Scout  
6: 1 6 6

Hold1: Melf Pelts 5/\$110

Hold2: Melf Pelts 5/\$110

Hull: 5 \$90

**4. HEX** **\$10**

Scout  
6: 3 6 6

Hold1: Visible Holes 4c/\$170

Hold2: Visible Holes 4c/\$170

Hull: RELIC Gate Lock \$100

**5. ETC** **\$34**

Needle  
5: 2 3 // 6: 5 5 (use 1\*3)

Hold1: Mulch Wine 3/\$60

Hold2: Fare to Base \$110

Hull: 3 \$80

Whynoms \$100

Eeepeeee \$100

**6. Slartybarfast** **\$50**

Clipper  
5: 1 1 3 4

Hold1: RELIC Yellow Drive \$80

Hold2: RELIC Mulligan Gear \$120

Hull: RELIC Mulligan Gear \$120

### Pick of the Litter

Personnel Selection and Turn 1, Phases I-III  
Turn 1, Phases IV-VI and Turn 2, Phases I-III due 8/27 Tuesday

#### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$1,640	9		S, P+1
Dave Partridge	Brown	Denver	\$1,880	9		S+1, P
Dave Hooton	Orange	El Paso	\$1,700	9		S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,680	9		S, P+1
Debbie Anderson	Blue	Pueblo	\$1,820	9		S, P+1

#### Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	N	\$50
57	Boulder	Brown	Lumber	N	\$20
97	Elizabethtown	Orange	Gold	N	\$40
25	Bingham	Cyan	Gold	N	\$60
81	Crested Butte	Blue	Coal	N	\$40

#### Available Claims

#	City	Type	Claim	Operation
87	Alamo	Coal	\$60	\$30
48	Ouray	Silver	\$60	\$40
54	Steamboat Springs	Lumber	\$80	\$40
89	Walsenburg	Coal	\$60	\$30
79	Bowie	Coal	\$80	\$40

#### Available Trains

Type	# Available	Cost
9	1	\$80
15	6	\$120

#	City	Type	Claim	Operation
91	Trinidad	Coal	\$60	\$30
10	Mogollon	Silver	\$100	\$50
4				
74	Elk Springs	Coal	\$60	\$20

#### Available Passenger Lines

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

<sup>1</sup> Discard after 4 Leadville depletions

#### Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

#### Notes

Thanks to Eric Brosius for his unused standby orders. One free game awarded.



**Dachshund****Initial Token Purchase and Turn 1, Phases 1 through 3  
Turn 1, Phases 4 through 6 due 8/27 Tuesday****Initial Token Purchase**

Paris buys 17 tokens.

Venice buys 0 tokens.

Genoa buys 17 tokens.

Barcelona buys 14 tokens.

**Turn 1****Phase 1: Card Draw**

You drew:

**Phase 2: Buy Cards**

None eligible.

**Phase 3: Play Cards**

Venice plays St. Benedict

Barcelona passes

Genoa plays Dionysus Exiguus

Paris plays Rashid ad Din

**The Players**

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	0	17	\$20	4	1	2		
Jack McHugh	Venice	0	0	\$38	1	1	2		
Martin Burgdorf	Genoa	0	17	\$23	3	1	2		
Bob Robles	Barcelona	0	14	\$26	2	1	3		

Players are listed in reverse tie breaking order.

**Played Leaders**

St. Benedict (10: N, E – Venice only)

Dionysus Exiguus (20: N – Genoa and one other)

Rashid ad Din (10: N, R – Paris and two others)

**Commodity Log**

Commodity	Chris	Bob	Jack	Martin
Stone (2)	1	--	--	--
Wool (3)	--	--	--	--
Timber (4)	--	--	--	--
Grain (5)	--	--	--	--
Cloth (6)	--	--	1	1
Wine (7)	--	1	--	--
Metal (8)	--	--	--	--
Fur (9)	--	--	--	--
Silk (10)	--	--	--	--
Spice (11)	--	--	--	--
Gold (12)	--	--	--	--
Ivory (12)	--	--	--	--

**Cards****Akita****Game Start****Players**

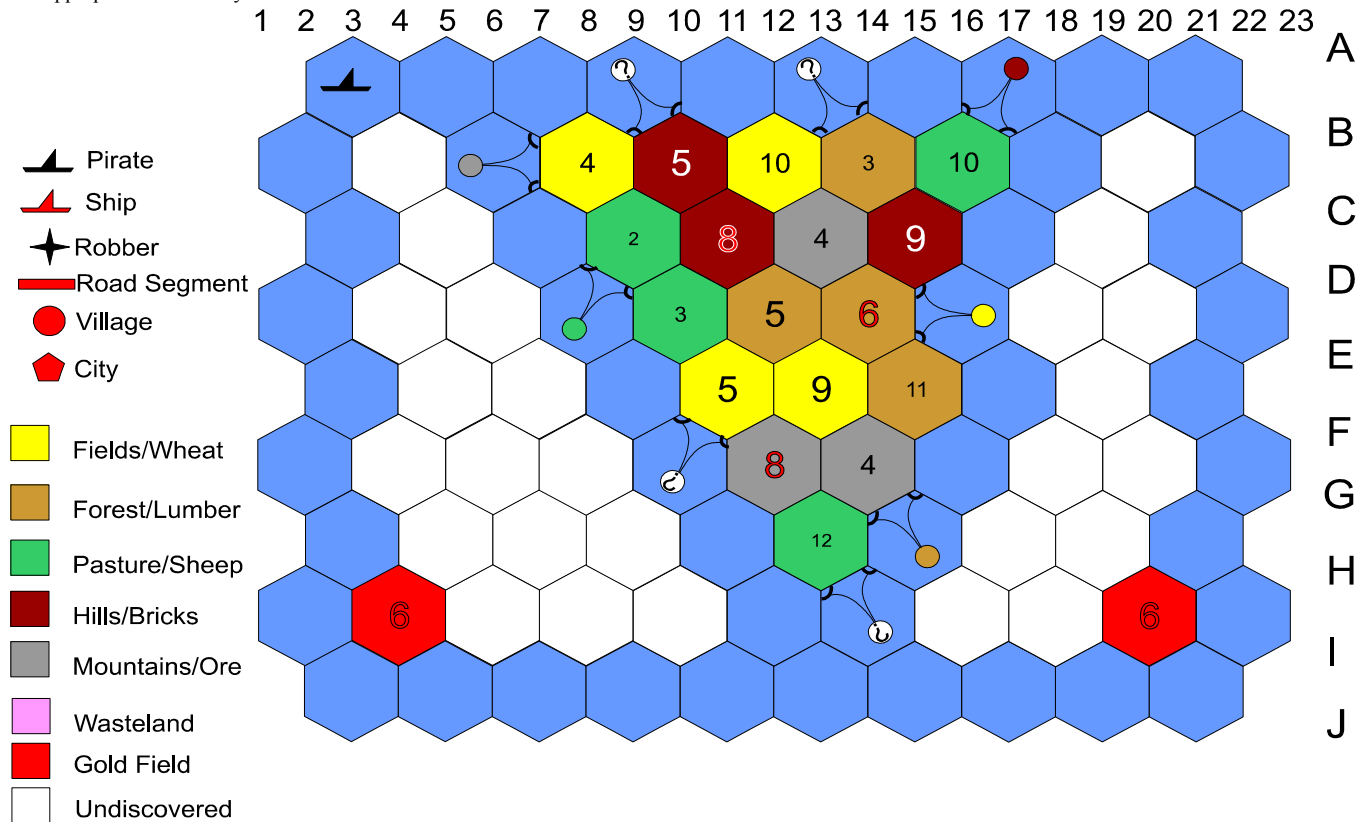
Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	?							
Chris Geggus	?							
Andy York	?							
Dave Partridge	?							
Martin Burgdorf	?							

**Notes**

- 1) All standard rules apply except as modified below.
- 2) Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.
- 3) In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).
- 4) The following rules cover the orders each player should submit and the activities of the GM:
  - A) **Raw Material Production:** The GM will publish the dice rolls of all players for the next turn.
  - B) **Trade:** Each player may specify any trades they wish within the rules. Standing trade offers may be given.
  - C) **Building:** Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.

D) **Play Development Card:** If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specify a first and second choice in the event that the Robber was moved in a prior turn.

- 5) The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.
- 6) The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).
- 7) Unexplored hexes will be revealed by the first player to build a ship or a road to a vertex. If the revealed hex is a land area, the discoverer will receive the appropriate commodity.



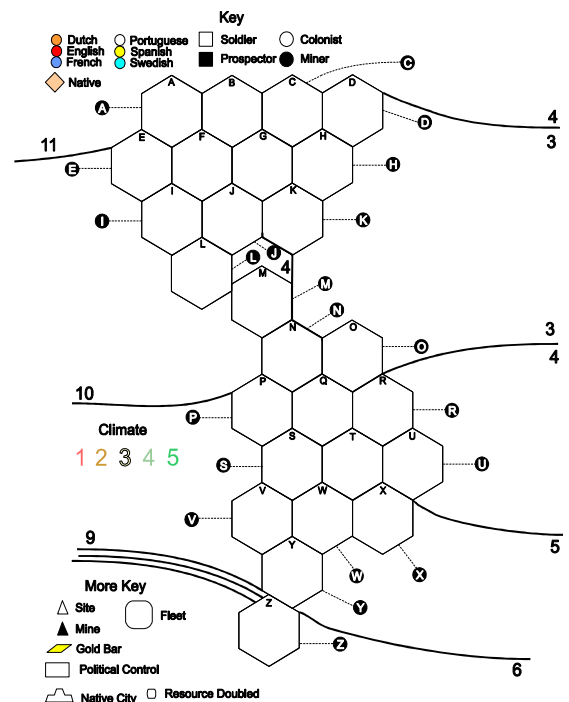
## Newfoundland Game Start

### Players

Country	Player	Money	Available Soldiers	Ships	Colonists
	Dave Partridge	\$160	24	0	0
	Bob Robles	\$160	24	0	0
	Dave Hood	\$160	24	0	0
	Martin Burgdorf	\$160	24	0	0
	Andy York	\$160	24	0	0
	Non-Player	\$160	24	0	0

### Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. Since we only have 5 players, the sixth will be run using the non-player rules. For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.



## Pedagogy

Over the past several years, there have been several new searches for supernovae. Supernovae are used to answer many questions astronomers have about the wider universe, so it is no surprise that these surveys have been undertaken. What they have revealed, however, is something else. They have revealed new types of supernovae, types that are 10 to even 100 times brighter than standard core collapse supernovae.

We are all familiar with the mechanics of a core collapse supernova. When a massive star nears the end of its life, it fuses successively heavier elements until it reaches iron. Iron cannot be fused without taking, rather than releasing energy, so the core of the star collapses. This causes a shock wave which blows out the outer layers of the star. The nuclear reactions also produce large amounts of nickel 56, which is radioactive. It decays into cobalt 56 with a half life of just over 6 days. Cobalt 56 decays into iron 56 with a half life of over 77 days. It is the decay of these two elements that provides the long, slow decline in luminosity for most supernovae.

However, in 2006, a supernova was observed that did not neatly fit this mold. It was significantly brighter than a standard core collapse supernova. A clue was found when it was discovered that in 2004, what appeared to be a supernova was at the exact spot in the galaxy as this same one. It was theorized that a very massive star had blown off its outer layers during that earlier outburst, which was called a supernova impostor. Then, two years later when the star actually did go supernova, the shock wave of the supernova caught up with the earlier cast-off stellar layers. The impact of the shock wave with this earlier gas caused that large gas shell to heat up, causing the higher-than-normal brightness.

What happens if the original star is even larger? Also in 2006, a supernova was observed that was over 100 times brighter than a typical core collapse supernova. In addition, there didn't appear to be enough radioactive nickel to cause so much brightness. There are three different potential explanations for this. The first is a scaled-up version of the shell collision mechanism described above. The second involves a magnetar, and the third involves pair production instability.

In the magnetar model, it is not the explosion itself which causes most of the fireworks, but what happens after. A magnetar is a neutron star with an unusually high magnetic field. Given that a typical neutron star has a magnetic field a

million times stronger than the Earth's, this is saying quite a lot. Since during a core collapse supernova, most of the angular momentum of the star resided in the collapsed core, newly born neutron stars spin incredibly quickly – hundreds of times per second. However, the extremely strong magnetic field interacts with the surrounding plasma to transfer some of the star's angular momentum to that plasma. This can cause the plasma to generate a prolonged additional pulse of light.

Pair production instability comes in two forms. The first is called pulsational pair instability. When the temperatures in the core of a star get to be high enough, the gamma rays produced by stellar fusion approach energies twice that of the rest mass of the electron. When that threshold is reached, the gamma rays can spontaneously convert into electron-positron pairs. These particles do not contribute to the radiation pressure holding the star up against gravity. This causes the star to collapse. The heat generated by that collapse triggers a round of explosive fusion reactions, blowing off the outer layers of the star. This event will probably appear like a supernova impostor, and it can happen multiple times. The ejecta of each subsequent explosion will hit the previous one, triggering yet another supernova impostor. When the star does finally explode as a supernova, the shock wave will plow through the shells of gas cast off by the previous explosions and triggering a very bright event.

The second type of pair production instability is even more dramatic. It starts the same way, with the sudden collapse of the core. But, if the star is massive enough, it can be blown apart in runaway nuclear reactions. One such event may have been observed in 2007, where a very bright supernova in a dwarf galaxy lasted for over 600 days. Observations indicated the production of between 3 and 10 solar masses of nickel 56 – an amount indicative of a progenitor star of between 130 and 260 solar masses. The helium core of the star itself probably had about 100 solar masses. Such hugely massive stars are very rare in today's universe, but were probably much more common during the early universe, where star formation tended to favor such massive stars because of the lack of elements heavier than helium.

Next time, dark matter in the Milky Way galaxy.



Addresses

Dave Anderson	Forest Cole	Geoff Kemp	Cary Nichols	Mike Scott
Debbie Anderson	11210 Montverde Ln	<a href="mailto:ggeoff510@aol.com">ggeoff510@aol.com</a>	756532-938 South FM1673	4040 E. Piedmont Dr.
20832 Tuck Rd., Site 32	Houston, TX 7099	Doug Kent	Snyder, TX 79549-8812	Space 61
Farmington Hills, MI 48336	<a href="mailto:simply4est@yahoo.com">simply4est@yahoo.com</a>	<a href="mailto:diplomacyworld@yahoo.com">diplomacyworld@yahoo.com</a>	Walt O'Hara	Highland, CA 92346
(248) 473-7482	<a href="mailto:Simply4est@aol.com">Simply4est@aol.com</a>	Robert Koehler	<a href="mailto:hussar@hotmail.com">hussar@hotmail.com</a>	<a href="mailto:mikesmag2@jsbcglobal.net">mikesmag2@jsbcglobal.net</a>
<a href="mailto:ravenclawnerdz@sbcglobal.net">ravenclawnerdz@sbcglobal.net</a>	Caleb Cousins	<a href="mailto:rkhoeler@triad.rr.com">rkhoeler@triad.rr.com</a>	Dave Partridge	(909) 864-4343
<a href="mailto:andersond4@michigan.gov">andersond4@michigan.gov</a>	96 Cedar St. #4	Andy Lewis "Marmaduke"	15 Woodland Drive	Gina Teh
Howard Bishop	Bangor, ME 04401	16 Gossling Dr.	Brookline NH, 03033	<a href="mailto:lone_hammy@yahoo.com.sg">lone_hammy@yahoo.com.sg</a>
43 Guinions Road	(207) 941-8568	Lewes, DE 19958	<a href="mailto:rebhuhn@rocketmail.com">rebhuhn@rocketmail.com</a>	Richard Weiss
High Wycomb HP13 7NT UK	<a href="mailto:caleb_cousins@umit.maine.edu">caleb_cousins@umit.maine.edu</a>	<a href="mailto:Alewis161@hom.com">Alewis161@hom.com</a>	James Pratt	<a href="mailto:richardweiss@higherquality.com">richardweiss@higherquality.com</a>
<a href="mailto:laties@globalnet.co.uk">laties@globalnet.co.uk</a>	Chris Geggus "Davey Boy	(302) 644-1984	<a href="mailto:prattjames1960@yahoo.com">prattjames1960@yahoo.com</a>	Brendan Whyte
John Boardman	Smith"	Michael Longdin	Berend Renken	Assistant Map Curator
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	<a href="mailto:michasel.longdin@virgin.net">michasel.longdin@virgin.net</a>	P.O. Box 249	Map Section
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Lowrey	Roy, WA 98580-0249	National Library of Australia
Jim Burgess	<a href="mailto:Geggus@sky.com">Geggus@sky.com</a>	6903 Kentucky Derby Drive	<a href="mailto:berend02@aol.com">berend02@aol.com</a>	Paarkes, ACT 2600 Australia
664 Smith St.	Ron Fisher	Charlotte, NC 28215	Paul Risner	<a href="mailto:obiwonfive@hotmail.com">obiwonfive@hotmail.com</a>
Providence, RI 02908-4327	<a href="mailto:skylark3@charter.net">skylark3@charter.net</a>	<a href="mailto:Mlowrey@infionline.net">Mlowrey@infionline.net</a>	10325 NW 63rd Dr.	Kevin Wilson
<a href="mailto:jfburgess@gmail.com">jfburgess@gmail.com</a>	Pasquale Giovine	(704) 569-4269	Parkland, FL 33076	4758 Doncaster Ct.
Eric Brosius	Via Osanna N.2/e	Brad Martin	<a href="mailto:goeben@aol.com">goeben@aol.com</a>	Long Grove, IL 60047
53 Bird St.	I-89127 Reggio Calabria, Italia	180 Peninsula Road	Jerry Roalstad	<a href="mailto:ckevinw@comcast.net">ckevinw@comcast.net</a>
Needham, MA	<a href="mailto:giovine@unirc.it">giovine@unirc.it</a>	Maylands 6051	<a href="mailto:Gerald.roalstad@ang.af.mil">Gerald.roalstad@ang.af.mil</a>	Andrew York "Greyhound"
<a href="mailto:Public.brosius@comcast.net">Public.brosius@comcast.net</a>	Dave Hood	Western Australia	Bob Robles "Howler"	P.O. Box 201117
Colin Bruce	<a href="mailto:dhood@phd-law.com">dhood@phd-law.com</a>	Australia	67 Tara Rd.	Austin, TX 78720-1117
30 Almoners' Avenue	Dave Hooton	<a href="mailto:Westfront@westfront.com.au">Westfront@westfront.com.au</a>	Orinda, CA 94563	<a href="mailto:wandrew88@gmail.com">wandrew88@gmail.com</a>
Cambridge, CB1 8PA, England	<a href="mailto:hootond@yahooc.com">hootond@yahooc.com</a>	Jack McHugh	<a href="mailto:Rlroble5@comcast.net">Rlroble5@comcast.net</a>	Paul Zieske
<a href="mailto:furyofthenorthmen@btopenworld.com">furyofthenorthmen@btopenworld.com</a>	Dale Horsely	<a href="mailto:jwmchughjr@gmail.com">jwmchughjr@gmail.com</a>	(510) 254-6354	<a href="mailto:zieskep@juno.com">zieskep@juno.com</a>
	<a href="mailto:dale.horsely@yahoo.com">dale.horsely@yahoo.com</a>	Lynn Mercer	Bill Scharf "Doge"	
Dennis Cain "Red Dog"	Tom Howell "Whippet"	<a href="mailto:hancockfc@yahoo.com">hancockfc@yahoo.com</a>	4814 Walnut Grove Ave.	
1218 N. 3 <sup>rd</sup> St.	365 Storm King Road	Ward Narhi	Rosemead, CA 91770	
Quincy, IL 62301-1727	Port Angeles, WA 98363	521 Moreley	(626) 286-4428	
(217) 223-2284	<a href="mailto:off-the-shelf@olympus.net">off-the-shelf@olympus.net</a>	Akron, OH 44320	<a href="mailto:bear-hugs@sbcglobal.net">bear-hugs@sbcglobal.net</a>	
<a href="mailto:iamthedbear@sbcglobal.net">iamthedbear@sbcglobal.net</a>	(360) 928-9698	<a href="mailto:lurkertv@hotmail.com">lurkertv@hotmail.com</a>	Bogislaw von Shcoenfeldt	
		(330) 835-4013	<a href="mailto:coldcomfort@gmx.net">coldcomfort@gmx.net</a>	

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, Ward Narhi, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh **Dune:** Steve Koehler, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** 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, Chris Geggus **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:** Jack McHugh, Chris Geggus, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin

Standby Calls

None this issue!