Notes from Hades

Happy Holidays everyone! Welcome to the final *S.O.B.* of the millenium. I hope these holidays find you all well. Celeste and I are all set for a low-key holiday season this year, with no travel plans whatsoever. We'll just be spending quiet time at home.

Sun Dog ended this turn, so that opens up room for Hyena. Congratulations to Brad Martin on his victory. Also, Feral Dogs and New Tricks are getting close to a conclusion as well.

This issue's deadline to **Tuesday, January 2 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

Contents

Game Openings

Off the Leash. Gunboat Machiavelli. This game will start when the next Machiavelli game ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 8. This game is closed. You are signed up if this box is checked: ❑

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, and Kevin Wilson. Will take up to 3 more.

Hyena. Merchant of Venus. Will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships variant rules. Will use the combat rules if a majority of players agree. If so, the Variable Nova Balls and Mercenaries variant rules will also be used. Have Andy Lewis, Dennis Cain, Chris Geggus, and Bob Robles, need 2 more.

Hounds of Tindalos. New World. Have Andy Lewis, Bill Scharf, Bob Robles, and Dennis Cain. **Starts this issue!**

Dog Show. Age of Renaissance. Have Bob Robles, Paul Bolduc, Caleb Cousins, Ward Narhi, and Dennis Cain, will take 1 more.

Wish List

Machiavelli. This game will start when the next game ends after Off the Leash begins. Scenario and specific rules to be determined at game start by player vote, as usual. Have Phil Reynolds, will take up to 7 more.

Kremlin. This game will start when Dog Tired ends. Have Any Lewis, Pasquale Giovine, and Mike Scott, will take 3 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.

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

Joe Carl

I took the plunge last week and went out and got a Meade ETX 90 Telescope. So far it's been partly cloudy 2 days since I got it and completely overcast otherwise. I have gotten a chance to get out and watch the moon a some and also got to see Jupiter and Saturn. It's been too cloudy to see much else and I only have one lens so far anyway. My first goal is to find Andromeda, but it will have to wait for a clear night. Keeping my fingers crossed. Do you have any suggestions on what I should look for as a beginner?

[Andromeda will probably be disappointing unless you have really dark skies. It is also probably better viewed in binoculars – your telescope will probably only show part of it in the field of view.

As for recommendations, well just about anything on the Messier list is a good place to start. At this time of year, take a look at M42, the Orion Nebula. Jupiter and Saturn are highly recommended, particularly now. They are at their biggest and brightest right now, and Saturn's rings are tilted at their most visible. A couple of objects that are not on the Messier list, but are well worth a look are the Double Cluster in Perseus. Officially, they are NGC 869 and 884. They are two open star clusters that appear right next to each other in the sky (in reality, they are a couple of hundred light years apart from each other). Early in the evening, you can still catch the Ring Nebula in Lyra (M57) and the great Hercules globular cluster (M13). I would recommend getting a good planisphere or star chart that could help out.]

Bob Robles

Book review: 'Summer Gone' by David Macfarlane. Not on Oprah's book list (yet). A novel from an upcoming Canadian writer, according to my friend who owns a bookstore. It explores the relationships between fathers and sons, in all their triumphs and failures. A very poignant story. I highly recommend it.

Ward Narhi

I also used to be a Lovecraft fan, although my favorite story is "Notebook Found in a Deserted House" which I read many years ago which actually made me look around as I was alone in the house at the time. I say although because it wasn't penned by Lovecraft. I sure would like to read it again but cannot find it. Perhaps Bob can help me out here.

Also, that was a great essay on String Theory.

[Thanks. It's an interesting topic even if the math is so complicated that nobody can solve the equations.]

Feral Dogs
Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Fall 1464
Deadline/Winter-Spring 1465 1/2 Tuesday

Is the end in sight? With the Turks gone, Milan and the Pope pounding away at Venice, and France and Naples watching from the sidelines, it certainly appears so.

Summer 1464 Retreats

Venice A Ferrara retreats to garrison

Venice F Ragusa retreats to garrison

Venice F Dalmatia retreats to Herzegovina

Expenditures

The Papacy buys Venice F Venice for 21 ducats.

France gives 8 ducats to Milan, 6 ducats to Naples, and 3 ducats to the Pope.

Orders

France ❏: A Avignon holds

A Provence holds

F Genoa holds

F Ligurian Sea to Gulf of Lions

F Western Mediterranean holds

F Durazzo besieges (garrison destroyed)

Milan ❏: A Slavonia to Carniola

A Carinthia to Austria

A Trent to Carinthia

A Tyrolea supports A Carinthia to Austria

A Bergamo to Verona

A Verona to Treviso

A Mantua supports A Bergamo to Verona

A Modena supports A Mantua

Naples ❏: A Naples holds

F Bari holds

G Naples supports A Naples

G Bari supports F Bari

Papacy ❏: A Florence to Bologna

A Ferrara to Padua

A Dalmatia to Croatia

A Ragusa besieges

F Tyrrhenian Sea holds

F Gulf of Naples to Ionian Sea

F Upper Adriatic supports A Dalmatia to Croatia

F Lower Adriatic supports A Ragusa

F Venice supports A Ferrara to Padua

Turks ❏: G Durazzo converts to F (Destroyed!), **Out**!

Venice ❏: A Friuli to Carniola

A Padua to Ferrara

A Croatia to Dalmatia (Dislodged, retreat Bosnia, OTB)

A Austria convert to G

A Hungary holds

F Herzegovina to Ragusa

F Venice to Upper Adriatic (nsu)

G Ferrara supports A Padua to Ferrara

G Ragusa supports F Herzegovina to Ragusa

Notes

Two draws have been proposed. They are France/Milan/Naples/Papacy and France/Milan/Papacy. Please submit your votes on each with your next orders. Remember NVR = no, NMR = yes.

Press

France – Naples: I'd like to see you become more involved in the game.....are you still with us? Catatonia is never pretty to watch....

France – Milan/Papacy: Venice is still very strong...keep an eye on him....I only regret he's on the wrong side of the board from me....the ducats continue to flow...as promised.

France – Venice: Ah yes, the suicide ploy. If you follow up on it that will be the first time this game that you've kept your word.

France – Papacy: hat press item that said it was from you last issue was actually from me. I don't know how it got your tag line....either Chris made a mistake (unlikely) or I lost my marbles......I'm not in the habit of writing black press (particularly when it serves no purpose!) :)

"Feral Dogs"
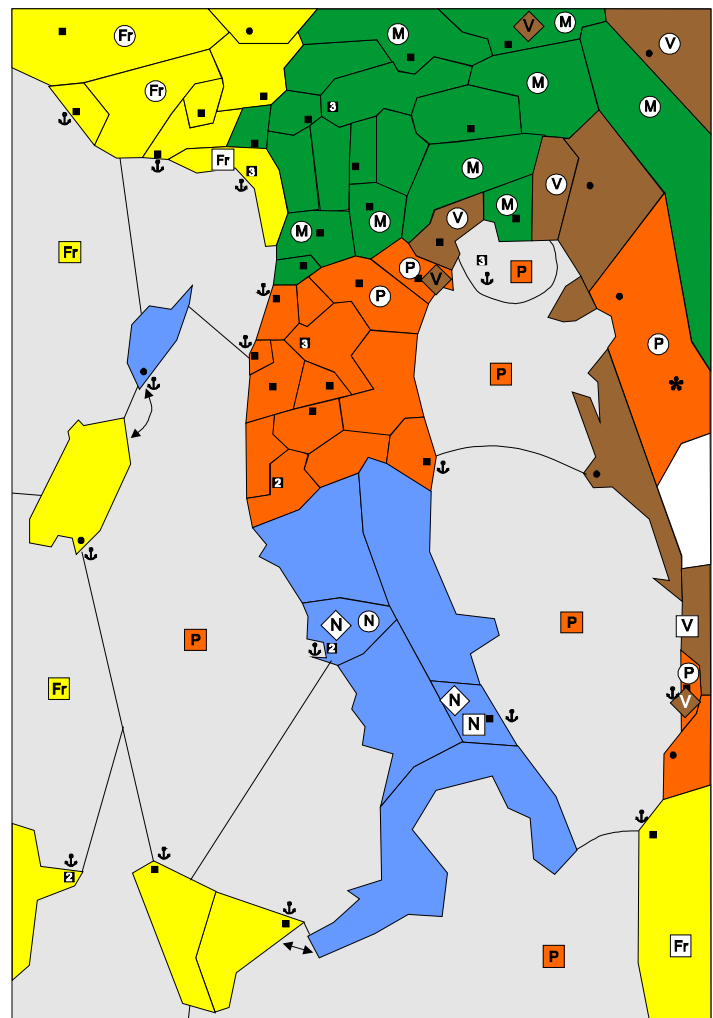
Legend: ◯ Army ▢ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison

Milan – France: Our boundaries can surely remain as they are, for me.

Milan – Pope: If you want to cooperate on the east coast, I am ready.

Milan – Venice: If you did what you wrote, surely I must thank you.

Pope – Milan: I was a bit harried by Venetian forces on the coastline and could afford to support you into Car just yet. What ever you ask for in this next issue you can count on receiving though. I thank you for your continued support.

Pope – France: No press from you last turn? Hopefully I get some this turn. I also hope you have left LS so I don't feel so vulnerable to stab.

Pope – Naples: I was sincere about offering you a convoy to reclaim some of your lands. Let me know if you want to take me up on the offer.

Venice – Milan: Take what you can.

Venice – Papacy: I'll fight you till the end.

Spring 1464 Income

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

Provinces

Fra	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Sardinia, Tunis, Palermo, Messina, Durazzo	13
Mil	Tyrolea, Austria, Slavonia, Carinthia, Milan, Como, Pavia, Montferrat, Fornova, Modena, Lucca, Mantua, Parma, Cremona, Bergamo, Trent, Verona, Treviso	18
Nap	Corsica, Capua, Aquila, Naples, Salerno, Bari, Otranto	7
Pap	Rome, Patrimony, Sienna, Piombino, Pisa, Pistoia, Florence, Arezzo, Perugia, Spoleto, Ancona, Urbino, Bologna, Ferrara, Croatia, Ragusa, Albania	17
Ven	Hungary, Padua, Friuli, Carniola, Istria, Dalmatia, Herzegovina, *Bosnia*	8

Seas

Fra	Gulf of Lions, Western Mediterranean	2
Pap	Tyrrhenian Sea, Ionian Sea, Lower Adriatic, Upper Adriatic, Venice	5

Cities

Fra	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Sardinia, Tunis (2), Palermo, Messina, Durazzo	15
Mil	Tyrolea, Milan (3), Pavia, Montferrat, Modena, Lucca, Mantua, Cremona, Trent, Treviso	12
Nap	Corsica, Naples (2), Bari	4
Pap	Rome (2), Sienna, Piombino, Pisa, Florence (3), Arezzo, Perugia, Ancona, Bologna, Croatia, Albania, Venice (3)	17
Ven	Hungary, Padua, Carniola, Dalmatia, Austria, Ferrara	6

Totals

Variable income die roll was 3.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
Fra	5	13	2	15	35	0	35
Mil	3	18	0	12	33	14	47
Nap	2	7	0	4	13	11	24
Pap	9	17	5	17	48	11	59
Ven	6	8	0	6	20	4	24

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63	'64
Aus	3	5	6	2	2	2	2	2	3	0	0
Flo	3	5	6	4	3	3	2	0	0	0	0
Fra	3	2	4	6	7	8	9	11	10	11	12
Mil	3	4	3	2	3	4	6	7	8	9	10
Nap	4	5	5	5	5	5	4	3	3	3	3
Pap	4	3	3	6	6	7	5	8	9	10	12
Tur	3	4	4	5	5	5	6	5	3	1	0
Ven	4	5	6	11	11	9	10	7	8	10	4

Citizen Dog
Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Winter 1461
Deadline for Spring 1461: 1/2 Tuesday

We pause for a season.

Notes

A separation of seasons has been requested by three of the five players. However, one of the dissenters, Naples, has disagreed so strongly about this that he has resigned from the game. Ward Narhi has kindly agreed to take over the position on short notice. Therefore, Ward Narhi is now the player of record for Naples.

Fall 1460 Retreats

France retreats A Avignon to garrison
Milan retreats A Modena to garrison

Builds

		Treas	Cost	Rem
Ara	Maintains all, builds A Austria	16	12	4
Fra	Maintains A (EM) Provence, G Avignon, builds A Marseilles	14	12	2
Mil	Maintains all except A Milan, builds A Cremona	27	27	0
Nap	Maintains all except A Savoy, A Modena, F Ancona, builds F Messina, F Palermo	37	24	13
Ven	Maintains all, builds F Venice, A Padua	40	33	7

Press

**Milan – Old King of Naples:** I am very sorry for the disappearance of the big King "Heart of Rabbit" Lee, his acknowledged strength with weaklings will remain in the memory of all warriors for centuries. A prayer for him.
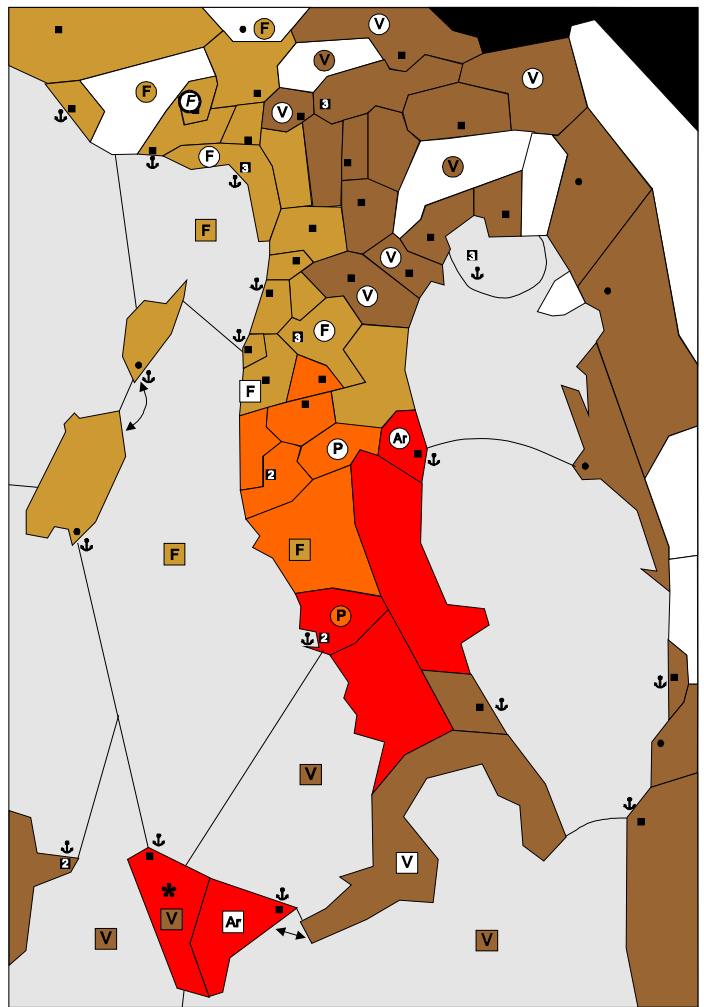
Naples – All: Embassy open. Thanks to those who wrote.

Venice – All: I've had a hard disk crash and am offline until Monday 12/4. Please don't take my silence as an invitation to attack me.

Citizen Dog
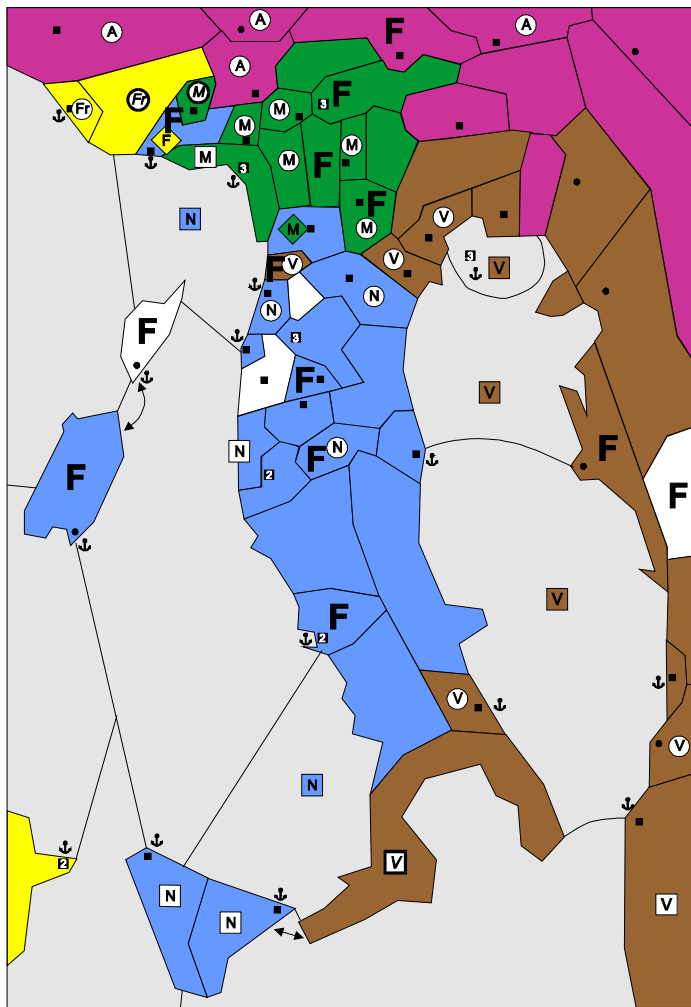
New Tricks

○ Army   ☐ Fleet   ◇ Garrison   ◆ Autonomous Garrison   ◈ Besieged Garrison

○ Army   ☐ Fleet   ◇ Garrison   ◆ Autonomous Garrison   ◈ Besieged Garrison

New Tricks
Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Summer 1258
Deadline for Fall 1258: 1/2 Tuesday

Venice and Florence continue consolidating the board. Aragon loses ground to Venice and the Pope.

Orders

ARAGON   A ANCONA holds

(Bolduc)   F Gulf of Naples to MESSINA

F Palermo supports F Gulf of Naples to Messina (cut, DISLODGED, retreat to garrison, OTB)

FLORENCE   A FLORENCE holds

(Robles)   *A (EM) SALUZZO besieges (garrison destroyed)*

A GENOA holds

A Marseilles to PROVENCE

A Turin to SWISS

F Western Mediterranean to TYRRHENIAN SEA

F Tyrrhenian Sea to CAPUA

F Piombino to SIENNA

F Corsica to LIGURIAN SEA

PAPACY   A NAPLES holds

(Narhi)   A SPOLETO to Ancona

VENICE   A BOLOGNA holds

(Reynolds) A FERRARA to Bologna

A VERONA holds

A Pavia to COMO

A Como to TYROLEA

A Tyrolea to CARINTHIA

A Parma to PAVIA

F CENTRAL MEDITERRANEAN supports F Ionian Sea to Palermo

F Ionian Sea to PALERMO

F Salerno to GULF OF NAPLES

F Bari to OTRANTO

F Lower Adriatic to IONIAN SEA

Notes

The Florence/Venice draw fails with 3 no votes (again). It has been re-proposed (again). Please submit your votes with your next orders, NVR = no, NMR = yes.

Press

Aragon – All: Why am I still alive?

Venice – All: OK, who are the wise guys in denial that this game will end in a Florence-Venice draw? (Yes, I am a wise guy, but I'm not in denial!)

Venice – Florence: Certainly I can trust you, right? Hmmm....

Venice – Papacy: You're on your own, at the moment.

Sun Dog
Turn 75
End of Game Statements due: 1/2 Tuesday

The Players (After Turn 75.1)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa, Amalthea, Iapetus, Neptune Research Lab, Galatea, Umbriel, Pluto, Janus	3	21	18735
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock, Neptune Space Dock	6	18	6370
van Rijn Enterprises (Green)	Andy York	Mimas, Tethys, Phoebe, Thalassa, Ganymede, Io	1	14	405

Dirty Dogs
End of Game Statements

Chris Geggus (Reform Expansionists) Not certain that it really has enough interaction by mail, but still pleased to win my first game in S.O.B. (The Wembley win was actually by my son). For those who don't know me I was the very last Avaloncon winner of Kremlin, back in '98. I managed to win all 3 of my matches to the final and I generally seem to pick up more wins at this than any other multi-player game - don't know why, it just happens. I won't admit my system, especially as it will probably fail dismally next time around. Thanks to Chris for the usual excellent GM job. However the game actually ends at end of phase 5, not turn 11 end! (Damn lawyers!).

Bill Scharf (Trotskyite Internationalists) There are three main strategies to this game...make a big splash at the beginning of the game and try for three waves...stretch your resources through the game by promoting your people (or who you think are your people) to positions of power...or hoarding your big guns to the end of the game and win by occupying the Party Chief position at games end.

I chose the first strategy and did quite well. I took out several politicians with no declared IP (the screams of anguish from the other players told me who had been hurt). I got my two waves...could have had a third...basically it took team effort to take me out.

I had a lot of fun by muddying the waters...it kept people's interest high in changing situation...and the game went to the very end. On the other hand, I've seen games where three consecutive rolls ended the game before it really began.

Such extreme variances are part of this game's mechanics...but overall it's still a game (in my opinion) well worth playing. Thanks again to Chris for running it.

Mike Scott (The California Connection) I enjoy Kremlin, would like to win a game once... this one was great in that I stayed active for about 80% of the game... then could do nothing....   and getting two waves was something that made the game even better...   I don't know why, but it seemed only a few people were involved at any one time, sure thought there would be more action. Good job Chris!, and to Bill for his two waves... hey, Phil got one too, good for him too.

Brad Martin (Party Urging Rigorous Government Efficiencies) A total disaster for PURGE. Got carried away and even purged my own blokes! It looks like Chris's tactic of spreading Influence around in small packets paid off.

Ward Narhi (Socialist Team of Reformed Tyranny) I don't know how I do it but every game I play of Kremlin I pretty much just end up watching. All my good guys got hit early except Q who never could rise in the ranks. RE got an easy win with cheap politicians. Good job in making those few points work for you. I can't believe you controlled all fourt top offices at game end. Amazing!

Chris Hassler (GM) This was an enjoyable game to run. It is fast paced, highly interactive, but not difficult to run. I enjoyed watching the dynamics within the Politburo, and though the game worked very well by mail. Congratulations to Chris Geggus for his victory.

Doggin' It
Turn 15, Phases IV-VII, Turn 16, Phases I-III
Turn 16, Phases IV-VII, Turn 17, Phases I-III due: 1/2 Tuesday
Turn 15

Construction and Operation

Red (Scharf) operates claim #7 ($400, ½ gold) and collects $2700 in passenger revenue.

Green (Narhi) operates claims #58 ($100, 2 coal) and #29 ($150, 2 silver) and collects $1400 in passenger revenue.

Brown (Carl) operates claims #21 ($150, 1 silver) and #42 ($150, depletes), delivers 6 lumber to Pueblo for $6000 and 5 coal from #60 to Santa Fe for $3000.

Gray (Cain) operates claims #23 ($200, depletes), #54 ($200, 3 coal), and #55 ($200, 3 coal), gains $1250 in passenger revenue.

Gold (Bolduc) operates claims #44 ($100, 5 coal), #39 ($250, 3 lumber), #12 ($250, 1 silver), and #34 ($200, 3 lumber), delivers 5 coal from Scofield to Salt Lake City for $2500, collects $100 in passenger revenue.

Blue (Martin) operates claims #26 ($250, depletes), #37 ($100, 1 lumber), and #68 ($200, 3 coal), delivers 16 coal from Trinidad to Denver, and 2 silver from Silverton to Denver for $13,200. Collects $600 in passenger revenue.

Commodity Prices

Gold: $6000	Lumber (S.L.C.): $1500	Coal (S.L.C.): $500
Silver (Denver): $3000	Lumber (Pueblo): $800	Coal (Pueblo): $400
Silver (S.L.C.): $2000	Lumber (Santa Fe): $800	Coal (Santa Fe): $600
Lumber (Denver): $1000	Coal (Denver): $700	

Turn 16

Move Prospectors and Surveyors

Red (Scharf) surveys Steamboat Springs to Craig, prospects #19.

Green (Narhi) surveys H to N (winter track, cannot be surveyed), prospects #28.

Brown (Carl) surveys Canon City to Westcliffe, prospects #63.

Gray (Cain) surveys N to Lake City, prospects #28

Gold (Bolduc) surveys V to Lumberton, prospects #47

Blue (Martin) prospects passenger line #13.

Dispute Resolution

Green and Gray have a dispute over #28. Green = 10+1, Brown = 8+1. Green wins. Red pays $1400, Green pays $500, Brown pays $700, Gray pays $700, Gold pays $1600, and Blue pays $3000.

Notes

Paul Bolduc has been kind enough to provide me the names of the whistle stops according to the Mayfair edition (which I do plan on getting at some point). I have added them to the map. Curently, both the old letter names and the whistle stop names are there. Next turn, I will be moving to the whistle stop names entirely. Also, remember that turn 16 is a winter turn, and winter track cannot be surveyed. Ward Narhi is now the player of record for Green.

Press

Brown – Bill Scharf: I forget what deal we worked out, can you remind me again and I'll honor it. Thanks.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	$19,200	S+1, P
Ward Narhi	Green	Denver	$38,250	S, P+1
Joe Carl	Brown	Pueblo	$13,300	S+1, P
Dennis Cain	Gray	Salt Lake City	$17,650	S, P+1
Paul Bolduc	Gold	Salt Lake City	$12,800	S+1, P
Brad Martin	Blue	Santa Fe	$47,550	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	Depleted
18	Leadville	Red	1	Silver	Depleted
7	Cripple Creek	Red	2	Gold	$400
19	Leadville	Red	N	Silver	$250
58	Crested Butte	Green	7	Coal	$100
29	Lake City	Green	2	Silver	$150
28	Lake City	Green	N	Silver	$200
42	Vallecitos	Brown	1	Lumber	Depleted
64	Walsenburg	Brown	0	Coal	$250
24	Ouray	Brown	N	Silver	$200
60	Durango	Brown	0	Coal	$100
21	Westcliffe	Brown	1	Silver	$150
63	Alamo	Brown	N	Coal	$150
23	Ouray	Gray	½	Silver	Depleted
54	Bowie	Gray	3	Coal	$200
55	Bowie	Gray	3	Coal	$200
44	Scofield	Gold	0	Coal	$100

#	City	Owner	Goods	Type	Operation
39	Lumberton	Gold	11	Lumber	$250
12	Eureka	Gold	1½	Silver	$250
34	Dolores	Gold	3	Lumber	$200
47	Sunnyside	Gold	N	Coal	$100
66	Trinidad	Blue	8	Coal	$200
67	Trinidad	Blue	5	Coal	Depleted
37	South Fork	Blue	3	Lumber	$100
68	Raton	Blue	3	Coal	$200

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
7	B	Denver – Leadville	$600	Red	
9	B	Denver – Grand Jct.	$1350	Red	Discard when 15 is taken. Good for $1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	$750	Red	Discard when 17 is taken. Good for $750 toward card 17 or 18
2	A	Denver – Colorado Springs	$250	Green	
3	A	Denver – Pueblo	$400	Green	
8	B	Denver – Aspen	$650	Green	
1	A	Denver – Boulder	$100	Green	
12	B	SLC – Grand Jct.	$1250	Gray	Discard when 15 is taken. Good for $1250 toward card 14 or 15
5	A	SLC – Provo	$100	Gold	
6	A	Pueblo – Santa Fe	$600	Blue	
13	C	Denver – Santa Fe	$2100	Blue	

Available Claims

#	City	Type	Claim	Operation
35	Dolores	Lumber	$300	$200
53	Craig	Coal	$200	$100
51	Rangely	Coal	$400	$100
50	Elk Spings	Coal	$300	$100
20	Leadville	Silver	$200	$200
52	Craig	Coal	$400	$100

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
17	C	SLC – Pueblo	$3000	D x $75	
15	C	Denver – SLC	$4000	D x $100	
16	C	Santa Fe – Leadville	$800	D x $50	
11	B	SLC – Grand Jct.	$700	D x $50	Discard when 17 is taken. Good for $700 toward card 17 or 18
18	C	SLC – Colorado Springs	$3000	D x $75	May not be taken by player who has card 14

Rover
1963
1964 due: 1/2 Tuesday

1963

Saved Cards

Moonshooter Unlimited fortunate accident (satellite or probe)

Cinnabar Government order: Man on moon by 1964.

Republic of Texas fortunate accident (capsule)

Event Card Actions

Cinnaber (Carl) pays 10MB to Republic of Texas to avoid sabotage.

SCIFI (Cain) pays 10MB to fix minor problem.

Purchases

Penny Pines (Scharf) buys an Interplanetary Satellite program for 24MB, 2 two stage rockets for 24MB, 1 docking module for 2MB, and 1 two-person capsule for 6MB.

Moonshooter Unlimited (Bolduc) buys Lunar Probe program for 30MB, Three Person Capsule program for 36MB, 1 interplanetary satellite for 4MB, and 1 two stage rocket for 12MB.

Cinnabar (Carl) buys 1 docking module for 2MB, 2 two stage rockets for 24MB, and Lunar Probe program for 30MB.

SCIFI (Cain) buys Three Person Capsule program for 36MB.

Republic of Texas (York) buys Two Stage Rocket program for 60MB.

Research and Development

Penny Pines (Scharf) b: 8 dice (1, 2, 2, 3, 4, 4, 5, 6) = +27% to Max R&D. 16MB spent. D: 8 dice (2, 2, 3, 3, 3, 5, 5, 5) = +28%. 16MB spent. F: 8 dice (2, 3, 3, 3, 4, 4, 5, 5) = +29% to Max R&D. 8MB spent. 2: 8 dice (1, 2, 2, 4, 4, 5, 5, 5) = +28%. 24MB spent.

Moonshooter Unlimited (Bolduc) 3: 8 dice (1, 4, 5, 5, 5, 6, 6) = +37% to Max R&D. 32MB spent. c: 8 dice (1, 1, 3, 3, 4, 5, 5, 6) = +28%. 40MB spent. b: 8 dice (1, 3, 4, 5, 5, 5, 6, 6) = +35% to Max R&D. 16MB spent.

Cinnabar (Carl) D: 8 dice (1, 1, 1, 2, 2, 3, 4, 5) = +19%. 16MB spent. b: 8 dice (1, 3, 3, 5, 5, 5, 6) = +34%. 16MB spent. 3: 8 dice (1, 1, 2, 2, 2, 3, 4, 5) = +20%. 32MB spent.

SCIFI (Cain) c: 5 dice (2, 4, 5, 5, 6) = +22%. 25MB spent. C: 5 dice (1, 3, 3, 3, 5) = +15%. 30MB spent.

Republic of Texas (York)   a: 3 dice (1, 4, 6) = 11% to Max R&D. 3MB spent.

Declare Future Missions

Penny Pines (Scharf) declares 2. **Moonshooter Unlimited** (Bolduc) declares 2. **Cinnabar** (Carl) declares 2. **SCIFI** (Cain) declares 0. **Republic of Texas** (York) declares 3

Your missions are:

Missions

No rushing. Launch Order: Republic of Texas, Republic of Texas, Republic of Texas, SCIFI, Cinnabar, Cinnabar, Moonshooter Unlimited, Moonshooter Unlimited, Penny Pines, Penny Pines

Republic of Texas launches a Docking Module. Liftoff: 40%<95%, Earth Orbital Burn: 96%<98%, Earth Orbital Activites: 09%<98%. Mission success. +1% to A, +2MB to budget.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Ocnaschek). Liftoff: 78%<96%, Earth Orbital Burn: 74%<81%, Earth Orbital Activities: 26%<81%, Docking Module Power On: 48%<98%, Docking: 33%<45%, Spacewalk: 60%<69%, Earth De-Orbital Burn: 46%<81%, Re-Entry: 11%<81%, Recovery: 30%<81%. Mission success. +1% to A, a, and EVA, +15% to docking, Ocnaschek to 20%, +15MB to budget.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Spenny). Liftoff: 05%<97%, Earth Orbital Burn: 52%<82%, Earth Orbital Activities: 16%<82%, Docking Module Power On: 72%<98%, Docking: 93%>60%, Spacewalk: 30%<70%, Earth De-Orbtial Burn: 44%<82%, Re-Entry: 50%<82%, Recovery: 76%<82%. Partial mission success. +1% to A, a, and EVA, +5% to docking, Spenny to 10%, +3MB to budget.

SCIFI scrubs a Manned Orbital with Docking and Spacewalk (Arthur C. Clarke). −10MB to budget.

Cinnabar launches a Docking Module. Liftoff: 10%<78%, Earth Orbital Burn: 79%<96%, Earth Orbital Activities: 80%<96%. Mission success. +1% to A and 1, +2MB to budget.

Cinnabar launches a Manned Orbital with Docking (Jesse). Liftoff: 42%<91%, Earth Orbital Burn: 23%<77%, Earth Orbital Activities: 83%>77%, internal power loss, simple problem, repairs made by crew, mision continues, Docking Module Power Up: 72%<97%, Docking: 47%>45%, Earth De-Orbital Burn: 64%<77%, Re-entry: 69%<77%, Recovery: 13%<77%. Mission parital success. +1% to a, 1, and B, +5% to docking, Jesse to 20%, +2MB to budget.

Moonshooter Unlimited launches a Mars Flyby. Liftoff: 70%<92%, Earth Orbital Burn: 14%<93%, Earth Mission Burn: 27%<93%. Mission continues next year. +1% to B.

Moonshooter Unlimited launches an Orbital Satellite. Liftoff: 92%>88%, explosion during ascent. Mission failure. +1% to A. -3MB to budget.

Penny Pines launches a Manned Orbital with Docking (Corbett). Liftoff: 91%>68%, cancelled with fortunate accident, Earth Orbital Burn: 15%<84%, Earth Orbital Activities: 90%>84%, Corbett saves, Docking Module Power On: 92%<97%, Docking: 66%>60%, Earth De-Orbital Burn: 32%<84%, Re-Entry: 22%<84%, Recovery: 40%<84%. Partial mission success. +1% to B, a, and 1, +5% to docking, Corbett to 30%, +2MB to budget.

Penny Pines launches a Manned Orbital with Docking (Clifford Russell). Liftoff: 31%<92%, Earth Orbital Burn: 09%<85%, Earth Orbital Activities: 47%<85%, Docking Module Power-up: 26%<98%, Docking: 60%<65%, Earth De-Orbital Burn: 35%<85%, Russell saves, Re-Entry: 21%<85%, Recovery: 73%<85%. Mission success. +1% to A and a, +15% to docking, Clifford Russel to 40%, +5MB to budget.

Players

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1963 Budget	57	126	132	141	37
Cash	44	8	39	28	24
1-Orbital Satellite	0 / 97%	1 / 98%	1 / 95%	0 / 98%	0 / 98%
2-Interplanetary Satellite		0 / 93%	1 / 91%	1 / 73%	

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
3-Lunar Probe		1 / 70%	1 / 85%		1 / 85%
4-Docking Module	0 / 45%	1 / 50%		1 / 80%	1 / 65%
A-One Stage Rocket	1 / 89%	0 / 79%	1 / 89%	1 / 93%	3 / 98%
B-Two Stage Rocket		2 / 92%	1 / 93%	2 / 69%	1 / 25%
C-Three Stage Rocket	1 / 33%				
D-Liquid Fuel Strap-ons		1 / 81%		1 / 73%	
F-Kicker		1 / 41%		2 / 95%	1 / 94%
G-"Mega" Stage Rocket					
EVA Suits	98%		98%	98%	71%
a-One Person Capsule	2 / 10%	0 / 78%	2 / 83%	1 / 86%	3 / 83%
b-Two Person Capsule		1 / 44%	1 / 85%	2 / 85%	
c-Three Person Capsule	1 / 32%		1 / 48%		
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	65%	65%	65%
Launch Facilities	3	2	2	2	3
Astronauts	3	2	3	2	4

Astronauts are: **SCIFI** (Arthur C. Clarke, 20%; Roger Zelazny, 0%), **Moonshooter Unlimited** (James Bond, Matt Helm, 20%; Austin Powers, 10%), **Republic of Texas** (Ocnaschek, 20%; Spenny, 10%; Milbourn, 0%), **Penny Pines** (Clifford Russell, 40%; Tom Corbett, 30%), **Cinnabar** (Jesse, 20%; James, 0%)

1964

Draw Event Cards

Bill Scharf: Severe Setback, pay 12MB or lose 10% safety factor on next two-person capsule launch. −5MB to budget.

Joe Carl: R&D Bonus, +1 on all R&D dice this year. +1MB to budget.

Paul Bolduc: Corporate Investment, receive 5MB cash. -10MB to budget.

Andy York: Astronaut (Clark) Killed in auto accident. +5MB to budget.

Dennis Cain: Major Media Event, astronauts cost only 1MB each for remainder of game. +20MB to budget.

Final Positions

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1964 Budget	50	135	119	138	62
Cash	0	4	6	49	8
1965 Budget	70	136	109	133	67

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

<u>Dog Days</u>
Epoch III Han Dynasty, Hsiung-Nu, Romans, and Sassanids
Deadline for Epoch IV Empire Selection: 1/2 Tuesday

Royal Manticoran Historical Society (Wilson) plays Disaster (Tidal Wave) in *Pindus* (Monument destroyed, Capital reduced to city). Plays Barbarians out of *Plateau of Tibet*. *Ganges Delta* (vs. Mauryans: B: 4, 1; M: 2; wins, Capital reduced to city), *Upper Indus* (vs. Mauryans: B: 4, 1; M: 1; wins), *Irrawaddy* (vs. Chou Dynasty: B: 5, 4; C: 4; wins), *Tarim Basin* (vs. Persia: B: 4, 2; P: 4+1; loses). HAN DYNASTY: Army and Capital *Great Plain of China* (Shang army retreats to *Yellow River*), fleet *Sea of Japan,* army *Chekiang* (vs. Mauryans: H: 2, 1; M: 5; loses)*, Chekiang* (vs. Mauryans: H: 6, 5; M: 6; H: 5, 5; M: 2; wins)*, Yangtse Kian, Yellow River* (vs. Shang Dynasty: H: 5, 4; S: 1+1; H: 6, 4; S: 5+1; H: 5, 1; S: 1+1; H: 4, 2; S: 5+1; loses), *Yellow River* (vs. Shang Dynasty: H: 1, 1; S: 6+1; loses), *Yellow River* (vs. Shang Dynasty: H: 6, 3; S: 6+1; loses), *Yellow River* (vs. Shang Dynasty: H: 3, 1; S: 1+1; wins, Capital reduced to city)*, Wei River* (vs. Chou Dynasty: H: 6, 2; C: 2; wins, Capital reduced to city), *Tarim Basin* (vs. Persia: H: 6, 1; P: 4+1; wins), *Szechwan* (vs. Civil war: H: 6, 3; C: 1; wins). Builds Monument *Great Plain of China*. Points: Dominance in China (6), Presence in North Africa (2) and Southern Europe (3), 1 Monument (1), 1 Capital (2), 2 cities (2), and 2 Seas (2) for 18 points.

Peoples Who Need Peoples (Cousins) HSIUNG-NU: Army *Mongolia*, plays Allies in *Eastern Steppe* and *North European Plain*, army *Great Plain of China* with Surprise Attack (vs. Han Dynasty: Hs: 3, 1; H: 5; loses), *Great Plain of China* (vs. Han Dynasty: Hs: 6, 3; H: 4, 4; wins, Capital reduced to city, fleet *Sea of Japan* unsupported), *Dneipr, Danubia, Balkans, Yellow River* (vs. Han Dynasty: Hs: 5, 5; H: 3; wins, city eliminated). Points: Presence in China (3), India (3), Southern Europe (3), and Northern Europe (1), one city (1), and one Monument (1) for 12 points.

Kibbles and Bits (Narhi) ROMANS: Plays Elite Troops. Army and Capital *Southern Apennines*, army *Northern Apennines*, plays Ship Building, fleet *Eastern Mediterranean* (vs. The Triffids: K&B: 4, 2, 1; T: 1; wins), *Western Mediterranean* (vs. RMHS: K&B: 6, 6, 2; RMHS: 5; wins), army *Balkans* (vs. Hsiung-Nu: R: 6, 4, 3; H: 2, 1; wins), *Pyrenees, Western Iberia, Southern Iberia* (vs. Greeks: R: 6, 5, 4; G: 1; wins), *Shatts Plateau* (vs. Greeks: R: 5, 5, 1; G: 4; wins), *Libya* (vs. Macedonia: R: 5, 4, 1; M: 5; R: 6, 3, 1; M: 5; wins), *Nile Delta* (vs. Macedonia: R: 4, 3, 2; M: 3; wins), fleet *Black Sea*, army *Danubia* (vs. Hsiung-Nu: R: 5, 5, 4; H: 6; loses, elite troops lost), *Danubia* (vs. Hsuing-nu: R: 5, 1; H: 1; wins), *Nubia* (vs. Macedonia: R: 2, 1; M: 4; loses), *Nubia* (vs.

Macedonia: R: 5, 2; M: 6; loses), *Nubia* (vs. Macedonia: R: 5, 1; M: 2; wins, fleet Red Sea unsupported), *Palestine* (vs. Macedonia: R: 4, 1; M: 2; wins), *Levant* (vs. Macedonia: R: 5, 2; M: 5; R: 5, 1; M: 1; wins), *Upper Tigris* (vs. Macedonia: R: 5, 3; M: 6; loses), *Upper Tigris* (vs. Macedonia: R: 1, 1; M: 3; loses), *Upper Tigris* (vs. Macedonia: R: 3, 2; M: 6; loses), *Upper Tigris* (vs. Macedonia: R: 4, 1; M: 3; wins), *Middle Tigris* (vs. Assyria: R: 2, 1; A: 2; R: 4, 3; A: 6; loses), *Middle Tigris* (vs. Assyria: R: 5, 3; A: 5; R: 3, 2; A: 3; R: 3, 1; A: 1; wins), fleet *Red Sea*, army, *Zagros* (vs. Macedonia: R: 4, 1; M: 6, 4; loses). Builds Monument *Southern Apennines*. Points: Dominance in North Africa (4), Middle East (6), and Southern Europe (6), Presence in India (3) and Northern Europe (1), 1 Capital (2), 3 Monuments (3), and four Seas (4) for 29 points. SASSANIDS are absent.

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

Amorphous, Cadaverous, and Nebulous. EGYPT: Army *Arabian Peninsula.* SCYTHEANS: Armies *Caucuses,* and *Eastern Anatolia.* REBELLION: Army *Ceylon.* CELTS: Army, fort, and Monument *Albion*, army and fort *Ireland*, armies *Central Europe, Northern Gaul, Highlands,* and *Central Massif*.

The Triffids. MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia.* SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. MACEDONIA: Army, city, and Monument *Persian Plateau*, army and Monument *Morea* and *Zagros*, army and city *Pindus*, army *Hindu Kush*.

Peoples Who Need Peoples. INDUS VALLEY: Armies *Western Deccan, Persian Salt Desert*. PERSIA: Army *Turanian Plain.* HSUING-NU: Army, city, and Monument *Great Plain of China*, armies *Mongolia, Yellow River, Eastern Steppe, North European Plain,* and *Dniepr*.

Royal Manticoran Historical Society. Fleet *Western Mediterranean.* GREEK CITY STATES: Three armies *Dalmatia.* HAN DYNASTY: Army and city *Wei River*, armies *Chekiang, Tarim Basin, Yangtse Kian,* and *Szechwan*.

Kibbles and Bits Fleets *Western Mediterranean, Eastern Mediterranean, Black Sea*, and *Red Sea*. VEDIC CITY STATES: Armies *Eastern Deccan* and *Eastern Ghats*. ROMANS: Army, Capital, and Monument *Southern Apennines*, army and Monument *Levant* and *Upper Tigris*, armies *Northern Apennines, Balkans, Danubia, Pyrenees, Western Iberia, Southern Iberia, Shatts Plateau, Libya, Nile Delta, Nubia,* and *Palestine*.

Gaming Through the Ages NILE KINGDOM: Army, city, and fort *Upper Nile*. MAYANS: Two armies and a Capital *Central America*. MAURYANS: Armies *Ganges Valley, Lower Indus, Persian Salt Desert, Malayan Peninsula, Mekong,* and *Si-Kyang*.

Event Cards

_____
_____
_____
_____

Epoch IV Empire Draw

_____

Fenris
Turns 5.5 to 6.5
Deadline for Turns 6.6 to 7.6: 1/2 Tuesday

Turn 5

Kevin Die roll = 3, Paul receives 2 brick, Steve receives 1 lumber, and Chris receives 1 wheat. Builds road at F3/Sea. During the special build turn, Ward builds a road at L11/P5, and Chris buys a development card (_____).

Paul Die roll = 7, Paul discards 3 wheat and 2 ore, Steve discards 5 wheat and 1 lumber. Paul moves the robber to P8 and steals a wheat from Chris, trades 4 wheat for 1 brick, and builds a road at P12/H3. During the special build turn, Steve builds a city at H4/M6/P12.

Turn 6

Ward Die roll = 6, Paul receives a wheat and 2 ore, Steve receives 3 wheat and 2 ore, Chris receives a lumber, and Kevin receives 2 lumber. No action.
Steve Die roll = 4, Paul receives a brick, Steve receives 2 birck, Kevin receives 2 brick, and Bill receives a wheat. Builds a road at H4/P12. Duing

Bill Die roll = 6, Paul receives a wheat and 2 ore, Steve receives 3 wheat and an ore, Chris receives a lumber, and Kevin receives 2 lumber. No action.

the Special Build turn, Kevin builds roads at M11/P11 and F3/Sea

Chris Die roll = 10, Ward receives 2 ore, Chris receives a brick, and Kevin receives 2 ore. Chris builds a settlement at F4/?P/Sea.

Kevin Die roll = 7, Kevin declines to move the robber. No activity.

Open Trade Offers

Chris will give 1 wheat for 1 brick.

Kevin will give 2 lumber for 1 wool or 1 lumber for 1 wheat.

Bill will give 1 wheat for 1 ore, or 1 wheat for 1 wool.

Turn 6 Dice Rolls

Bill   5

Turn 7 Dice Rolls

Paul 8   **Ward** 10   **Steve** 2   **Chris** 2   **Kevin** 7   **Bill** 9

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Paul Bolduc	Red	1		3		2		3
Ward Narhi	Blue		1		1	3		4
Steve Koehler	Green	3		1		2	Soldier	5
Chris Geggus	Yellow	1			2		2 Unplayed	3
Kevin Wilson	Purple				2	3		5*
Bill Scharf	Brown	3				2	Soldier	3

Your unplayed card(s) is(are): _____

* Longest Trade Route

Notes

Paul Bolduc is now the official player for Red. Also, remember that cities cost 2 wheat and 3 ore, not 3 wheat and 2 ore.
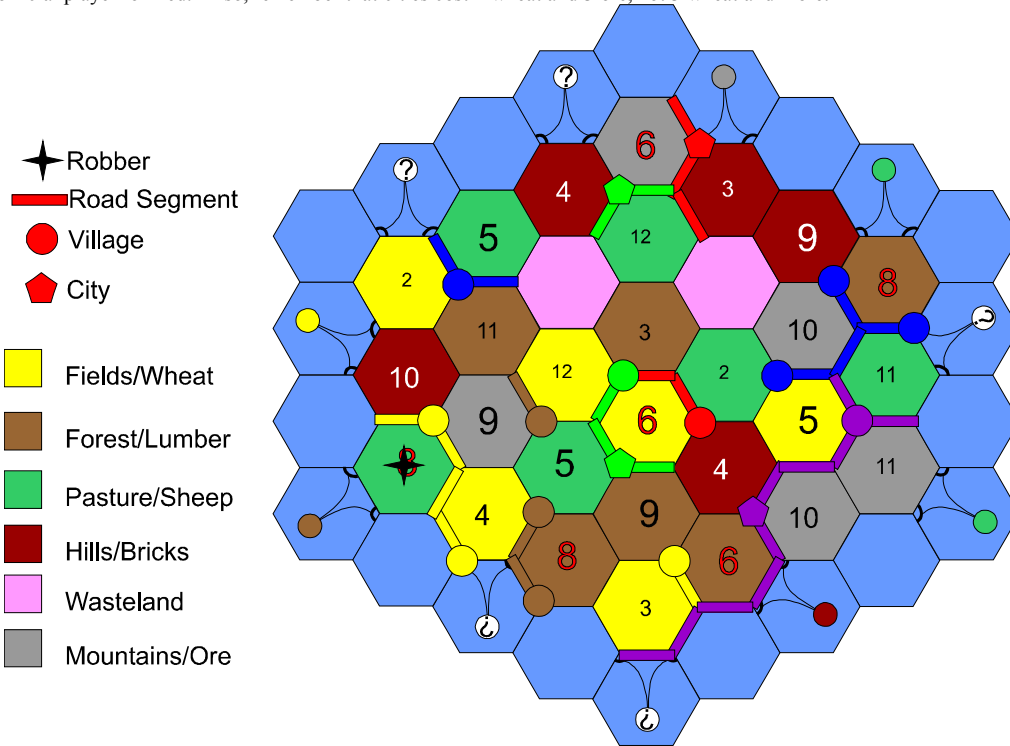
Canes Venatici
Turn 4
Deadline for Turn 5: 1/2 Tuesday

Commander Actions

BarterTown V (York) passes.

Mystery Machine 2 (Lewis) buys a water factory (Or2, Or2, Or3, Or4, Wa9) and moves a population from an ore factory to man it.

SUPERB (Lowrey) opens the bidding on a Nodule at 26 and gets it (Or3, Or3, Or5, Wa7, Wa8)

Miller's (Scharf) buys a water factory (Or2, Or4, Wa7, Wa7) and moves a population from an ore factory to man it.

HBDC V (Wilson) opens the bidding on a Warehouse for 25 and gets it (Or1, Or5, Wa4, Wa7, Wa8).

S.A.R.A. (Cousins) opens the bidding on Heavy Equipment at 30 and gets it for 33 (Or5, Or5, Wa5, Wa8, Wa10). Opens the bidding on a Nodule at 25 and gets it (Or2, Or4, Wa5, Wa9, HE discount).

2113 Corporation (Cain) opens the bidding on Heavy Equipment at 32 and gets it (Wa5, Wa5, Wa7, Wa7, Wa8)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	S.A.R.A.	Caleb Cousins	**OrF, OrF, WaF, WaF**	HE, No	7
2	SUPERB	Michael Lowrey	**OrF, OrF, WaF, WaF, WaF**	No	7
3	BarterTown V	Andy York	**OrF, OrF, WaF**	HE, No	6
4	HBDC V	Kevin Wilson	**OrF, OrF, WaF, WaF, WaF**	Wa	6
5	Miller's	Bill Scharf	OrF, **OrF, WaF, WaF, WaF**	DL	5
6	Mystery Machine 2	Andy Lewis	OrF, **OrF, WaF, WaF, WaF**	HE	5
7	2113 Corporation	Dennis Cain	OrF, OrF, **WaF, WaF, WaF**	HE	4

SUPERB is Space Urchin Planetary Evaluation and Recovery Board. HBDC V is Heavenly Bodies Development Company V. S.A.R.A. is Supremely Arrogant Republican A@#$^&*!

Available Upgrades

New Arrivals: Warehouse, Nodule, Heavy Equipment, Nodule, and Data Library

Upgrade	Minimum Bid	Available	TBD
Data Library (DL)	15	1	3
Warehouse (Wa)	25	3	1
Heavy Equipment (HE)	30	1	0
Nodule (No)	25	2	0

Your Production Cards:

Dog Tired
Turn 1
Turn 2 Cure Phase through Health Phase due: 1/2 Tuesday

Cure Phase

IP declares 10 IP on Q and 5 on A. No politicians take the cure. Nestor Aparatschik ages to 82, Tigran Zenjarplan ages to 61, and Boris Badenuff ages to 54.

Purge

TCC declares 1 IP on Q. The Floridian Ballot Investigators play card 29: Plan to export Russian cars ridiculed by West. The first purge attempt must be versus the Industry Minister. Tigran attempts to purge G. Die roll = 18+3. The purge is successful! Diwan Palavarian takes a permanent vacation in Siberia and Doberman ages to 62. Tigran now attempts to purge M. Die roll = 17. Success. Tigran now attempts to purge S. Die roll = 10. Success. Tigran now attempts to purge Z. Die roll = 20. Success. Tigran finally attempts to purge L. Die roll = 8. Fails. Tigran ages to 68.

Spy Investigation

HLS declares 3 IP on Petr Niewitko and opens investigarions on Zenjarplan, Strychnin, Badenuff, and Purgemoff. Ages to 77.

Health

Nestor Aparatschik (dr = 8) falls ill.
Tigran Zenjarplan (dr = 16) is fine.
Mikail Strychnin (dr = 1) falls ill.
Petr Niewitko (dr = 20) is fine.
Igor Doberman (dr = 1) falls ill.
Boris Badenuff (dr = 6) is fine.
Andrej Purgemoff (dr = 3) falls ill.

Funeral Commission

No activity.

Replacement

Karel Krakemheads is promoted by age to Industry Minister.
B, C, I, and J are all promoted by age from the people to candidates.

Rehabilitation

None

Parade

Nestor fails to wave at the parade. He ages to 84.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	84 ++	5 (IP)
KGB Head	Tigran Zenjarplan (Q)	68 ?, weak	10 (IP), 1 (TCC)
Foreign	Mikail Strychnin (T)	57 ? ++	
Defense	Petr Niewitko (D)	77	3 (HLS)
Ideology	Igor Doberman (L)	65 ++	
Industry	Karel Krakemheads (E)	72	
Economy	Boris Badenuff (X)	54 ?, weak	
Sport	Andrej Purgemoff (F)	71 ? ++	

Politicians listed in **bold** are in the sanatorium.

Candidates: B, C, H, I, J
People: K, N, O, P, R, U, V, W, Y
Siberia: G, M, S, Z
Kremlin Wall: None

Your cards: _____

_____

_____

Your undeclared influence: _____

_____

_____

Players

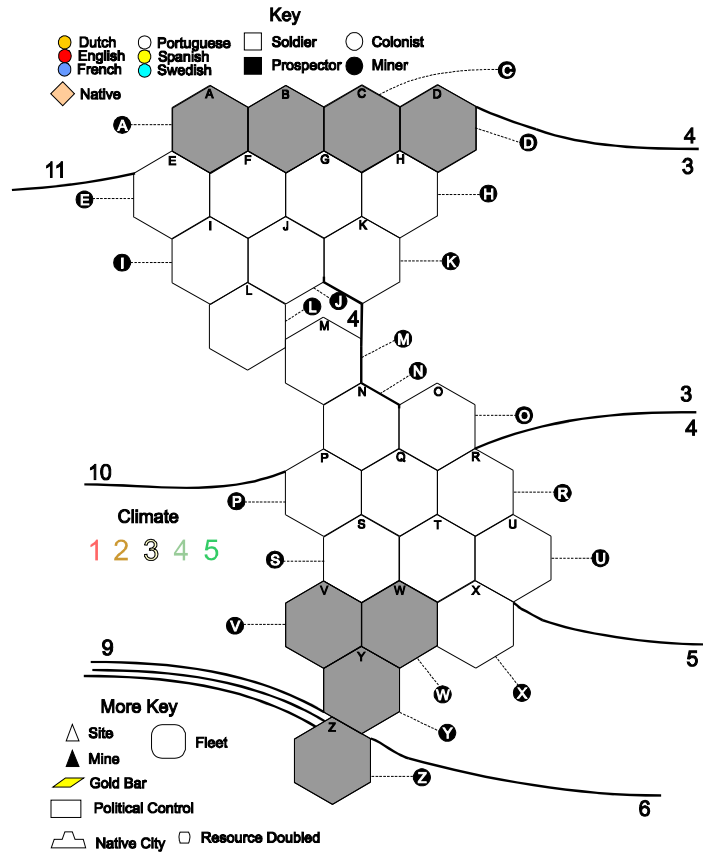|	
Joe Carl	Reform Expansionists
Kevin Wilson	October Revolution Reform Party
Chris Geggus	Floridian Ballot Investigators
Mike Scott	The California Connection
Bill Scharf	Ideological Purists
Steve Koehler	Hard Line Stalinists

Hounds of Tindalos

Gamestart
Initial Anchorage Bids and Turn 1 due: 1/2 Tuesday

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	$160	25	0	0
French	Bill Scharf	$160	25	0	0
Portugese	Bob Robles	$160	25	0	0
Spanish	Dennis Cain	$160	25	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. 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.

Key
Dutch Portuguese Soldier Colonist
English Spanish Prospector Miner
French Swedish
Native

Climate
1 2 3 4 5

More Key
Site
Mine
Gold Bar
Political Control
Native City Resource Doubled
Fleet

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned.   Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue's questions:

Q1. What do these animals have in common: koala bear, prairie dog, firefly, silkworm, jackrabbit, and guinea pig?

A1. They are all impostors. The koala bear is not a bear, it is a marsupial. The prairie dog is not a dog, it is a rodent. The firefly is not a fly, it is a beetle. The silkworm is not a worm, it is a caterpillar. The jackrabbit is not a rabbit, it is a hare. And finally, the guinea pig is not a pig, it is a rodent (and it is not from Guinea, but from South America).

Bill Scharf, Andy York, Steve Koehler, Paul Bolduc, and Ward Narhi all receive ½ point.

Q2. How did a change in state traffic regulations lead to an increase in trade for local sex shops? (The answer is not obscene!)

A2. A new traffic regulation, designed to encourage car sharing, stated that only cars carrying two or more passengers could use certain lanes on the freeway. This led to motorists buying blow-up dolls to give the appearance that they were carrying passengers.

Paul Bolduc receives 2 points.

Q3. When Archduke Ferdinand was shot in 1914, his attendants could not undo his coat to stem his bleeding wound. Why not?

A3. Archduke Ferdinand's uniform was sewn onto him so that he looked immaculately smart. It could not be removed quickly. His desire for perfect appearance probably cost him his life.

Bill Scharf, Andy York, Chris Geggus, Steve Koehler, Paul Bolduc, and Ward Narhi each receive ½ point.

Q4. During WWII, why did German soldiers have to shoot the dogs they had carefully trained?

A4. During WWII, German soldiers trained dogs to carry explosive charges under tanks and then wait there until the charge exploded, destroying dog and tank. They then released the dogs near Russian tank positions. Unfortunately for the Germans, Russian tanks did not smell like the German tanks on which the dogs had been trained, so the dogs hunted around until they found German tanks to sit under. Consequently, they had to be shot and the whole sorry scheme abandoned.

Bill Scharf, Chris Geggus, and Paul Bolduc each receive ½ point.

Q5. A man is driving in a war zone when he is attacked by a sniper. His car skids and turns over. He manages to crawl out and get behind his car, but he is still under fire from the sniper. He has no gun. All he has is a bottle of water, a handkerchief, and a cigarette lighter. How does he escape?

A5. He pours away the water and fills the bottle with gasoline from the car. He stuffs the handkerchief into the top of the bottle to make a Molotov cocktail. He waits until the sniper approaches the car and then lights the handkerchief before hurling the bottle at his attacker.

Bill Scharf, Andy York, Steve Koehler, and Ward Narhi each receive ½ point.

Current Scores

Chris Geggus	70½	Andy York	54½
Paul Bolduc	49½	Caleb Cousins	47½
Bill Scharf	47½	Dennis Cain	44

Chris Geggus receives a free issue.

New Questions

Topic: Brain Teasers

1. Several truck drivers at a roadside cafe started to play poker. The pot was large and the game was serious. Suddenly, one of the men accused the dealer of cheating. The dealer drew a knife and, in plain view of all the others, stabbed the man and killed him. The police were called and they interviewed everyone who had been present. But no man was arrested or charged with any offence. Why not?

2. A man was born in Boston, Massachusetts. Both his parents were born in Boston, Massachusetts. He lived all his life in Boston but he was not a United States citizen. How come?

3. A woman bought a young tree and put it in her garden. The next day she took an axe to it. Why?

4. A middle-aged man took up golf for the first time and within a month he went around his local course in under 90 shots. However, he was not pleased. Why?

5. The Chevrolet Nova was a successful car in many countries but not in Mexico. Why not?

Pedagoguery

Planetary nebulae can be some of the most beautiful and stunning sights in the night sky. These glowing shells of gas appear deceptively simple, but in reality are much more complex than a first glance suggests. To properly understand planetary nebulae, you must first start with the stars from which they start.

Planetary nebulae are a late stage in the evolution of medium mass stars, anywhere from about the size of our sun to about 8 times its mass. The process starts when the hydrogen is exhausted in the core of the star. At this stage, hydrogen continues to fuse in a shell outside the core, and the envelope of the star expands by a factor of several hundred, turning the star into a red giant. The envelope of a red giant star is fully convective, meaning material is churning up and down within the star. When this process first starts, it overshoots, and dredges up material from the core. This enriches the outer atmosphere of the star in helium, and isotopes of carbon, nitrogen, and oxygen.

The star will continue on in this state until the core gets hot enough to start fusing helium. This can happen in one of two ways. If the star is massive, say more than about 3 solar masses, the transition is uneventful. Helium starts reacting in the core, and the outer envelope shrinks down. In less massive stars, helium starts fusing when the core is degenerate. This means that the pressure holding the core up comes from electrons occupying all of the lower energy states, and so their mutual repulsion keeps things from collapsing any further. By contrast, the pressure of more massive stars comes mainly from temperature. The difference manifests itself in how the helium reaction starts up. The helium reaction is very temperature and pressure sensitive; the hotter and denser things are, the more quickly the reaction proceeds. In a massive star, when it starts fusing helium, the core temperature increases, which results in a decrease in core density, and the reaction stabilizes. If the core is degenerate, however, it does not expand with an increase in temperature. So, the reaction goes out of control, resulting in a "helium flash". Eventually, the core will stabilize, and the star will be on what is called the horizontal branch, so called because nearly all stars in this phase of their existence have very similar to the same luminosity regardless of their temperature. These stars have a helium burning core surrounded by a hydrogen burning shell.

Within a relatively short time, the helium in the core is totally converted into carbon and oxygen. When this happens, once again, the star swells up, this time much bigger than during the red giant phase. The star has become what is called an asymptotic giant. Asymptotic giants have an inert carbon-oxygen core, a helium shell around it, and a hydrogen burning shell around that. The envelope is fully convective, just like a red giant. In fact, for stars of 3 solar masses or more, that start of the asymptotic giant phase causes another dredge-up of heavy elements.

The asymptotic giant branch (or ASB) phase is a very important precursor to the planetary nebula for a number of reasons. First of all, in the early stages of the ASB, the outer atmosphere of the star tends to be very rich in oxygen relative to carbon. This means that nearly all of the carbon is tied up in carbon monoxide, and we see strong bands of titanium oxide and vanadium oxide in the star's spectrum. Another thing also happens at this time. The outer atmosphere of the star becomes cool enough for silicate materials to condense, forming microscopic dust grains. These dust grains have a dramatic effect on the star's evolution because of what they do to the stellar wind.

All stars possess a stellar wind. It is generally a light wind of particles, generally hydrogen and helium, that is blown out of the star's atmosphere by radiation pressure and energetic events like flares. For a main sequence star, like our sun, the total amount of mass lost to the stellar wind is miniscule. When a star expands into a red giant, the stellar wind gets heavier, mainly due to the fact that since the star is so much bigger, the escape velocity at the photosphere is much smaller, allowing things to escape much more easily. Even so, the total amount of mass lost is relatively small. On the horizontal branch, the stellar wind is similar to that of a main sequence star, and so can be effectively ignored. However, on the ASB, things change dramatically, because of the formation of dust grains. Dust blocks light. Therefore, dust grains feel a much higher pressure from radiation than gas does, so the grains are pushed outwards. However, the material in the outer edges of the star is still relatively dense, so collisions between the dust grains and the surrounding gas are common. This means that the gas shares the outward motion of the dust grains. Physicists say that the dust and the gas are "dynamically coupled." In effect the star starts to slowly push its outer layers outward.

Inside the star, things are very strange as well. Since the triple alpha reaction that changes helium into carbon proceeds very rapidly in comparison with the CNO cycle that changes hydrogen into helium, any helium shell around the carbon-oxygen core is rapidly consumed. This leaves the hydrogen shell as the primary energy source for the star. However, the hydrogen burning builds up a shell of helium around the core. Eventually, this shell gets dense and hot enough to ignite, yielding a helium flash. This flash is accompanied by a dramatic brightening of the star, along with another dredge-up of heavy elements, primarily carbon. Therefore, as time goes on, the outer atmosphere gets more and more enriched with carbon relative to oxygen. When the carbon abundance passes the oxygen abundance, the star becomes a carbon star. Lines of molecular carbon and cyanide start to appear. Carbon starts to be incorporated in the dust grains, making them even more effective at blocking light, and therefore accelerating the process of mass loss. Eventually, anywhere from about 50% to more than 95% of the star's mass is blown off, and the star is ready to transition from an ASB star to a proto-planetary nebula.

Next issue, I will pick up the story with proto-planetary nebulae.

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None this issue!

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