

**Notes from Hades**

It's hard to believe that I've been doing this for 12 years now. The first two, I was running a subzine in *D.O.G.S. of War* (which is where the doggie theme originates). I published my first issue on my own in April 1993 – so in addition to this being my 100<sup>th</sup> issue, it is also (more or less) the 10<sup>th</sup> anniversary of the start of this zine. I'm still enjoying it, and as long as that remains true, I will continue to run it.

While we're talking about milestones, March 16<sup>th</sup> was Erik and Scott's first birthday. It's equally hard to believe that a whole year has passed since they were born. It's amazing how much they've changed in a single year. They are both still about the same height and weight as each other, and they are very active. Erik recently discovered that he could move one of the chairs next to the kitchen table, climb on the chair, and from there, climb onto the table. We have to watch those two.

I've provided a few additional resources in the online version. The first of these is all of the scenario details and starting maps for the Machiavelli scenarios (including the four Medieval variants that were published in *The General*). In addition, I have included a description of all of the Event and Empire cards for History of the World, a listing of all of the cards for Age of Renaissance, and the player's aide for Outpost. All of the links are available from the main page. In the future, I hope to include a listing of all of the Kremlin cards, Silverton claims and passenger cards, Merchant of Venus information, and Lifftoff cards.

As promised, Shepherd, the new Machiavelli game starts this issue. I also got enough players to start Industrial Waste and Merchant of Venus. Two of the other games I had on my list also closed this issue: The History of the World game and the Lifftoff Mars Landing variant, but they are awaiting the completion of other games before they start.

The next deadline is **Tuesday, May 13 at 5:00 p.m. Pacific Time.** No fooling. 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.

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**Game Openings**

**Shepherd.** Machiavelli. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols, Bob Robles, Pasquale Giovine, Forest Cole, Mike Scott, John Biehl, and Lee McConnell. **Starts this issue!**

**Dogwood.** History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, Dennis Cain, and Chris Geggus. This game is closed.

**Retriever.** Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Scott Hutchens, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols, will take up to 1 more.

**Gray Wolf.** New World. Have Andy York, Dennis Cain, Bob Robles, Cary Nichols, and Andy Lewis, need up to 1 more.

**Hot Dog.** Merchant of Venus. Have Scott Hutchens, Chris Geggus, Bob Robles, Cary Nichols, Caleb Cousins, and Andy Lewis. **Starts this issue!**

**Junk Yard Dog.** Industrial Waste. This is a simple game of building industrial production and trying to deal with its consequences. The rules are available on my website (the link is on the main page) or in hard copy form on request. Have Dave Partridge, Michael Lowrey, Andy York, and Cary Nichols. **Starts this issue!**

**Salty Dog.** Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, and Bill Scharf, will take up to 2 more.

**Laika.** Lifftoff! This is a playtest of the Mars Landing Variant I have devised. The link to the rules is on the main page of the website (I can send you a hard copy if you don't have web access). Have Andy York, Cary Nichols, Dennis Cain, and Bill Scharf. This game is closed.

**Wish List**

**Age of Renaissance.** This game will start after Dog Show ends. Have Bob Robles, Cary Nichols, and Caleb Cousins, need up to 3 more.

**Industrial Waste.** This game will start after Junk Yard Dog ends. Have Bill Scharf, need 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.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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 Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

### Cary Nichols

Reply to Bob Robles' book review: Yes, I enjoyed *Black House* by King/Straub, but a couple of the scenes may be too strong for some. The constant "he says" (instead of the normal "he said") stylism did take some getting used to. The dual ending was a pretty good effect, though. King's *From a Buick 8* was a little disappointing...a very slow read. He passed up many opportunities that just begged for larger scares.

### Chris Geggus

A general question to all the Americans out there "How many more allies are you going to kill with your so-called friendly fire?" As at time of writing we Brits have lost 24 killed of which only 5 were as a direct result of enemy action. Obviously we did have an early chopper collision, but you guys have taken out one Tornado, one Challenger and miscellaneous footsloggers so far. You killed more of us in 1991 than the Iraqis did, so why can't you get it right?

### Andy York

Stephen Hawking spoke last night [3/8/2003] at Texas A&M. Unfortunately, I found out after the event was sold out. Otherwise, I most certainly would have been there. According to today's paper (Austin American Statesman, 03/09/03, pages B1 and B7):

"(a)nyone hoping to find the ultimate theory of the universe, providing clear visions of the past and future, will probably be disappointed..."

"He said scientists are seeking a complete theory of the universe rather than contemplating theories about whether "we are the result of dark and mysterious forces.""

"The standard model of the universe used by many scientists doesn't include gravity, making any determination of an ultimate theory the ultimate challenge, he said."

(Regarding Kurt Godel) "Simply put, Hawking said, Godel demonstrated that some mathematical propositions are undecidable because they are inconsistent and incomplete. Similar hurdles prevent pin-pointing a solid theory of the universe." "But that's not a bad thing, he said."

"I'm now glad that our search for understanding will never come to an end and we'll always have the challenge of new discovery," Hawking said. "Without it, we would stagnate."

I certainly wish I could have been there!

### Bob Robles

"Letters to a young contrarian" by Christopher Hitchens. This is a small book which purportedly is written in the same vein as Rilke's "Letters to a young poet". I believe the concept is for an august figure to exchange letters with a young wanna be; sharing the wisdom of the ages on a given topic. Not having yet read "Letters to a young poet" and only a little bit of Rilke's poetry, I cannot compare these texts. My vague recollection of Mr. Hitchens is as a left-wing gadfly. The book may be summarized by either: "Trust no one" from the X-files or "Won't get fooled again" by the Who. He asks the writer to question those in authority and never by daunted by speaking up when you have a point to make or a question to ask. However, he never seems to fully realize that his past Marxist leanings have yet to fully see the light of day. Spare yourself, or as Chief Wiggins from "The Simpsons" would say, "Move along people, there's nothing to see here." Two thumbs down.

## Off the Leash

### Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Spring 1459

#### Deadline for Summer 1459: 5/13 Tuesday

*Venice destroys an Austrian interloper while France destroys the army guarding Milan's capital. Naples advances northward and the Turks vainly try to recapture some of their home territory. Florence moves to put down some rebellions. Plague takes a heavy toll.*

#### Builds

		Cost
<b>Aus</b>	Maintains A Austria, A Bergamo, A Carinthia, A Croatia	12
<b>Flo</b>	Maintains all, builds A Pisa, A Arezzo	12
<b>Fra</b>	Maintains all, builds A Swiss, A Avignon, F Marseilles	30
<b>Mil</b>	Maintains all, builds G Milan	12
<b>Nap</b>	Maintains all, no new builds	27
<b>Tur</b>	Maintains F Ionian Sea and A Bosnia	6
<b>Ven</b>	Maintains all, builds A Treviso	30

#### Expenditures

France buys Famine Relieve in Como for 3 ducats.

#### Outstanding Debt

None

#### Orders

AUSTRIA : A AUSTRIA to Carinthia, A Bergamo supports French A Parma to Cremona (nso, DESTROYED), A CARINTHIA to Trent, A Croatia to ISTRIA

FLORENCE : A MODENA to Bologna, A Florence to PISTOIA, A Pisa to PIOMBINO, A Arezzo to FLORENCE

#### Orders (cont.)

FRANCE : A Tyrolea to MILAN, A COMO supports A Tyrolea to Milan, A PAVIA supports A Tyrolea to Milan, A PARMA supports A Tyrolea to Milan, A SWISS to TYROLEA, A Avignon to TURIN, F Ligurian Sea to GENOA, F Gulf of Lions to LIGURIAN SEA, F SARDINIA supports F Marseilles to Gulf of Lions, F Marseilles to GULF OF LIONS

MILAN : A CREMONA supports A Milan, A TRENT supports A Milan (cut), A Milan supports A Trent (cut, DESTROYED), G MILAN supports A Milan

NAPLES : A URBINO supports Florence A Florence to Bologna (nso), A Rome to PERUGIA, A Aquila to SPOLETO, A Salerno to OTRANTO, F BARI supports A Salerno to Otranto, F Lower Adriatic supports Turkish A Bosnia to Dalmatia (cut, DISLODGED, retreat Ancona, Aquila, Herzegovina, OTB), F Gulf of Naples to MESSINA, F PALERMO supports F Tyrrhenian Sea, F TYRRHENIAN SEA holds

TURKS : A BOSNIA to Dalmatia, F IONIAN SEA to Durazzo

Orders (cont.)

VENICE : A Treviso to VERONA, A BOLOGNA supports Florence A Florence to Urbino (nso), A MANTUA supports A Verona to Bergamo, A Verona to BERGAMO, A FRIULI supports A Treviso to Verona, F Upper Adriatic to LOWER ADRIATIC, F DALMATIA supports F Upper Adriatic to Lower Adriatic (cut), F RAGUSA supports F Upper Adriatic to Lower Adriatic, F ALBANIA supports F Upper Adriatic to Lower Adriatic, F DURAZZO supports F Upper Adriatic to Lower Adriatic (cut)

Your treasury:

Spring 1459 Famine Losses

If Naples retreats to Ancona, the retreating unit will be destroyed by famine.

Summer 1459 Plague

**Bad year: Row and Column.** Durazzo (Venetian F destroyed), Naples, Modena (Florentine A destroyed), Perugia (Neapolitan A destroyed), Cremona (Milanese A destroyed), Venice, Florence (Florentine A destroyed), Rome, Lucca, Padua, Tunis

Press

**Austria – France:** I hope you made the right moves...

**Austria – Milan:** Green is the color of my true love's sick...

**France – Austria:** I hope that you just took Trent, on the contrary, if I am in Milan, I shall support your Bergamo – Trent (or Carin - Trent, if Bergamo isn't yours). Tyrolea will be given back to Austria when Milan will not be more a problem for us.

**France – Florence:** What are your intentions? I hope that you didn't prove anything against our properties, we have a pact. In fact, if you need any support, you ask to us for it (Modena - Mantua?) and I shall be happy to give it to you.

**France – Naples:** I hope that you positioned your navies well in the east. Also I would remember to you that Venice had just 48 ducats and that can take moneys, unlike us, when he will attack someone else other than Turkish friends.

**Naples – Florence:** we need to hear from you to continue working on our alliance. You have monies and I expect you to build and move north. As you can see I will support you as you desire, and take no distaste of that move to URB you tried. I need to watch that BIG southern push of Venice's..... AND I do not like the idea of him running over you, which looks like it could occur.

**Naples – France:** Your agreement to stop fleets where they are is so noted! I will not contest that as long as you don't build more fleets. I am waiting to see what the Turk does.... my intent, due to our previous mutual loyalties, is to support him in the game.

**Naples – Turks:** sorry, again I missed your move potential to take DAL. am trying to support that this turn, just with my lone fleet and his five it doesn't seem much good.

**Naples – Venice:** OK, now you've had your way with the TURK in the East, finish off that one in BOS if he maintains it, ....and go back north. I keep LA, you keep UA and all those eastern lands..... I will support the TURK in staying in the game, - JUST FOR THE FUN OF THE GAME, even knowing he will be hassling you. I just hope he goes north also with his other fleet. I figure it's only fair, with you having those 5 fleets, plus whatever others you build.

I expect that you will build a G in DAL, and move F DAL - CRO w/ UA support. The G will become an army to take out the Turk unit.... other than that I know only that you might move to the LA, which isn't going to make us happy over here....

**Turks – Florence:** Hello?

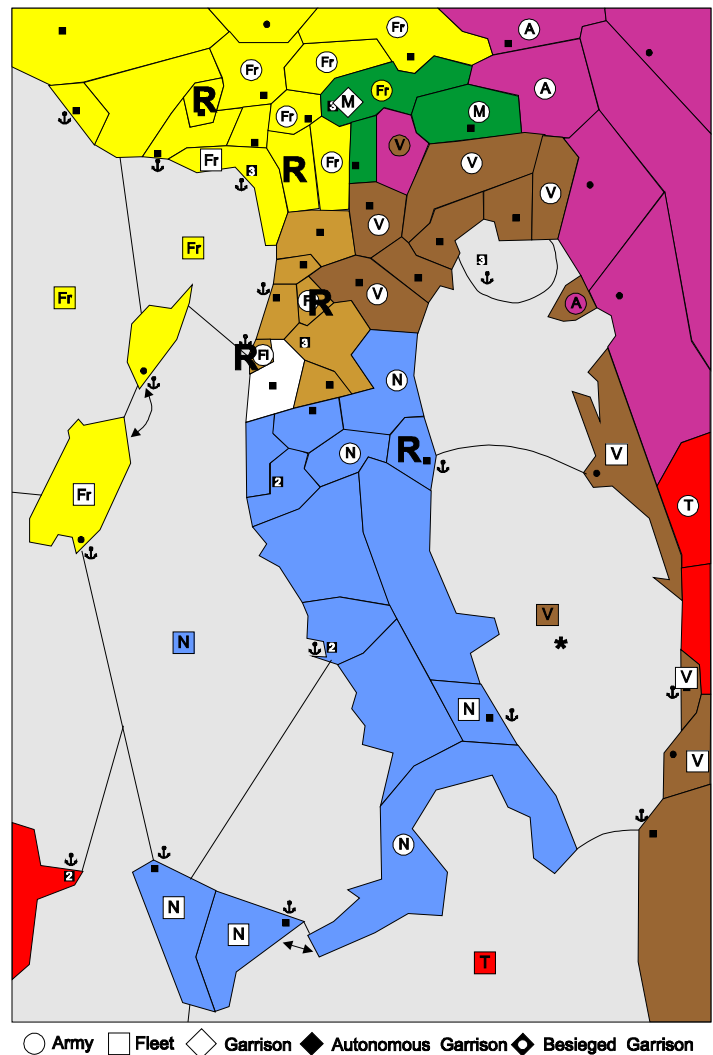
**Turks – Naples/Austria:** Thanks for the help, but I don't think it'll be enough.

**Venice – All except France:** I noted in the press last time that there was a lot portraying me as the leader. Need I point out that France earned more than I did last year? He also has saved more as he has less units on the board. He also controls more cities than I do. He also is about to conquer Milan and thereby gain about 9 more ducats in income (cities and variable). He has no enemies that are vexing him while I have plenty. So yes, you can all attack me but to do so would pretty much secure a win for the leader, France.

**Venice – Austria:** I do not want to fight you either. Why do you allow France in your homeland? Must I point out France earned one more ducat than I last year. He also owns one more city. He also has no enemies except a weak Milan. Whassup? Go fend him off. I will leave you alone if you do.

**Venice – Florence:** You will note I have left you land alone even when I could have attacked you. I consider you an ally. Please do not attack me. Prepare for France. He is the giant and is always expanding. I will support as I can.

**Venice – Naples:** I will park a fleet in LAS and DUR and be happy. I will not move to ION or attack you if you stop being aggressive with me. I count on you to combat France. Again, look at the past year. He earned more than I did. He owns more cities. He is about to conquer Milan. I will happily help as much as possible against the true leader in this game, France.

Off the Leash

## Wild Dog

### Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory Miller Number 2002Fpw10 Spring 1456

**Deadline for Summer 1456 5/13, Tuesday**

*France consolidates his position after the elimination of Milan, while Austria evicts a Venetian army from his capital. The Turks and Venice mix it up in the Adriatic. Finally, Naples and acts of God conspire against the Pope.*

#### Fall 1456 Retreats

Venice retreats F Ancona to Lower Adriatic

#### Builds

		Cost
<b>Aus</b>	Maintains A (Elite Mercenary) Cremona, builds A Tyrolea, A Hungary	12
<b>Fra</b>	Maintains all, builds F Marseilles	15
<b>Nap</b>	Maintains all, builds A Naples, A Bari	21
<b>Pap</b>	Maintains all, no new builds	12
<b>Tur</b>	Maintains all, builds F Durazzo	18
<b>Ven</b>	Maintains A Austria, A Bologna, A Urbino, F Carniola, builds F Venice, A Padua, A Treviso	21

#### Outstanding Debt

Summer 1456: 38 ducats due from the Pope

Fall 1456: 12 ducats due from Austria, 30 ducats due from Florence, 23 ducats due from Milan.

Summer 1457: 26 ducats due from Austria

Fall 1457: 12 ducats due from France.

#### Orders

- AUSTRIA (Wilson):** A Tyrolea to AUSTRIA, A HUNGARY supports A Tyrolea to Austria, A (EM) Cremona to MILAN
- FRANCE (Partridge):** A SALUZZO besieges, A Montferat to FORNOVA, A Pavia to TURIN, F Genoa to LIGURIAN SEA, F Marseilles to GULF OF LIONS
- NAPLES (Scharf):** A Naples to SALERNO, A ROME supports A Ancona to Spoleto, A Ancona to SPOLETO, A AQUILA supports A Ancona to Spoleto, A BARI supports A Aquila, F TYRRHENIAN SEA holds, F Gulf of Naples to IONIAN SEA
- PAPACY (Carl):** A PIOMBINO holds, A PERUGIA converts to G, A (EM) Arezzo to PERUGIA
- TURKS (Narhi):** A DALMATIA to Croatia, A HERZEGOVINA to Dalmatia, F Durazzo to LOWER ADRIATIC, F CROATIA to Upper Adriatic, F Upper Adriatic to Ferrara (DISLODGED, retreat Ancona, Urbino, Bologna, Friuli, Istria, OTB), F Corsica to SARDINIA
- VENICE (Whyte):** A Austria to Tyrolea (DISLODGED, retreat Carinthia, Slavonia, garrison, OTB), A Bologna to PISTOIA, A Urbino to FLORENCE, A PADUA to Ferrara, A TREVISO to Padua, F Carniola to UPPER ADRIATIC, F VENICE supports F Carniola to Upper Adriatic

Your treasury:

#### Spring 1456 Famine Losses

Autonomous garrison in Sienna is destroyed by famine. In addition, if the Turks retreat fleet Upper Adriatic to Ancona, it will be destroyed by famine.

#### Summer 1456 Plague

**Poor year –Column only.** Carniola, Dalmatia (Turkish A destroyed), Messina, Pisa, Perugia (Papal G and A destroyed)

#### Press

**Austria - Milan:** If you were trying to help me I'm not sure I saw how. Please enlighten me. Assuming you're still reading updates on this game.

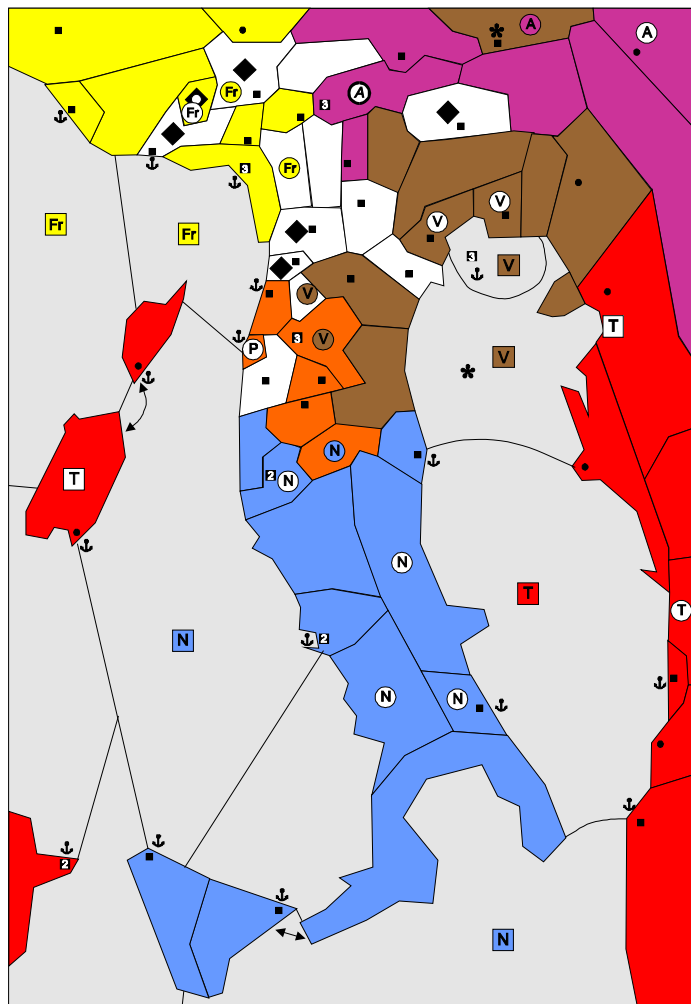
**Austria – Turks:** Come on up north. Venice is throwing a party and you're the guest of honor.

**Austria – Venice:** You had your chance. Now I'll do what I can to gain my revenge.

**Turkey – France:** I hope we are still at peace. Let's be friends.

**Turkey – Venice:** Did I not do as I said I would?

**Wild Dog**



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

**Shepherd****Gamestart****Deadline for Preference Votes: May 13, Tuesday**

We have seven people signed up for this game: Cary Nichols, Bob Robles, Pasquale Giovine, Forest Cole, Mike Scott, John Biehl, and Lee McConnell. This gives us a choice of three different scenarios. They are:

**Scenario I: The Balance of Power.** Available Powers: Florence, France, Milan, Naples, Papacy, Turks, and Venice (Austrian home provinces are out of play). Standard victory conditions: 15 cities. Ultimate victory conditions: 21 cities.

**Scenario VI: Empire and Invaders (1051 – 1100).** Available Powers: Byzantines, Holy Roman Empire, Muslims, Normans, Papacy, Pisa, and Venice. Standard victory conditions: 12 cities. Ultimate victory conditions: 19 cities.

**Scenario VIII: To the Renaissance (1250 – 1300).** Available Powers: Aragon, Avignon, Florence, Genoa, Milan, Papacy, and Venice. Standard victory conditions: 15 cities. Ultimate victory conditions: 22 cities.

Please vote for your preferred scenario and victory conditions, and submit preference lists for all three scenarios. The rules for each scenario can be found at: [http://users.adelphia.net/~chassler/Machiavelli\\_Scenarios.htm](http://users.adelphia.net/~chassler/Machiavelli_Scenarios.htm).

In addition, please vote yes or no for the inclusion of each of the following optional rules:

Natural Disasters (Plague and Famine)

Special Units

Strategic Movement

Money Lenders

Conquest

Finally, please vote for your preference of Black, Gray, or White press.

**Warg****Miller Number 2002Ets33****3019-3-I****Deadline for 3019-3-II 5/13, Tuesday**

*Mordor advances on the heartland of Rohan. The Dwarves prepare for defense in the east, and offense in the West. Saruman continues to advance into Eriador while Gondor concentrates his forces in the Anduin river valley. The Elves bring their forces to bear on retaking Anduin, and Umbar continues to make moves against Mordor.*

**3019-2-II Retreats**

Elves retreat A Anduin to Lorien

Gondor retreats C Druwaith Iaur to Anfalas

Mordor retreats A Khand to Nurn

Rohan retreats A Anorien to Eastmarch

Umbar retreats C South Ithilien to South Gondor

**Adjustments**

Gondor	Removes A Lossarnach
Mordor	Builds A Gundabad
Rohan	Builds A Dunharrow
Saruman	Builds A Dunland
Umbar	Builds A City of the Corsairs

**Orders**

DWARVES (Reynolds): A Fornost Erain to FOROCHEL, A NORTH DOWNS supports A Fornost Erain to Forochel, A ESGAROTH supports A Carnen, A CARNEN supports A Esgaroth, Dain Iron Hills to ESGAROTH, A IRON HILLS supports A Esgaroth

ELVES (Koehler): A Shire to BREE, A High Pass to GLADDEN FIELDS, A Angmar supports A Eothed to Framsburg Gap (DISLODGED, retreat Beorn's Marches, OTB), A Eothed to FRAMSBURG GAP, A Old Forest Road to CARROCK, A LORIE to Anduin, F Sarn Ford to HARLINDON, R ( )

**Orders (cont.)**

GANDALF (Bolduc): R ( ),  
R ( ),  
Fe ( ),  
Aragorn ( ),  
Gandalf ( )

GONDOR (York): Faramir leads 3A MINAS TIRITH holds, A OSGILIATH to CAER Andros, R ( ), C Anfalas to Lamedon to LOSSARNACH, F Pelagir to ETHIR ANDUIN

MORDOR (Anderson): Sauron Gorgoroth to ORODRUIN, 2A South Ithilien to MINAS MORGUL, A NURN to Khand, A CAER ANDROS to Osgiliath, 2A ANDUIN to Dol Guldur, A Wilderland to RIVER RUNNING, 3A River Running to OLD FOREST ROAD, A DAGORLAND to Brownlands, Lord of the Nazgul leads 3A Anorien to EASTFOLD, Nazgul ( ),  
A Carn Dum to ANGMAR, 2A GUNBADAB supports A Carn Dum to Angmar

ROHAN (Scharf): C DOL GULDUR supports Elvish A Lorien to Anduin, C BROWNLANDS supports Elvish A Lorien to Anduin (cut), A Eastmarch to Anorien (DISLODGED, retreat Westmarch, East Emnet, Ettenmoors, OTB), A DUNHARROW to Eastmarch, 2A HELM'S DEEP holds, Theoden DUNHARROW holds, Eowyn ( )

Orders (cont.)

**SARUMAN (Robles):** Saruman ( \_\_\_\_\_ ),  
 A GAP OF ROHAN supports A Druwaith Iaur, A DRUWAITH Iaur supports A Gap or Rohan, A Dunland to THARBAD, A Hollin to RHUADAR, A Cardolan to TYRN GORTHAD, A ISENGARD supports A Gap of Rohan

**UMBAR (Nichols):** F Harlindon to GULF OF LHUN, F Southern Bay to HARAD, A CITY OF THE CORSAIRS supports F Southern Bay to Harad, A KHAND to Nurn, A POROS to Khand, C South Gondor to SOUTH ITHILIE

Alignment

**Good:** Dwarves, Elves, Gandalf, Gondor, Rohan

**Neutral:** Saruman, Umbar

**Evil:** Mordor

Press

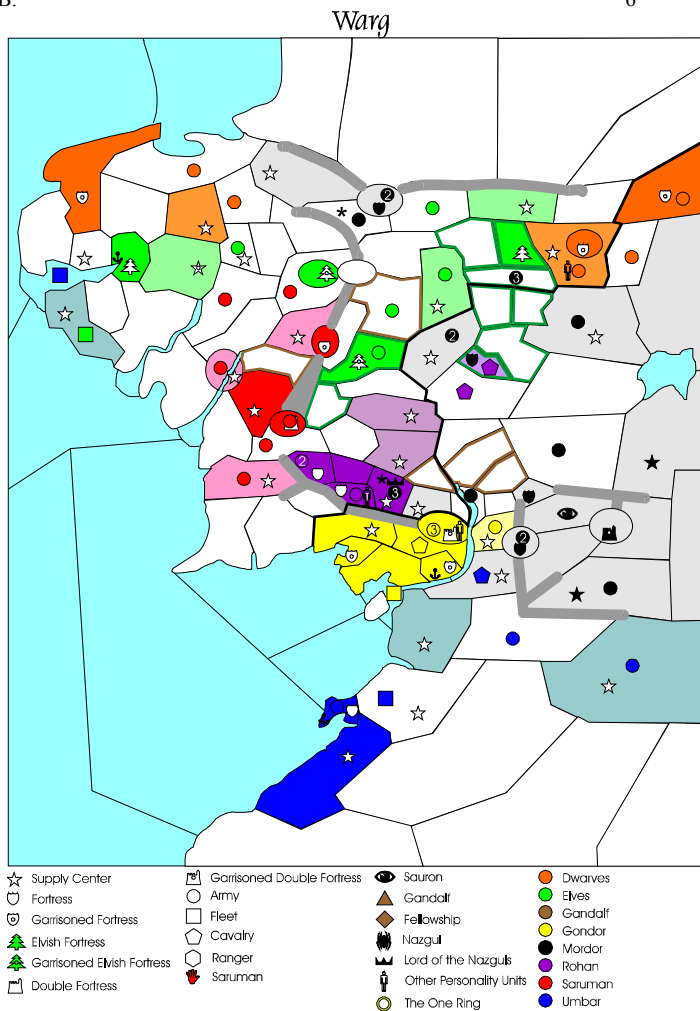
**Sauron – Gandalf:** Now, where did you run off to now??

**Sauron – Gondor:** We won't let you completely off the hook just yet.

**Sauron – Isengard and Umbar:** Welcome to the dark side.....

**Sauron – Rohan:** We were saving this stack for Minas Tirith. Guess Eastfold will have to suffice.

**Sauron – Umbar:** You attacked moi ??? Bad idea. You attacked the elves???? Better idea.



**Dog Show**

**Turn 8, Phases 4 through 6**

**Deadline for Turn 8, Phase 7 and Turn 9, Phases 1 through 3: 5/13 Tuesday**

Phase 4 – Purchase or Pass

**London** buys Cathedral (H, \$80 cash plus \$40 credits, Misery increases to 125), Industry (M, \$60 cash, \$40 credits for Commerce, plus \$10 for Industrial Research), Master Art (P, \$30 cash, \$20 credits for Communications, \$10 for Industrial Research, plus \$30 for Leonardo da Vinci), Renaissance (Q, \$30 cash, \$20 credits for Communications, \$10 for Industrial Research, \$30 for Leonardo da Vinci, plus \$30 for Desiderius Erasmus), and Nationalism (W, \$20 cash plus \$40 credits). Misery reduction credits reduce Misery to 80.

**Paris** pays \$15 to Venice for Nicolaus Copernicus, \$10 to London for Christopher Columbus, \$10 to London for Leonardo da Vinci, buys Industrial Research (X, \$40 cash, \$30 credits for Civics, plus \$30 for Nicolaus Copernicus), Master Art (P, \$30 cash, \$20 credit for Communications, \$10 for Industrial Research, plus \$30 for Leonardo da Vinci, discards Grain), Renaissance (Q, \$30 cash, \$20 credit for Communications, \$10 for Industrial Research, \$30 for Leonardo da Vinci, plus \$30 for Desiderius Erasmus), Ocean Navigation (T, \$30 cash, \$40 credit for Exploration, \$10 for Industrial Research, plus \$40 for Christopher Columbus), Laws of Matter (C, \$40 cash, \$40 credit for Science, plus \$10 for Industrial Research), and \$6 for Stabilization. Misery reduction credits reduce Misery to 80.

**Genoa** buys Industry (M, \$70 cash plus \$40 credit), Holy Indulgence (F, \$60 cash, Misery increases to 250), and a ship upgrade (\$10).

**Venice** buys Industrial Research (X, \$40 cash, \$30 credits for Civics, \$30 credit for Nicolaus Copernicus), pays \$10 to London for Leonardo da Vinci, buys Human Body (B, \$0 cash, \$20 credit for Sciences, \$10 credit for Institutional Research, \$30 credit for Leonardo da Vinci, Misery drops to 100), Printed Word (O, \$10 cash, \$10 credit for Communications, \$10 credit for Institutional Research, \$30 credit for Desiderius Erasmus), Seaworthy Vessels (S, \$50 cash, \$20 credit for Exploration, \$10 credit for Institutional Research), Master Art (P, \$40 cash, \$10 credit for Communications, \$10 credit for Institutional Research, \$30 credit for Leonardo da Vinci), Wind/Watermill (J, \$20 cash, \$10 credit for Commerce, \$10 credit for Institutional Research), \$3 for stabilization. Misery relief credits reduce Misery to 80.

**Barcelona** buys Improved Agriculture (K, \$30 cash plus \$20 credits, Misery is reduced to 125), Printed Word (O, \$50 cash plus \$10 credits), and Proselytism (G, \$50 cash plus \$40 credits, Misery increases to 150), and \$3 for Stabilization. Misery relief credits reduce Misery to 125.

Phase 5 – Expansion

**London** passes

**Paris** buys a card (3, \_\_\_\_\_), expands to East Indies (5), Paris (4, vs. Barcelona, dr = 6, 2, 4; wins), St. Malo (3, vs. Barcelona, dr = 5, 5, 4; wins).

**Genoa** expands to Tunis (8, vs. Venice, dr = 6, 5, 1; wins), Strasbourg (7, vs. Paris, dr = 3, 3, 3; loses), Montpellier (5, vs. Barcelona, automatic Cathedral loss).

**Venice** expands to Fez (4, vs. Barcelona, automatic Cathedral loss), Fez (4, vs. Barcelona, dr = 5, 5, 2; wins), Kamishin (2, vs. London, dr = 2, 3, 6; fails), Kamishin (2, vs. London, dr = 5, 2, 3; wins), buys a card (6, \_\_\_\_\_), Kaffa (2, vs. London, automatic Cathedral loss).

**Barcelona** expands to London (8, vs. London, dr = 2, 4, 1; wins), Portsmouth (8, vs. London, dr = 2, 4, 3; wins), Dijon (7, vs. Paris, automatic Cathedral victory).  
Paris gains \_\_\_\_\_

Phase 6 – Collect Income

Interest and Profit gains: **Genoa** gains \$21 and **London** gains \$69.

London Misery is reduced to \$70.

**London** gains \$69

**Paris** gains \$81

**Genoa** gains \$75

**Venice** gains \$123

**Barcelona** gains \$99

Shortage of Wins (Barcelona gains \_\_\_\_\_) and Shortage of Timber (Venice gains \_\_\_\_\_)

Turn 9, Phase 1 – Draw Cards

Your card draw was: \_\_\_\_\_

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80		\$96		11	1-O	A, B, C, E, F, I, J, K, N, O, P, Q, R, S, T, V, W, X
Ward Narhi	Genoa	250		\$117		10	8	F, I, J, K, L, M
Paul Bolduc	Venice	80		\$130		18	10	A, B, E, F, I, J, N, O, P, R, S, V, W, X
Bob Robles	Barcelona	125		\$168		14	10	A, F, G, H, I, J, K, N, O, S, V, W
Dennis Cain	London	70		\$212		9	3-O	A, B, C, E, F, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X

Players are listed in tie breaking order.

Cards

Your cards are: \_\_\_\_\_  
\_\_\_\_\_

Commodity Log

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

Surplus, Shortage

**Doggerel****End of Game Statements**

**Andy Lewis** Got lucky there. I always forget how many turns. Good thing going for the win which was no longer valid didn't cost me it. Thanks to all for playing.

**Andy York** Congrats to the other Andy. This was a fun game (especially for a first time through) and I look forward to more. Thanks to Chris for running it and the rest of you for an enjoyable time!

**Cary Nichols** By the time I began to catch on, it was too late. Good game!

**Watchdog**

1965

1966 due: 5/13 Tuesday

Event Card Resolution/Held Event Cards**Skyliners.** Astronauts costs 1MB each to recruit.**Republic of Texas.** Fortunate accident (capsule).Purchase Hardware**Masters of Time and Space** buys 3 two stage rockets for 36MB, 1 kicker for 3MB, 2 two person capsules for 12MB, 1 one person module for 8MB, and 4 docking modules for 8MB.**Republic of Texas** buys 3 two stage rockets for 36MB, 2 two person capsule for 12MB, 1 lunar probe for 6 MB, 4 astronauts (Fanin, Austin, Lamar, and Green) for 8MB, and the One Person Module program for 42MB.**Texas Combine** buys the Lunar Probe program for 30MB, 2 interplanetary satellites for 8MB, and the Kicker program for 12MB.**Skyliners** buys 1 two person module for 6MB.Conduct Research**Masters of Time and Space** e: 8 dice (1, 1, 2, 3, 3, 3, 5) = +23%. 32MB spent. EVA: 3 dice (2, 2, 4) = +8% to R&D Max. 3MB spent.**Republic of Texas** 3: 1 die (1) = +1%. 4MB spent. F: 7 dice (1, 1, 3, 4, 5, 5, 5) = +24%. 7MB spent. D: 4 dice (1, 2, 6, 6) = +15%. 8MB spent. e: 8 dice (2, 2, 2, 3, 5, 5, 6) = +30%. 32MB spent.**Texas Combine** 3: 8 dice (1, 1, 1, 2, 2, 2, 3, 5) = +17%. 32MB spent. 2: 8 dice (4, 4, 5, 6, 6, 6, 6, 6) = +43% to Max R&D. 24MB spent. F: 8 dice (2, 3, 3, 4, 4, 6, 6, 6) = +34%. 8MB spent.**Skyliners** b: 1 die (1) = +1%. 2MB spent. e: 1 die (4) = +4%. 4MB spent.Declare Future Missions**Masters of Time and Space** declare 3 launches, **Republic of Texas** declares 3 launches, **Texas Combine** declares 3 launches, and **Skyliners** declare no launches.

Your missions are: \_\_\_\_\_

Missions

No rushing. Launch order is Skyliners, Texas Combine, Texas Combine, Texas Combine, Republic of Texas, Republic of Texas, Republic of Texas, MOTAS, MOTAS, MOTAS.

**Skyliners** launches a Manned Lunar Landing (Sgetti, Crackers). All safety programs at -12% due to lack of successful completion of Lunar Satellite Flyby, Lunar Probe Landing, Manned Lunar Pass, and Manned Lunar Orbital missions. Liftoff (50%<58%), Earth Orbital Burn (57%<62%), Earth Mission Burn (09%<63%), In-Route Activities (75%>09%), retro rocket failure, minor problem, backup systems take over, no effect, Docking Module Power Up (68%<79%), Docking (36%<86%), Lunar Orbital Burn (44%<63%), Lunar De-Orbital Burn (13%<14%), Photo Reconnaissance (93%>65%), landing target rougher than expected, secondary target is good, go for landing, Lunar Landing (66%>14%), retro fire failure, landing is aborted, craft returns to orbit, Lunar Orbital Activities (39%>09%), communications failure, permanent communications loss with ground control, Docking (48%<86%), Lunar Mission Burn (31%<63%), In-Route Activities (80%>09%), atmosphere problem, filtering system slightly clogged, Earth Orbital Burn (97%>63%), engine nozzle out of control, computers override and gain control, Earth De-Orbital Burn (08%<09%), Re-entry (83%>09%), heat shield fails, craft burns up on re-entry. Catastrophic mission failure. +1% to D, F, and e, b to 20%, -10MB to budget.**Texas Combine** launches a Lunar Satellite Flyby. Liftoff: (31%<93%), Earth Orbital Burn: (90%=90%), Earth Mission Burn: (26%<90%), Lunar Orbital Burn: (04%<90%), Lunar Orbital Activities: (33%<90%). Mission success. +1% to B and 2, +5% to Photo Recon, +4MB to budget.**Texas Combine** launches a Lunar Satellite Flyby. Liftoff: (24%<94%), Earth Orbital Burn: (12%<91%), Earth Mission Burn: (46%<91%), Lunar Orbital Burn: (29%<91%), Lunar Orbital Activities: (45%<91%). Mission success. +1% to B and 2, +5% to Photo Recon, +2MB to budget.**Texas Combine** launches a Mars Flyby. Liftoff (86%<95%), Earth Orbital Burn (15%<92%), Earth Mission Burn (36%<92%). Mission continues next turn. +1% to B and 2.**Republic of Texas** launches a Lunar Probe. -3% to all safety factors since a Lunar Satellite Flyby has not successfully been accomplished. Liftoff: (67%<92%), Earth Orbital Burn (11%<81%), Earth Mission Burn (30%<81%), Lunar Orbital Burn: (33%<81%), Lunar De-Orbital Burn (66%<81%), Photo Recon (12%<65%), Lunar Landing (66%<81%). Mission success. +1% to B and 3, +15% to Photo Recon, +20MB to budget.**Republic of Texas** launches a Venus Flyby. Liftoff: (47%<96%), Earth Orbital Burn (37%<93%), Earth Mission Burn (27%<93%). Mission continues next turn. +1% to B and 2.**Republic of Texas** launches a Manned Lunar Pass (Houston, Travis). Liftoff: (67%<97%), Earth Orbital Burn (88%>76%), engine burn failure, craft fails to make orbit, Re-entry (18%<86%), Recovery (24%<86%). Mission failure. +1% B, F and b, Houston to 50%, Travis to 50% -10MB to budget.**Masters of Time and Space** launches a Venus Flyby. Liftoff (71%<95%), Earth Orbital Burn (39%<92%), Earth Mission Burn (12%<92%). Mission continues next turn. +1% to B and 2.**Masters of Time and Space** launches a Manned Orbital (Astro, Buck Rogers). Liftoff (82%<96%), Earth Orbital Burn (65%<86%), Earth Orbital Activities (18%<86%), Earth De-Orbital Burn (05%<86%), Re-entry (67%<86%), Recovery (50%<86%). Mission success. +1% to B and b, Astro to 20%, Buck Rodger to 10%, +4MB to budget.**Masters of Time and Space** launches a Manned Lunar Orbital (Roger Manning, Tom Corbett). Liftoff (34%<97%), Earth Orbital Burn (36%<96%), Earth Mission Burn (96%=96%), In-Route Activities (06%<87%), Lunar Orbital Burn (17%<96%), Lunar Orbital Activities (50%<87%), Lunar Mission Burn (11%<96%), In-Route



Activities (84%<87%), Earth Orbital Burn (23%<96%), Earth Orbital Activities (10%<87%), Earth De-Orbital Burn (62%<87%), Re-entry (78%<87%), Recovery (65%<87%). Mission success. +1% to B, F, and b, +5% to Photo Reconnaissance, Corbett to 70%, Manning to 60%, +30MB to budget.

*Players*

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1965 Budget	12	95	169	150
Cash	0	25	12	5
1-Orbital Satellite	0 / 91%	4 / 98%	0 / 98%	0 / 98%
2-Interplanetary Satellite	0 / 65%	0 / 93%	0 / 93%	0 / 94%
3-Lunar Probe	0 / 70%	1 / 62%		1 / 85%
4-Docking Module	0 / 98%	1 / 80%	4 / 85%	0 / 98%
A-One Stage Rocket	0 / 88%	0 / 97%	0 / 94%	0 / 98%
B-Two Stage Rocket	0 / 97%	0 / 96%	2 / 98%	3 / 98%
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons	3 / 71%		3 / 85%	1 / 67%
F-Kicker	1 / 76%	1 / 59%	2 / 97%	0 / 77%
G-"Mega" Stage Rocket				
EVA Suits	46%	98%	98%	98%
a-One Person Capsule	0 / 81%	0 / 85%	0 / 86%	2 / 87%
b-Two Person Capsule	0 / 43%	1 / 85%	2 / 88%	2 / 87%
c-Three Person Capsule				
d-Two Person Module				
e-One Person Module	0 / 27%		2 / 66%	1 / 40%
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon	65%	75%	75%	80%
Launch Facilities	3	3	3	3
Astronauts	4	6	3	8

Astronauts are: **Skyliners:** Carne, Jack, Asada, Pollo (0%); **Republic of Texas:** Travis, Houston (50%); Navarro, (10%) Crockett, Fanin, Austin, Lamar, Green (0%). **Texas Combine:** Torrance, King, (50%); Redmon, Roland, (30%); Flagg, (20%). **MOTAS:** Roger Manning (60%), Astro, (20%), Buck Rodgers (10%).

**1966**

*Draw Event Cards*

**Bill Scharf:** Tom Corbett retires. -5MB to budget.

**Andy York:** Major media event, gain 12MB in cash. -10MB to budget.

**Cary Nichols:** Government Order: Next planned launch must be manned. +20MB to budget if accepted, -21MB if declined.

**Joe Carl:** Scientific Breakthrough, gain 6 free R&D dice on two-person capsule (2, 3, 3, 4, 5, 6) = +23%. +30MB to budget.

*Final Positions*

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1966 Budget	22	108	188	157
Cash	0	6	79	12
1967 Budget	52	87 or 128	183	147

**Pavlov**

**Turn 4 Combat to Turn 5 Bidding  
Turn 5 Bidding and Movement due: 5/13 Tuesday**

Players

ATREIDES:	Cary Nichols	BENE GESSERIT	Bob Robles	BENE TLEILAXU	Paul Bolduc	EMPEROR	Bill Scharf
FREMEN	Steve Koehler	GUILD	Kevin Wilson	HARKONNENS	Ward Narhi	GAME MASTER	Chris Hassler

**Turn 4**

Combat Round  
**Hagga Basin**

The Fremen and Harkonnens conclude a spice deal in which the Harkonnens agree to pay the Fremen 1 spice, play the Piter deVries, no offensive cards, dial 0, not call a traitor, not steal a leader, and pay the Fremen 3 spice after Hagga Basin has been collected. In return, the Fremen agree to, dial 0, play Jamis, not play an offensive card, and not call a traitor.

	Fremen	Harkonnens
Weapon	None	None
Defense	None	Kull Wahad
Leader	Jamis (2)	Piter deVries (3)
Dial	0	0
Spice	0	0
<b>Total</b>	<b>2</b>	<b>3</b>

The Harkonnens are winners. Three Fremen tokens (1 Fedaykin) go to the tanks, and Kull Wahad is discarded.

The Bene Tleilaxu attack Piter deVries. The Bene Tleilaxu attack with Hunter-Seeker, the Harkonnens defend with a Shield; Piter survives. Hunter-Seeker is discarded.

Spice Collection

- Atreides** collect 2 spice (Arrakeen)
- Fremen** collect 10 spice (South Mesa)
- Guild** collects 1 spice (Tuek's Sietch)
- Harkonnens** collect 2 spice (Carthag) and 6 spice (Hagga Basin). Give 3 spice to Fremen.

**Turn 5**

Storm Round

Storm moves 5 sectors to sector 12. 2 Atreides tokens in OH Gap go to the tanks. (Turn 6 storm movement: \_\_\_\_\_)

Spice Blow

6 spice in Rock Outcroppings.  
12 spice in Cielago South  
Turn 6 spice blow: \_\_\_\_\_

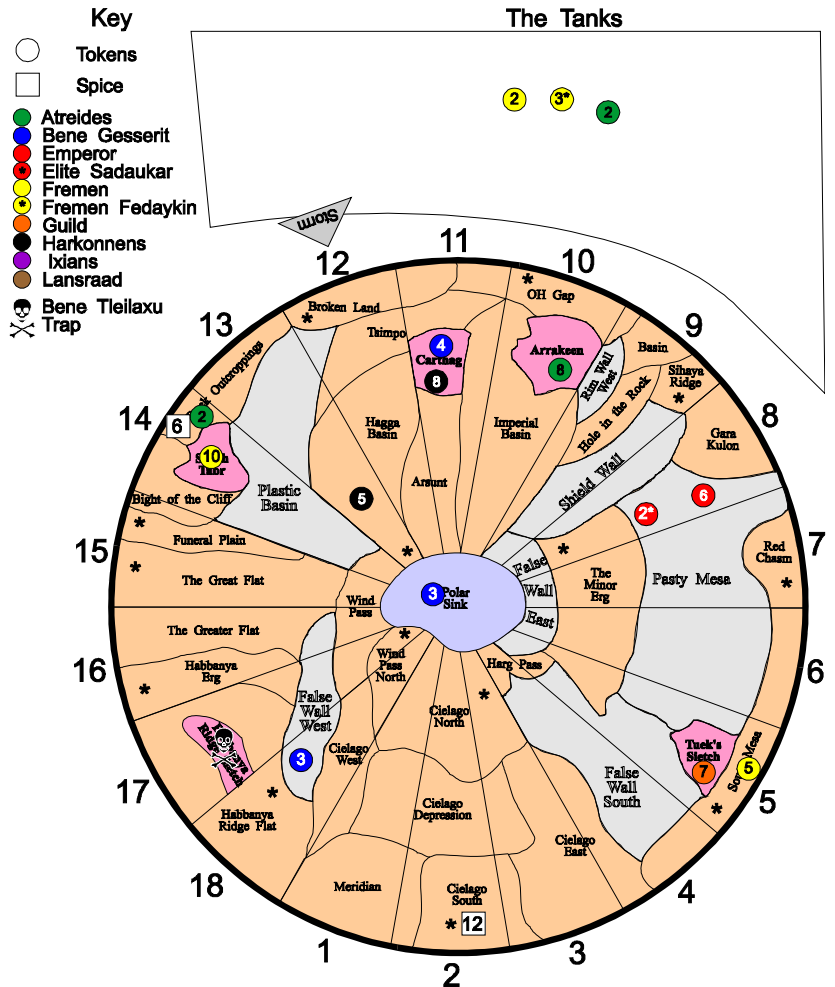
Bidding

CHOAM Charity recipients: Bene Gesserit.  
Five cards are up for bid. Eligible bidders are: Bene Gesserit (3 cards), Bene Tleilaxu (1 card), Fremen (3 cards), Guild (2 cards), and Harkonnens (6 cards).  
Cards up for bid are: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Positions

- Atreides:** 8 tokens Arrakeen, 2 tokens Rock Outcroppings (14), 2 tokens in the tanks, 8 tokens off-planet
- Bene Gesserit:** 4 tokens Carthag, 3 tokens False Wall West (18), 3 tokens Polar Sink, 10 tokens off-planet
- Bene Tleilaxu:** *Traps:* \_\_\_\_\_ in Habbanya Ridge Sietch
- Emperor:** 8 tokens (2 Elite Sadaukar) Pasty Mesa (9), 12 tokens (3 Elite Sadaukar) off-planet
- Fremen:** 10 tokens Sietch Tabr, 5 tokens South Mesa (5), 5 tokens (3 Fedaykin) in the tanks
- Guild:** 7 tokens Tuek's Sietch, 13 tokens off-planet
- Harkonnens:** 8 tokens Carthag, 5 tokens Hagga Basin (13), 7 tokens off-planet

Your Spice: \_\_\_\_\_  
Your Intrigue cards: \_\_\_\_\_



Your traitor(s): \_\_\_\_\_

**Dogface****Epoch IV Empire Draw****Epoch IV Guptas, Goths, Huns, and Byzantines due: 5/13 Tuesday****Common Cause** keeps.**Royal Manticoran Historical Society** passes to the Arachnids**Dogs and Deities** passes to the Royal Manticoran Historical Society**APA** keeps**The Legacy Project** keeps**Arachnids** passes to Dogs and DeitiesPlayers

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Cary Nichols	Common Cause (black)	20	47
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	45
Andy Lewis	Dogs and Deities (DAD) (orange)	21	43
Chris Geggus	APA (green)	22	46
Dennis Cain	The Legacy Project (red)	28	55
Paul Bolduc	Arachnids (blue)	36	51

Final Positions

**Royal Manticoran Historical Society.** INDUS VALLEY: Armies *Western Deccan*, *Western Ghats*, and *Ceylon*. ASSYRIA: Army *Western Anatolia*. IBERIAN KINGDOM: Army, city, and fort *Southern Iberia*. CELTS: Three armies and Monument *Albion*, two armies *Scandinavia*, armies *Baltic Seaboard*, and *Northern Gaul*.

**The Legacy Project.** BABYLONIA: Army *Persian Salt Desert*. PERSIA: Army and city *Morea*. SASSANIDS: Two armies, Capital, and Monument *Zagros*, army and Monument *Eastern Anatolia*, *Upper Tigris*, *Persian Plateau*, *Upper Indus*, and *Lower Indus*, armies *Hindu Kush* and *Ganges Valley*.

**Dogs and Deities.** Fleet *Bay of Bengal*. ARYANS: Army *Turanian Plain*. MAURYANS: Army, Capital, and Monument *Ganges Delta*, armies *Eastern Deccan*, *Eastern Ghats*, and *Malayan Peninsula*.

**APA.** Fleet *South China Sea*. MINOANS: Army *Shatts Plateau*. NILE KINGDOM: Army, city, fort *Upper Nile*. CHOU DYNASTY: Two armies *Irrawaddy*, army *Si-Kyang*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army and Monument *Tarim Basin*, armies *Chekiang*, *Yangtse Kian*, *Szechuan*, *Mekong*, and *East Indies*.

**Common Cause.** Fleets *Black Sea* (2), and *Red Sea*. EGYPT: Army *Arabian Peninsula*. GREEK CITY STATES: Army and city *Crete*, army *Balkans*. HSUING-NU: Armies *Mongolia*, *Eastern Steppe*, *Manchurian Plain*, *Yellow River*, *Wei River*, and *Great Plain of China*.

**Arachnids.** Fleets *Western Mediterranean* and *Eastern Mediterranean*. SCYTHEANS: Army *Caucuses*. ROMANS: Army and city *Southern Apennines*, army, city, and Monument *Nile Delta*, army and Monument *Levant* and *Middle Tigris*, armies *Northern Apennines*, *Dalmatia*, *Danubia*, *Central Europe*, *Pindus*, *Libya*, *Palestine*, and *Lower Tigris*.

Event CardsEpoch IV Empire

Your Event Cards are: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Wolfbane****Turn 9****Turn 10 due: 5/13 Tuesday**Commander Actions**2114 Corporation** buys a water factory (Or3, Mi17) and a population factor (Or2, Wa8)**Discovery Project** buys a titanium factory (Or5, Wa7, Wa10, Ti9) and a population factor (Or3, Wa7)**OCEAN** buys a titanium factory (MWa) and two population factors (Or1, Ti8, Ti11)**Planets 'R Us** opens the bidding on Ecoplants at 30 and gets it for 35 (Wa5, MWa). Buys a population factor (Wa7)**Minas Ithil** opens the bidding on Robots at 50 and gets it (Wa5, Wa7, Wa9, Ti8, Ti9, Ti12). Buys 2 robots (Wa10, Ti10).**Barbertown** buys a titanium factory (Wa4, Wa7, Ti9, Ti11) and moves a population factor from a water factory to man it.**Dogs in Space** buys a titanium factory (Or1, Wa6, Wa8, Wa8, Ti7) and moves a population factor from an ore factory to man it.**HBDC** opens the bidding on Robots at 50 and gets it (Or1, Or2, Or3, Or5, Wa7, Wa7, Wa8, Wa8, Wa9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Planets 'R Us	Dave Partridge	OrF, <b>OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF</b>	No, DL, Ec	16
2	Minas Ithil	Bill Scharf	<i>OrF, OrF, WaF, WaF, WaF, TiF, TiF</i>	HE, 2Wa, Ro	15
3	Discovery Project	Cary Nichols	<b>OrF, OrF, WaF, WaF, WaF, TiF, TiF</b>	2Wa, No, HE	14
4	OCEAN	Michael Lowrey	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE	14
5	2114 Corporation	Dennis Cain	<b>OrF, OrF, WaF, WaF, WaF, WaF, WaF</b>	No, DL, OL	13
6	HBDC	Kevin Wilson	<b>OrF, OrF, WaF, WaF, WaF</b>	2DL, Wa, Ro	11
7	Bartertown	Andy York	OrF, OrF, WaF, <b>WaF, TiF, TiF, TiF</b>	HE, No	10
8	Dogs in Space	Andy Lewis	OrF, OrF, <b>WaF, WaF, WaF, TiF, TiF</b>	DL, HE	8

Available Upgrades

Income

New Arrivals: Laboratory, Robots, and Ecoplants

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

OCEAN and Planets 'R Us take MegaWater cards.

**Guard Dog**

**Influence Allocation and Turn 2 Cure Phase through Health Phase  
Turn 2 Funeral Commission through Parade Phase due: 5/13 Tuesday**

Cure Phase

No actions. Anatol Mischif ages to 75, Tigran Zenjarplan ages to 66, Antonj Talksalot ages to 69, and Iwan Manjak ages to 63.

Purge Phase

HLS declare 6 IP on Zenjarplan. UNCLE play Sputnik (69), preventing Defense Minister Talksalot from being purged this turn. Zenjarplan attempts to purge Iwan Manjak (dr = 2 + 2), fails. Zenjarplan ages to 69.

Spy Investigation Phase

No actions.

Health Phase

Anatol Mischif (dr = 10) falls ill.  
Tigran Zenjarplan (dr = 14) remains sick.  
Alexei Goferbok (dr = 9) gets sick.  
Antonj Talksalot (dr = 11) remains sick.  
Mikail Strychnin (dr = 6) remains healthy.  
Iwan Manjak (dr = 18) remains healthy.  
Lech Schukrotoff (dr = 19) remains healthy.  
Petr Niewitko (dr = 7) gets sick.

Politburo

Office	Politician	Condition	Influence
Party Chief	Anatol Mischif (I)	75, ++	<b>1 (MLI)</b>
KGB Head	Tigran Zenjarplan (Q)	69, ?, +, weak	5 (MLI), <b>6 (HLS)</b>
Foreign	Alexei Goferbok (C)	74, +	
Defense	Antonj Talksalot (J)	69, +	

Office	Politician	Condition	Influence
Ideology	Mikail Strychnin (T)	57, strong	
Industry	Iwan Manjak (P)	63, weak	
Economy	Lech Schukrotoff (B)	75, strong	
Sport	Petr Niewitko (D)	73, +	

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

**Candidates:** F, G, M, O, Z  
**People:** H, K, L, N, S, U, V, W, X, Y (54, 10 IP [UNCLE])  
**Siberia:** E (73), R  
**Kremlin Wall:** A

Players

Andy Lewis Trotskyite Internationalists  
Pasquale Giovine Marxist-Leninists Integralists  
Mike Scot The California Connection  
Ward Narhi Underground Neo-Communist Liberation Effort  
Bob Robles Hard Line Stalinists  
Chris Geggus Lubianka Visitors Club  
MLI have one wave.

Intrigue Cards

Undeclared Influence

**Dogged**  
**Turn 2, Phases IV-VI and Turn 3, Phases I-III**  
**Turn 3 Phases IV-VI and Turn 4 Phases I-III due: 5/13 Tuesday**  
**Turn 2**

Construction and Operation

**Red** (Scharf) operates claim #85 (\$30, 3 coal). Gains \$50 in passenger revenue.

**Green** (Nichols) no operation.

**Orange** (Narhi) operates claim #98 (\$60, 1 gold). Gains \$60 in passenger revenue.

**Blue** (Bolduc) operates claim #37 (\$40, 1 silver). Hires an additional Surveyor for \$400. Gains \$20 in passenger revenue.

**Purple** (Carl) operates claims #89 (\$30, 4 coal) and #43 (\$50, 2 silver). Delivers 4 coal from #89 to Pueblo for \$160.

Determine Price Changes

Gold: +1 to \$250

Copper: +1 to \$280

Silver: +1 to \$300

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-2 to \$40	+1 to \$120	-2 to \$40	-1 to \$40	-1 to \$80
Coal:	+1 to \$60	+1 to \$60	No change	-1 to \$60	No change

**Turn 3**

Move Prospectors and Surveyors

**Red** (Scharf) Surveys Pueblo to Canon City and Prospects the Denver to Pueblo passenger line.

**Green** (Nichols) Surveys Divide to Bath Divide and Denver to South Platte. No prospecting.

**Orange** (Narhi) Surveys Whitewater to Silver City and Rincon to Butte Junction. Prospects #109

**Blue** (Bolduc) Surveys Provo to Thistle and Provo to Heber City. Prospects the deck (claim #113)

**Purple** (Carl) Surveys Manitou Junction to Denver and Canon City to Salida. Prospects #129.

Dispute Resolution

No disputes. Red pays \$265, Green pays \$320, Orange pays \$240, Blue pays \$120 or \$180, and Purple pays \$400.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1260	9		P, S+1
Cary Nichols	Green	Denver	\$350	9, 15		P+1, S, S
Ward Narhi	Orange	El Paso	\$925	9		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$1070	9		P+1, S, S
Joe Carl	Purple	Pueblo	\$530	9, 15		P+1, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	6	\$30
32	Fairplay	Green	Gold	2	\$50
38	Aspen	Green	Silver	N	\$40
98	Pinos Altos	Orange	Gold	5	\$60
109	Pinos Altos	Orange	Copper	N	\$20
37	Eureka	Blue	Silver	5	\$40
89	Walsenburg	Purple	Coal	3	\$30
43	Leadville	Purple	Silver	2	\$50
129	Dillon	Purple	Copper	N	\$40

#	City	Type	Claim	Operation
107	Santa Rita	Copper	\$100	\$50
65	El Vado	Lumber	\$100	\$30
116	Pinos Altos	Lumber	\$60	\$30
113	Porter	Lumber	\$60	\$30
121	York Canyon	Coal	\$100	\$30
127	Westcliffe	Silver	\$60	\$20

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
10	B	Denver – Aspen	\$130	\$250	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
7	A	Pueblo – Santa Fe	\$120	\$280	

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
4	A	El Paso – Deming	\$60	Orange	
2	A	Salt Lake City – Provo	\$20	Blue	

Available Claims

#	City	Type	Claim	Operation
80	Aspen	Coal	\$60	\$30
114	McGaffey	Lumber	\$40	\$30
48	Ouray	Silver	\$60	\$40

#	Type	Route	Payoff	Cost	Notes
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21

Available Trains

Type	# Available	Cost
9	1	\$80
15	4	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Just a reminder that Turn 4 is a winter turn. You may not survey winter track (dashed lines) next turn.

**Junk Yard Dog****Gamestart****Turn 1 due: 5/13 Tuesday**The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Saved Card
Eric Brosius	1	\$15	0	0	14	5	5/1	5/1	5/1	0	
Dave Partridge	2	\$15	0	0	14	5	5/1	5/1	5/1	0	
Andy York	3	\$15	0	0	14	5	5/1	5/1	5/1	0	
Cary Nichols	4	\$15	0	0	14	5	5/1	5/1	5/1	0	

Cards

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

The Accident card was drawn to no effect.

Discards

Accident Innovation Order Hiring/Firing Raw Materials Raw Materials Innovation

**Hot Dog****Gamestart****Bidding and Preference Lists due: 5/13 Tuesday**

Players:

**Scott Hutchens****Chris Geggus****Bob Robles****Cary Nichols****Caleb Cousins****Andy Lewis**

Just a reminder of the rules. We are using the following variant rules: The Lost “?” Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species’ world), Customized Spaceships, the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me. Victory conditions will be a net worth of \$3000.

Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Well, that about covers it. Happy trading!

**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. When was the first Nobel prize awarded?

A1. Nobel prizes in physics, chemistry, medicine, literature and peace have been awarded annually since 1901. The prize in economics was added in 1968.

Cary Nichols, Chris Geggus, Caleb Cousins, Bob Robles, and Andy Lewis each receive ½ point.

Q2. How long does it take the Earth to rotate once?

A2. The Earth’s rotation currently takes 23 hours, 56 minutes and 4.1 seconds.

Andy York, Brendan Whyte, and Andy Lewis each receive ½ point.

Q3. Who suggested the concept of Daylight Saving Time (DST)?

A3. Benjamin Franklin first proposed DST in 1784. The Uniform Time Act, enacted in 1966, established DST in the U.S. and its possessions, although state legislatures retain the right to adhere to standard time.

Andy York, Chris Geggus, Caleb Cousins, Bob Robles, and Andy Lewis each receive ½ point.

Q4. Which metallic element has the highest boiling point?

A4. Tungsten melts at 6,188 degrees Fahrenheit.

Cary Nichols, Caleb Cousins, Bob Robles, Andy Lewis, and Steve Koehler each receive ½ point.

Q5. What percentage of the Moon's surface is visible from the Earth?

A5. 59% due to a phenomenon called libration. (The Moon's orbit is not a perfect circle, so at some points in its orbit, it is turned slightly eastward, and at other points it is turned slightly westward, allowing us to see more than 50% of its surface from the Earth.)

Andy Lewis receives 2 points.

### Current Scores

Chris Geggus	90	Andy York	86	Joe Carl	70
Caleb Cousins	68½	Paul Bolduc	67½	Bill Scharf	65
Dennis Cain	58	Brendan Whyte	53	Andy Lewis	49½
Bob Robles	39	Steve Koehler	34½	Ward Narhi	33½
Tom Howell	28½	Kevin Wilson	23½	Brad Martin	16
Cary Nichols	16	Sean Cousins	7	Scott Hutchens	6½

Chris Geggus is awarded a free issue.

### New Questions

#### Topic: Miscellaneous Trivia

1. What is the loudest animal?
2. What is an enneadecagon?
3. What part of the human body can increase up to 200 times its normal volume?
4. Which country has the smallest population?
5. What temperature is the same on the Fahrenheit scale as the Celsius scale?

## Pedagoguery

Gravity is at once ubiquitous and mysterious. When Isaac Newton first had the inspiration that force that caused an apple to fall to Earth was the same force that kept the Moon in orbit around the Earth, he gave us the first comprehensive theory of gravity.

Under Newton's theory, gravity was action-at-a-distance, and its speed was infinite. Even Newton wasn't happy with this aspect of his theory, but he couldn't think of any alternative. In a universe where the speed of gravity is infinite, all objects would feel changes in the overall gravitational situation the moment it happened. For instance, if the Sun were to suddenly explode, the Earth's orbit would instantly be affected, even though the light from the explosion would not reach us for another eight minutes.

When Einstein formulated Special Relativity, he realized that the speed of light was a universal speed limit. Nothing could go faster than light. Therefore, Newtonian gravity could not work. It was from this basis that he formulated General Relativity, a new theory of gravity. Under General Relativity, gravity travels at the speed of light. So, if the Sun were to explode, the light and the change of gravity from the event would reach the Earth at the same time – eight minutes after it happened.

General Relativity is widely accepted and has withstood every test thrown at it. However, scientists are not people to take things on faith. By measuring the speed of gravity, scientists could provide additional confirmation of General Relativity, or show that the theory is flawed. But how do you measure the speed of gravity?

One way is through gravitational waves. If you have two detectors spaced widely apart on the Earth, any detection of a gravitational wave would happen at slightly different times at each facility. By measuring the difference, the speed of gravity could be determined. As it turns out, the LIGO project has two such facilities – one in Hanford, Washington, and one in Louisiana. However, neither facility is quite ready for observations yet.

Recently, a duo of astronomers, Sergei Kopeikin of the University of Missouri and Edward Fomalont of the National Radio Astronomy Observatory, performed an observation that they believe does measure the speed of gravity. They observed Jupiter passing in front of a distant quasar. By measuring how

Jupiter's gravity deflected the quasar's light, they believe they have measured the speed of gravity – and proved Einstein right. Here's how their observation worked. Using a highly precise form of radio interferometry, they were able to measure the apparent movement across the sky of the quasar as Jupiter moved near it. According to General Relativity, in addition to the bending of light that occurs with any gravitational source, the movement of the source would cause an additional skew of the deflected light. The amount of skew depends on the ratio of the speed of the moving object with the speed of gravity – which General Relativity assumes is the speed of light, or  $c$ . The team detected precisely the amount of skew predicted by General Relativity.

Here's where the controversy arises. The equations of General Relativity are notoriously difficult and subtle. Einstein did not specify which mathematical terms in his equations correspond with which physical effect. Kopeikin and Fomalont believe that the effect they are measuring arises from the fact that Jupiter's gravity has a finite travel time from Jupiter to the point in space where it encounters the light ray it is deflecting. Because that travel time varies with Jupiter's motion across the sky, the image of quasar has a slight circular motion. By assuming that the speed of gravity,  $c_g$  could be different from the speed of light, they used the equations to solve for the speed of gravity and found that it was equal to the speed of light within 20%.

Other astronomers, however, disagree. Clifford M. Will of Washington University believes that the same effects can be described in terms of better-known length contraction and time dilation. From the vantage point of Earth, Jupiter's gravitational field looks slightly flattened, with the flattening occurring in the direction of Jupiter's motion. This asymmetry in Jupiter's field could explain the slight skew in the quasar's position. In addition, the flattening depends only on the speed of light and not on the speed of gravity. Will believes that the propagation speed of gravity does play a role, but he relegates it to a different (and much smaller) term in the equations.

This is a difficult disagreement to resolve. Most researchers agree with Will's interpretation, which is consistent with many other experimental results. Even so, the debate on this is far from over.

Next time, I will discuss the lifecycle of galaxies.

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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, Joe Carl, Pasquale Giovine, Andy York, Cary Nichols  
**Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf  
**New World:** Andy York, Bill Scharf, Cary Nichols  
**Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols  
**Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf  
**History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols  
**Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols  
**Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf  
**Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols  
**Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf  
**Silverton:** Cary Nichols, Bill Scharf, Joe Carl  
**Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Joe Carl

## Standby Calls

None this issue.