

**Notes from Hades**

**N**ot much to say this time around. The boys are keeping us quite busy, and with Celeste now teaching part time at a private school, things are pretty busy. Fortunately, my current job doesn't require long hours from me, so I can help pick up the slack.

The next deadline is **Tuesday, December 21 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. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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Game Openings

**Salty Dog.** Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, Chris Geggus, Ward Narhi, and Mike Scott.

**Doberman.** Industrial Waste. This game will start after Junk Yard Dog ends. Have

Bill Scharf, Eric Brosius, Dave Partridge, and Richard Weiss. Dave is willing to defer to anyone who is not in the Junk Yard Dog.

**Dogfight.** Gunboat Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 8, this game is closed. This box will be checked  if you are signed up.

**Dog Chow.** Age of Renaissance. Have Bob Robles, Cary Nichols, Caleb Cousins, Steve Koehler, Paul Bolduc, and Dennis Cain.

**Outlaw Dogs.** Gunslinger. A game of shootouts in the old West. The exact scenario to be determined. Have Chris Geggus, Paul Bolduc, Dave Partridge, and Andy Lewis, need up to 2 more.

**Jackal.** New World. A game of colonization in the Americas. Have Dave Partridge, Andy Lewis, Bob Robles, and Andy York, will take up to 2 more.

Wish List

None at this time.

**In general, game ownership is recommended, but not required.**

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

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

**Chris Hassler a.k.a. Cerberus**  
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**Howling at the Moon**  
**The S.O.B. Letter Column**

**Chris Geggus**

As a result of my eldest son tearing ankle ligaments playing soccer recently, I now have more spare time at the weekend. Hence the reason this turn is being mailed so early - most unlike me!

Also a little something for your letter's page. Back in August we had the family annual vacation and due to the difficulty of getting a timeshare exchange in Europe during the main school break, we decided to revisit the U.S.A. this year. We previously did Disney Florida about 6 years ago and we visited New York to celebrate my wife's 40th in 2000. I have been to the States on about another dozen occasions on business, but this is only the third time for the rest of the family. We did one week in McAfee, NJ and a week in Cape Cod (don't ask how that arose) and I was particularly looking forward to hearing what my sons (now 13 and 15) thought of the States and Americans in general.

The overall opinion is always favourable - Americans are still looked on by most visitors (I ignore those for whom you are the Great Satan), as friendly, generous, but very blinkered from a nationalistic view. I don't mean that as criticism, but simply the way you are almost obliged to be from your media presentation. Your newspapers quite astoundingly still continue to push the rest of the world to the fourth page and the principal aims of a lot of articles are always slanted toward the effects of something or anything on the U.S.A. or on Americans in general. I'm not saying that the British press is any better, in many ways the news coverage over here is far more puerile and facile, but we do try to give a rounded view on the world as a whole. Whether that is good or bad I don't know, but it a very obvious difference between our peoples. One good example

was your Olympic Games coverage (we caught the first week in the States). I was astounded to watch a lot of the swimming and in 2 relays where it was principally a U.S.A. versus Australia confrontation, the races finished and on neither occasion did the American commentators state who finished third. Of course it is good to support your home team, but from a reporting perspective I find it incredible to hear the unobvious bias of the U.S. commentators. I can assure you that when Britain did win any of its much fewer Gold Medals, we probably had a full list of all finishers in order within seconds of the finish. I'm a sports fan and I want to enjoy the sport, not just a massive cheer for a home winner and forget the rest. If Paul Hamm was mentioned/interviewed/applauded once, it must have been a hundred times. I knew more about him after a week that I knew about my wife!

The other incident we enjoyed immensely was the coming out of the New Jersey Governor. We actually watched the statement live and all four of us were doubled up with laughter. Ignoring the Governor's father in the background, who was obviously very unhappy, we just couldn't work out why it was such a big deal. We do have a number of gay M.P.s over here and one or two have been outed in rather unfortunate circumstances, but at the end of the day why does it need a full press statement, accompanied by all and sundry and a speech that was insincere, misleading and almost nauseous, issued by the Governor, when a simple admission would and should have sufficed? When we left the States a sexual harassment charge was also being mooted, but I don't know the outcome. Was the Governor an even bigger naughty boy?

Sorry, I don't mean to sound critical of Mr. Joe Public in the States, these are just the impressions my family got during the holiday. As I said we had a very enjoyable time and any of us would be back there like a shot if the damn oil

prices would stop forcing up the price of air tickets. By the way, prices are still very favourable in the States, but getting a little more in line with Europe, so be warned.

## Off the Leash

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

**Fall 1463**

**Deadline for Winter-Spring 1464: 12/21 Tuesday**

*The war in the north remains confused as Venice buys a French army, but loses one of his own as well as his second capital. Naples makes gains against Florence.*

#### Summer 1463 Retreats

Florence A Rome retreats to Perugia

Venice A Austria retreats to garrison

#### Expenditures

France spends 12 ducats to disband Venice A Milan.

Venice repays the 12 ducats to the moneylenders.

#### Outstanding Debt

Summer 1465: 15 ducats due from Venice.

#### Orders

FLORENCE ☐: A MODENA holds, A PIOMBINO supports A Perugia to Sienna, A Urbino to Perugia (DISLODGED, retreat Arezzo, Florence, Bologna, OTB), A Perugia to SIENNA, F Tunis holds (DISLODGED, retreat garrison, OTB), G ROME holds

FRANCE ☐: A TYROLEA TO AUSTRIA, A (EM) AUSTRIA TO HUNGARY, A PAVIA supports A Cremona to Milan, A PARMA supports G Cremona convert to A, A Cremona to MILAN, F GENOA to Ligurian Sea, F GULF OF LIONS to Ligurian Sea, G CREMONA convert to A

NAPLES ☐: A ROME besieges, A (EM) Patrimony to PERUGIA, A SPOLETO supports F Ancona to Urbino, F Central Mediterranean to TUNIS, F WESTERN MEDITERRANEAN supports F Central Mediterranean to Tunis, F Ancona to URBINO

VENICE ☐: A CARINTHIA supports G Austria convert to A, A Milan convert to G (nsu), A BERGAMO supports A Mantua to Cremona, A VERONA supports A Carinthia, A MANTUA to Cremona, A FERRARA to Mantua, F UPPER ADRIATIC holds, G AUSTRIA convert to A

Your treasury:

#### Press

**France – Florence and Naples:** Dear neighbours, I hope that you would finish your questions as soon as possible: I cannot stop Venice for ever without your help, he has too many ducats and is the only that could take as he wishes.

**France – Venice:** I did not stop you: it is impossible to do it to anyone of us because you have as many ducats as necessary to overwhelm all of us.

**Naples – Florence:** .....nothing to say! If you want peace, then retreat OTB in both places. If you don't, then I will continue this ridiculous war we have.

**Naples – France:** I hope you left me the one island for this season's accountings... as I am one season late getting into Rome and Tunis, and the income would be nice to have.

**Naples – France and Venice:** you guys have a real doney-brook going! I will not interfere, as I am occupied with Florence.

**Venice – Florence:** You will note that despite France continually predicting that I would attack you, I have not. He merely tries to sow discord between us.

**Venice – Florence/Naples:** I don't know how much longer I can hold France back. He has the advantage of money and position. See how he squirts through my defenses? Just a little pressure from another front would help me push him back.

**Venice – France:** If you disband your forward elite unit, I will take that as a sign you want peace and pull back myself.

#### Spring 1464 Famine

**Poor Year – Row Only.** Savoy, Sardinia, Parma, Bosnia, Tyrolea, Naples, Dalmatia.

#### 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

FLO: Modena, Bologna, Lucca, Pisa, Pistoia, Florence, Arezzo, 10  
Piombino, Sienna, Patrimony

FRA: Avignon, Swiss, Marseilles, Provence, Saluzzo, Turin, Como, 15  
Milan, Cremona, Parma, Pavia, Fornova, Genoa, Montferrat, Savoy, Tyrolea, Corsica, Hungary

NAP: Ancona, Urbino, Spoleto, Perugia, Rome, Capua, Naples, Aquila, 13  
Salerno, Bari, Otranto, Messina, Palermo, Sardinia, Tunis

VEN: Ferrara, Mantua, Bergamo, Verona, Padua, Treviso, Friuli, Trent, 18  
Istria, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Carinthia, Austria, Slavonia, Herzegovina

#### Seas

FRA: Gulf of Lions 1

NAP: Western Mediterranean 1

VEN: Venice, Upper Adriatic 2

#### Cities

FLO: Modena, Bologna, Lucca, Pisa, Florence (3), Arezzo, Piombino, 10  
Sienna, Rome (2)

FRA: Avignon, Swiss, Marseilles, Saluzzo, Turin, Milan (3), Cremona, 16  
Pavia, Genoa (3), Montferrat, Savoy, Tyrolea, Corsica, Hungary

NAP: Ancona, Perugia, Naples (2), Bari, Messina, Palermo, Sardinia, 7  
Tunis (2)

VEN: Ferrara, Mantua, Padua, Treviso, Trent, Carniola, Croatia, 14  
Dalmatia, Ragusa, Albania, Durazzo, Austria, Venice (3)

#### Totals

Variable income die roll was 4.

	Variable	Provinces	Seas	Cities	Gross
FLORENCE	6	10	0	10	26
FRANCE	11	15	1	16	43
NAPLES	3	13	1	7	24
VENICE	11	18	2	14	45

Total:

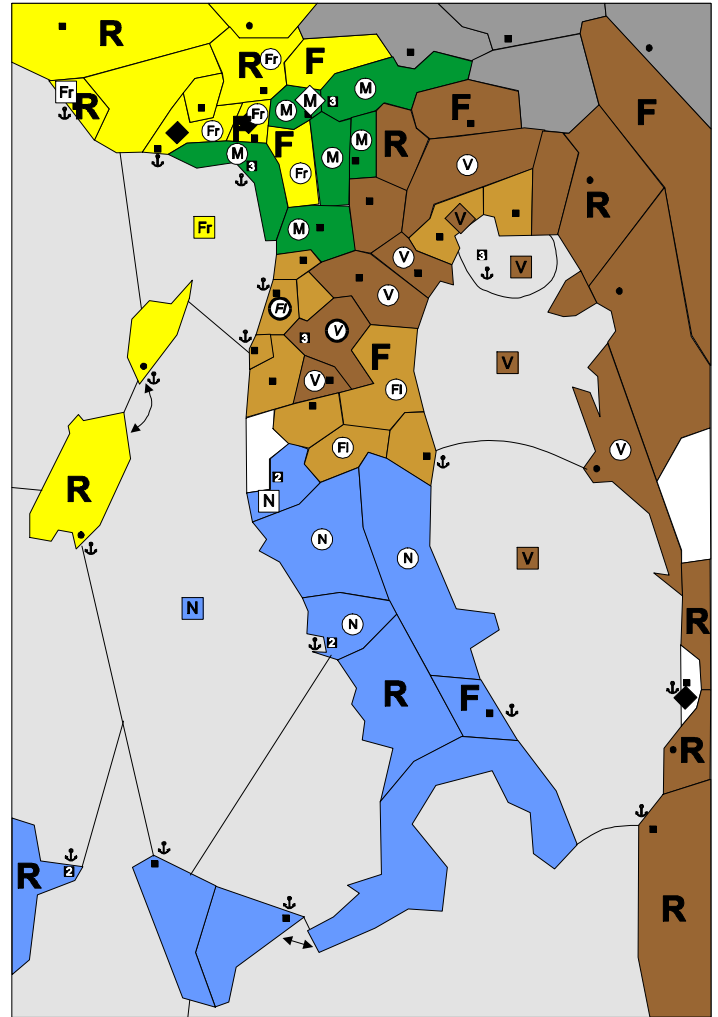
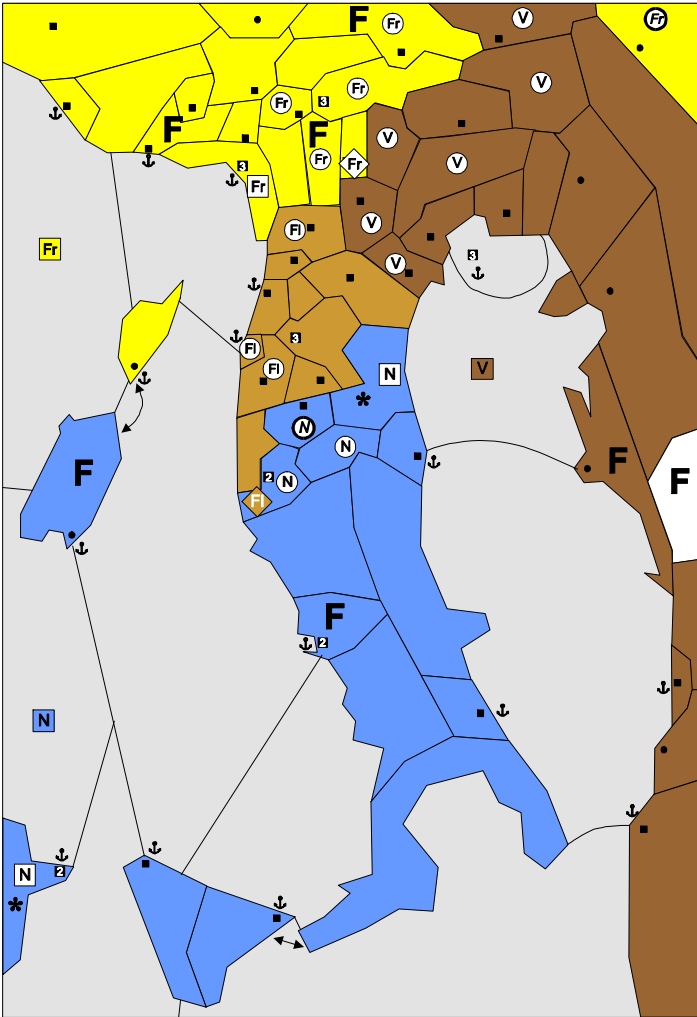
*Game Summary*

	1454	1455	1456	1457	1458	1459	1460
Aus:	3	2	3	4	5	4	2
Flo:	3	6	8	7	6	6	6
Fra:	3	7	8	9	10	12	13
Mil:	3	5	5	2	2	3	0
Nap:	4	4	5	6	7	7	8
Pap:	4	3	2	2	0	0	0
Tur:	3	5	5	6	4	1	0
Ven:	4	6	7	6	9	10	14

Off the Leash

	1461	1462	1463	1464
Aus:	4	0	0	0
Flo:	7	11	10	8
Fra:	10	12	12	14
Mil:	0	0	0	0
Nap:	9	8	7	7
Pap:	0	0	0	0
Tur:	0	0	0	0
Ven:	14	12	15	13

Shepherd



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

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

### Shepherd

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory**  
**Miller Number 2003Epw10**  
**Winter 1458**  
**Deadline for Spring 1458 12/21, Tuesday**

*We pause for a flurry of recruitment and building.*

#### Fall 1457 Retreats

Milan retreats A Fornova to Parma  
 Venice retreats A Padua to garrison

#### Outstanding Debt

Spring 1458: 20 ducats due from France  
 Spring 1459: 18 ducats due from Florence, 11 ducats from France, 12 ducats from Naples

#### Builds

		Cost
<b>Flo</b>	Maintains A Urbino and A Spoleto, builds A (Elite Mercenary) Pisa	12
<b>Fra</b>	Maintains all, builds F Marseilles	18
<b>Mil</b>	Maintains all, builds A Milan, A Cremona, G Pavia	21
<b>Nap</b>	Maintains all, builds A Naples	15
<b>Ven</b>	Maintains all, builds A Dalmatia, F Venice	33

### Pavlov

**Turn 11 Bidding to Combat**  
**Turn 11 Combat due: 12/21 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

#### Bidding

The Bene Tleilaxu give \_\_\_\_\_ to the Guild.  
 CARD 1 ( \_\_\_\_\_ ) goes to the Harkonnens for 3 spice (free card: \_\_\_\_\_ )  
 CARD 2 ( \_\_\_\_\_ ) goes to the Bene Tleilaxu for 1 spice

#### Revival and Movement

The Bene Gesserit coexist everywhere except Carthag. The Guild move last.

#### Revival

**Atreides** revive 2 tokens  
**Emperor** revives 3 tokens (1 Elite Sadaukar). 4 spice to the Bene Tleilaxu. Plays Tleilaxu Ghola card to revive Count Fenring.  
**Harkonnens** revive 2 tokens

#### Shipments

**Atreides** ships 2 tokens to Cielago South (2). 4 spice to the Guild.  
**Bene Gesserit** ships 2 tokens to Carthag. 2 spice to the Guild.  
**Emperor** ships 7 tokens (3 Elite Sadaukar) to Carthag. 4 spice to the Guild.

#### Movement

**Atreides** move 1 token OH Gap to Imperial Basin to Arsur to Hagga Basin (13)  
**Bene Gesserit** moves 7 tokens False Wall South to Cielago East (3)  
**Fremen** move 5 tokens Sietch Tabr to Plastic Basin to Funeral Plain  
**Guild** moves 8 tokens from Red Chasm to Pasty Mesa (8)

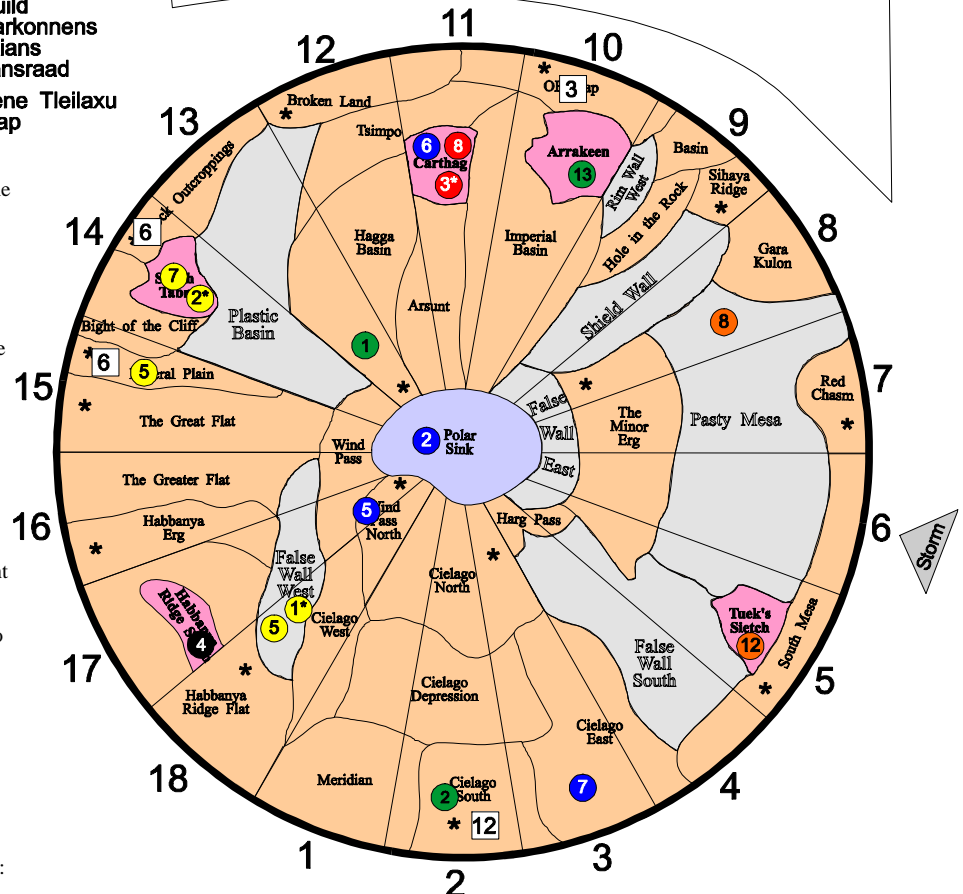
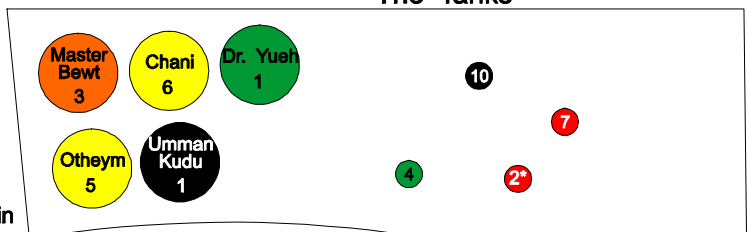
#### Combat

Emperor vs. Bene Gesserit in Carthag. Emperor is aggressor. Available leaders: Emperor: all, Bene Gesserit: all.

**Key**

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad
- Bene Tleilaxu
- ☠ Trap

#### The Tanks



Positions

**Atreides:** 13 tokens Arrakeen, 1 token Hagga Basin (13), 2 tokens Cielago South (2), 4 tokens and Dr. Yueh in the tanks. Kwisatz Haderach available.

**Bene Gesserit:** 6 tokens Carthag, 2 tokens Polar Sink, 7 tokens Cielago East (3), 5 tokens Wind Pass North (17)

**Bene Tleilaxu:** *Traps:* none

**Emperor:** 11 tokens (3 Elite Sadaukar) Carthag, 9 tokens (2 Elite Sadaukar) in the Tanks

**Fremen:** 9 tokens (2 Fedaykin) Sietch Tabr, 5 tokens Funeral Plain, 6 tokens (1 Fedaykin) False Wall West (18), Chani, and Othym in the tanks

**Guild:** 12 tokens Tuek's Sietch, 8 tokens Pasty Mesa (8), Master Bewt in the tanks

**Harkonnens:** 10 tokens and Umman Kudu in the Tanks, 4 tokens Habbanya Ridge Sietch, 6 tokens off-planet

Your Spice: \_\_\_\_\_

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

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

**Guard Dog****Turn 8 Cure through Health****Turn 8 Funeral Commission through Parade due: 12/21 Tuesday**Cure Phase

LVC plays 1 IP on Protzky to take him to 10+. HLS declare 3 IP on Manjak. Niewitko stays in the Sanatorium. Niewitko ages to 84, Protzky ages to 69, Satin ages to 86, and Boremtodev ages to 68.

Purge Phase

Protzky attempts to purge R (dr = 16, success), S (dr = 17, success), M (dr = 13, success), and Karrienko (dr = 14, success). Protzky ages to 73.

Spy Investigation Phase

Boremtodev calls a trial on Satin. MLI declare 2 IP on Wasolin. Boremtodev votes guilty, Satin and Wasolin vote innocent, all other abstain. Satin is acquitted. Boremtodev opens investigations on Protzky and Krakemheds, and closes the investigation on himself. Boremtodev ages to 73.

Health Phase

Petr Niewitko (dr = 12+3) recovers to healthy.

Wassily Protzky (dr = 9) falls ill.

Oleg Satin (dr = 11) falls ill.

Eduard Boremtodev (dr = 1) dies.

Iwan Majak (dr = 6) gets sick.

Karel Krakemheds (dr = 1) dies.

Viktor Wasolin (dr = 17) remains healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief	<b>Petr Niewitko (D)</b> <sup>1</sup>	83	<b>1 (LVC)</b>
KGB Head	Wassily Protzky (U)	68, ?, ++	<b>10+ (LVC)</b>
Foreign	Oleg Satin (O)	84, ++	1 (HLS), <b>2 (MLI)</b>
Defense			
Ideology	Iwan Manjak (P)	63, +	<b>4 (HLS), 2</b>

Office	Politician	Condition	Influence
			(TCC), 2 (UNCLE)
Industry			
Economy			
Sport	Viktor Wasolin (Z)	55	1 (LVC), <b>2 (MLI)</b>

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

<sup>1</sup> Specialist (11) card in effect.

**Candidates:** Q (74, +), T (58)

**People:** V, W, X, Y

**Siberia:** J (76, ++), G, H, L, M (70, ++), N, R, S

**Kremlin Wall:** A, I, C, B, F, K, E

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, TCC have one wave, LVC have one wave.

Intrigue CardsUndeclared Influence**Dogged****Turn 16, Phases IV-VI and Turn 17, Phases I-III****Turn 17 Phases IV-VI and Turn 18 Phases I-III due: 12/21 Tuesday****Turn 16**Construction and Operation

**Red** (Scharf) operates claims #47 (\$40, 1 silver), #82 (\$20, 4 coal), #64 (\$40, depletes), #77 (\$20, 3 coal). Delivers 10 silver from Ouray to Denver for \$4000. Buys a 72 train for \$500. Gains \$130 in passenger revenue.

**Green** (Nichols) operates claim #52 (\$40, 1 silver). Gains \$20 in passenger revenue.

**Orange** (Narhi) operates claims #107 (\$50, 2 copper), #124 (\$40, 3 coal), #122 (\$20, 3 coal), and #102 (\$40, 3 silver). Delivers 3 coal from Magdalena to El Paso for \$420 and 3 gold from Pinos Altos to El Paso for \$750. Gains \$510 in passenger revenue. Buys a 72 power train for \$500.

**Blue** (Bolduc) operates claims #130 (\$80, 1 copper), #56 (\$30, 1 lumber), and #119 (\$40, 3 coal). Deploys snowplow between Hot Sulphur Springs and Rollinsville (dr = 1+5, fails) Delivers 2 lumber from Hot Sulphur Springs to Salt Lake City for \$600 and 3 coal from Farmington to Salt Lake City for \$300. Gains \$160 in passenger revenue.

**Purple** (Carl) **NMRs!** Receives \$380 in passenger revenues.

Determine Price Changes

Gold: -2 to \$225

Copper: +2 to \$200

Silver: -2 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	Remains at \$160	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

**Turn 17**

Move Prospectors and Surveyors

**Red** (Scharf) surveys Bridgeland to Heber City and Durango to Silverton, prospects the deck.

**Green** (Nichols) surveys Denver to Cheyenne and Lake City to South Fork, prospects #29.

**Orange** (Narhi) no surveying, prospects #105

**Blue** (Bolduc) surveys Farmington to Lumberton and Salina to Marysvale, prospects #26

**Purple** (Carl) **NMRs!**

Dispute Resolution

No disputes. Red draws claim #71 from the deck (Coal at Sunnyside). Red has first right of refusal. Red pays \$560, Green pays \$640, Orange pays \$40, Blue pays \$440.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$7135	9, 15, 42, 72	+4	P+1, S+2, S+1
Cary Nichols	Green	Denver	\$650	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$6610	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$4005	9, 24, 72	+5	P+1, S, S
Joe Carl	Purple	Pueblo	\$9655	24, 24, 42, 72	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	0	\$40
82	Crested Butte	Red	Coal	14	\$20
64	Lumberton	Red	Lumber	2	Depleted
77	Craig	Red	Coal	3	\$20
38	Aspen	Green	Silver	N	\$40
80	Aspen	Green	Coal	N	\$30
52	Lake City	Green	Silver	1	\$40
29	Leadville	Green	Gold	N	\$20
107	Santa Rita	Orange	Copper	4	\$50
124	Magdalena	Orange	Coal	0	\$40
122	Lee Ranch West	Orange	Coal	5	\$20
102	Hillsboro	Orange	Silver	3	\$40
105	Silver City	Orange	Silver	N	\$40
30	Georgetown	Blue	Gold	4	Depleted
130	Bingham	Blue	Copper	10	\$80
56	Hot Sulphur Springs	Blue	Lumber	0	\$30
119	Farmington	Blue	Coal	0	\$40
26	Marysvale	Blue	Gold	N	\$40
65	El Vado	Purple	Lumber	10	\$30
60	Pagosa Springs	Purple	Lumber	4	\$20
99	White Oaks	Purple	Gold	0	\$50
97	Elizabethtown	Purple	Gold	N	\$40

#	Type	Route	Payoff	Owner	Notes
4	A	El Paso – Denning	\$60	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
2	A	Salt Lake City – Provo	\$20	Blue	
22	C	Denver – Salt Lake City	\$800	Blue	
11	B	Salt Lake City – Grand Jct.	\$140	Blue	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver – Leadville	\$260	Purple	Discard after 2 more Leadville depletions
10	B	Denver – Aspen	\$130	Purple	
7	A	Pueblo – Santa Fe	\$120	Purple	
9	B	Denver – Leadville	\$120	Purple	
17	C	Denver – Santa Fe	\$420	Purple	

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Green	

Available Claims

#	City	Type	Claim	Operation
118	Cimarron	Lumber	\$60	\$20
61	South Fork	Lumber	\$40	\$20
69	Scofield	Coal	\$40	\$30
55	Walden	Lumber	\$100	\$50
62	Taos	Lumber	\$40	\$30
71	Sunnyside	Coal	\$100	\$20
40	Aspen	Silver	\$40	\$40
49	Silverton	Silver	\$140	\$40

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
19	C	Salt Lake City – Albuquerque	\$600	\$975	
20	C	Salt Lake City – Pueblo	\$600	\$930	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
24	C	Denver – El Paso	\$1000	\$1380	

Available Trains

Type	# Available	Cost
9	2	\$80
15	4	\$120
24	4	\$200
42	5	\$320
72	4	\$500

Available Snowplows

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

Notes

Will Dave Partridge please submit standby orders for Purple!

**Junk Yard Dog**

Turn 7b

Turn 8a due: 12/21 Tuesday

Cards

Eric	Dave	Andy	Cary
Advisor	Raw Materials	Waste Removal	Raw Materials
Order	Growth	Waste Disposal	Innovation
Raw Materials	Order	Order	Bribery

Andy plays an Order, using 3 raw materials, gaining \$18, and producing 3 waste.

Cary plays Innovation, improving Raw Materials to 3/6 and spending \$5.

Eric plays Raw Materials, offering 5 for sale. Dave bids \$5, Andy bids \$6, and Cary passes. Eric lets him have it at \$6.

Dave plays Growth, increasing Growth to 17.

Andy plays Waste Removal, decreasing his waste to 10, and increasing Eric's to 5, Dave's to 3, and Cary's to 11.

Cary plays Raw Materials, offering 3 for sale. Eric bids 3, Dave bids \$5, and Andy bids \$6. Cary lets him have it at \$6.

Eric plays an Order, using 5 raw materials, gaining \$15, and producing 3 waste.

Dave plays an Order, using 2 raw materials, gaining \$17, and producing 3 waste.

Andy plays Waste Disposal, reducing waste to 7.

Cary passes

Eric passes

Dave plays Raw Materials, offering 2 for sale. Andy bids \$1, Cary passes, and Eric bids \$2. Dave buys them himself for \$3.

Eric and Dave each pay \$4 and Andy and Cary each pay \$5 for maintenance.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	4	\$35	0	5	15	4	Advisor
Dave Partridge	1	\$25	10	6	17	4	
Andy York	2	\$34	10	16	18	5	
Cary Nichols	3	\$9	10	5	17	5	Bribery

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	8	42
Dave Partridge	4/3	2/10	4/3	6	35
Andy York	5/1	3/6	3/6	7	38
Cary Nichols	4/3	3/6	4/3	11	23

Available Cards

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

Discards

Order	Order	Growth	Waste Disposal	Raw Materials	Order	Raw Materials	Growth
Order	Order	Waste Disposal	Waste Removal	Innovation	Raw Materials	Raw Materials	Innovation
Growth	Innovation	Growth					

**Hot Dog**

Turns 20.3 to 22.3

Turns 22.4 to 24.4 due: 12/21 Tuesday

Turn 20**3<sup>rd</sup>: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5****Grand Port (p) – (R) – Y – (R) – NC5 – Multi-Generation Ship.**

Trades in IOU plus \$120 cash for Neutron Port.

**4<sup>th</sup>: Bob Robles (Eepeeep/Mean Machine) Rolls Used: 5****Poisonport (s).**

Sells Megalith Paperweight for \$160 (from the cup: Mulch Wine at 3). Sells

Megalith Paperweight for \$160 (from the cup: Servo-Mechanism at 7b).

Buys Nillis Factory for \$100, and 3 Bionic Perfume for \$240.

**5<sup>th</sup>: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 1****Jewelport (p) – B – Jellybeast Landing (p) – A.**Turn 21**1<sup>st</sup>: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 5 5 5****Paintfall (s).**

Buys Bionic Perfume for \$80.

**2<sup>nd</sup>: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 4 5 6****Open Port – Ice Station (o) – A – R – (Y) – B – R – (Y) – A – ? (it's the Auto Pilot) – B – (Y) – TeleGate 6 – R – Jewelport (p) – B – Jellybeast Landing (p).**

Sells Canned Traits for \$240 (from the cup: Demand for Liquor at 9a). Sells Voll Silk for \$220 (from the cup: Psychotic Sculpture at 10). Buys Living Toys for \$80 and Mulch Wine for \$30. Receives \$40 in factory commissions, Trade and Transport Unity receives \$57 in port commissions.

**3<sup>rd</sup>: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 2****Multi-Generation Ship – (R20) – Neutron Port.**

Sells Pet Monsters for \$150 (from the cup: Immortal Grease at 6). Sells Melf Pelts for \$110 (from the cup: Servo-Mechanism at 7b). Sells Melf Pelts for \$110 (from the cup: Space Spice at 2). Sells Melf Pelts for \$110 (from the

cup: Fare to 4b at 6 (\$120)). Buys Zum Factory for \$200, Custom Hives for \$140, and 4 Chicle Liquor for \$160. Receives \$70 in factory commissions and \$98 in port commissions.

**4<sup>th</sup>: Bob Robles (Eepeeep/Mean Machine) Rolls Used: 6****Poisonport (s) – Poisonport (o) – B – Paintfall (o) – TeleGate 1 – TeleGate 6 – R – Jewelport (p) – Jewelport (s).**

Sells Bionic Perfume for \$140 plus \$120 demand (from the cup: Demand for Pelts at 6 and Megalith Paperweight at 9b).

**5<sup>th</sup>: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 6****A – Relic – B – (R) – B – Y10 – (R10) – B10 – Y – B – (R) – Goliath (o) – B – Greathome (o) – B – Grandport (p).**

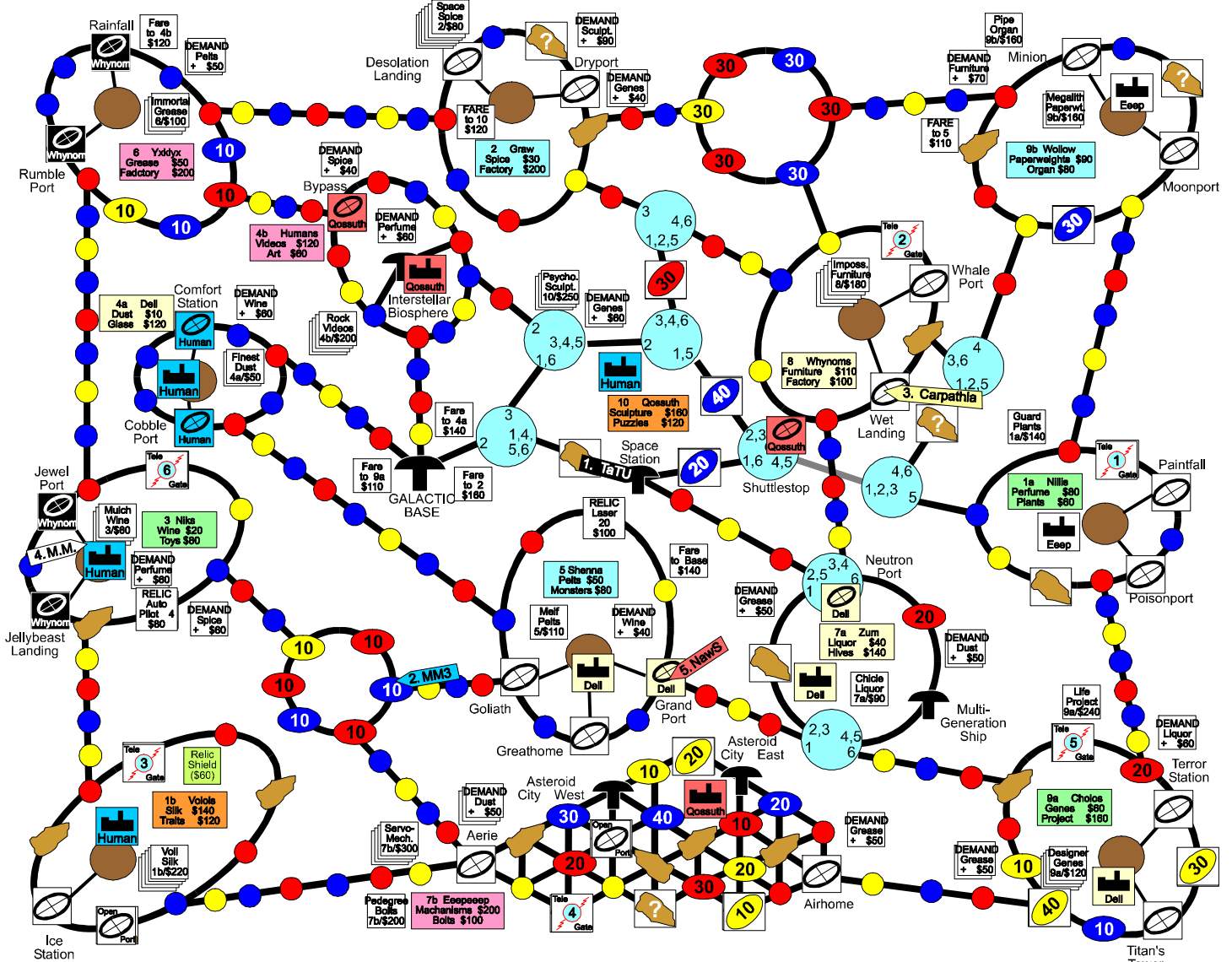
Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Mulch Wine at 3 and Demand for Perfume at 3). Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Melf Pelts at 5 and Mulch Wine at 3). Buys 2 Melf Pelts for \$100. Carpathia receives \$42 in port commissions.

Turn 22**1<sup>st</sup>: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 4 4****Paintfall (s) – Paintfall (o) – TeleGate 1 – R – B – NC1 – NC1 – B20 – Space Station.****2<sup>nd</sup>: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 1 2 4****Jellybeast Landing (p) – A – Relic – B – R – B – (Y10) – R10 – B10.****3<sup>rd</sup>: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 4****NC4 – Y – B – (R) – B – (R) – Wet Landing (o).**

Goods and Demands:

**1a (Nillis):** Guard Plants**1b (Volois):** 5 Voll Silk, Relic Shield**2 (Graw):** 6 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40)**3 (Niks):** 2 Demand for Bionic Perfume (+\$60), 1 Demand for Space Spice (+\$60), 3 Mulch Wine**4a (Dell):** 2 Finest Dust, 1 Demand for Mulch Wine (+\$60)**4b (Humans):** 1 Demand for Bionic Perfume (+\$60), 5 Rock Videos, 1 Demand for Space Spice (+\$40)**5 (Shenna):** 1 Melf Pelts, 1 Demand for Mulch Wine (+\$40), Fare to Base (\$140)**6 (Yxklyx):** 2 Demand for Melf Pelts (+\$50), 3 Immortal Grease, Fare to 4b (\$120)**7a (Zum):** 2 Demand for Finest Dust (+\$50), 1 Chicle Liquor**7b (Eepeeep):** 4 Servo-Mechanisms, 3 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50), Pedegree Bolts**8 (Whynoms):** 5 Impossible Furniture**9a (Chola):** 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), Life Project, 1 Demand for Chicle Liquor (+\$60)**9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 2 Megalith Paperweights, Portable Pipe Organ**10 (Qossuth):** 2 Demand for Designer Genes (+\$60), 3 Psychotic Sculpture**Base:** Fare to 9a (\$110), Fare to 2 (\$160), Fare to 4a (\$140)





**1. Trade and Transport Unity \$636**  
Fast Scout  
23: 4 5//24: 5 5 (Double 1)

Hold1	Hold2	Hull
Bionic Perfume 1a/\$140		4a \$60

Rainfall \$200   JewelPort \$200   Rumble Port \$200  
Jellybeast Landing \$200

**2. Mystery Machine 3 \$991**  
Normal Scout  
23: 3 5 5 //24: 3 4 5

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Living Toys 3/\$180	Yellow D/mve (\$80)

Qossuth \$200   Voilos \$200   Niks \$200  
Cobbleport \$200   Dell \$200   Comfort Station \$200

**3. Carpathia \$213**  
Scow Freighter  
23: 2 3 4 5//24: 3 3 3 4 (Use 1)

Hold1	Hold2	Hold3	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90

Hold4: Custom Hives 7a/\$220   Hold5: Red D/mve (\$120)

Cholos \$200   Grand Port \$200   Shenna \$100   Neutron Port \$200

**4. Mean Machine \$530**  
Rocket Transport  
22: 3 5//23: 3 5//24: 1 3 (Use 1 \* 4)

Hold1	Hold2	Hold3	Hull
Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140		Air Foil (\$80)

Wollow \$100   Nillis \$100

**5. Not as we Seem \$990**  
Torch Scout  
22: 2//23: 5 (Times 3)

Hold1	Hold2	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	Red D/mve (\$120)

Bypass \$200   Human \$100   Eeeppeep \$100   Shuttlestop \$200

**Laika****1966****1967 due: 12/21 Tuesday**Event Card Resolution/Saved Cards**JOE** Fortunate Accident: Habitation Module.**Romulus Project:** Government Order: Launch a manned space station by 1968.Purchase Hardware**JOE** buys the Solid Rocket Booster program for 18MB, the Mars Probe program for 60MB, 1 one stage rocket for 3MB, 1 two stage rocket for 12MB, 2 two person capsules for 12MB, 1 liquid fuel strap-on for 3MB, 1 kicker for 3MB, 1 docking module for 2MB, and 1 one person module for 8MB.**Republic of Texas** buys 2 three person capsules for 24MB, 4 two stage rockets for 48MB, 1 two person capsule for 6MB, 1 lunar probe for 6MB, 1 kicker for 3MB, 1 docking module for 2MB, and the Space Construction program for 20MB.**Cain Program** buys the Lunar Probe program for 30MB, 2 docking modules for 4B, and 3 three stage rockets for 54MB.**Romulus Project** buys 1 interplanetary satellite for 4MB.Conduct Research**JOE** H: 8 dice (1, 2, 2, 3, 3, 3, 3, 6) = +23%. 32MB spent. 5: 8 dice (2, 3, 4, 4, 5, 5, 6, 6) = +35%. 40MB spent. e: 8 dice (1, 1, 2, 2, 3, 4, 5, 6) = +24%. 32MB spent.**Republic of Texas** H: 8 dice (1, 1, 1, 2, 3, 4, 5, 5) +22% +8% =30%. 32MB spent. d: 4 dice (1, 2, 4, 6) +13 +4% = 17% to Max R&D. 8MB spent.**Cain Program** c: 3 dice (2, 5, 6) = +13% to Max R&D. 15MB spent. 3: 3 dice (1, 1, 6) = +8%. 12MB spent.**Romulus Project** B: 5 dice (1, 2, 3, 5, 6) = +17%. 20MB spent. C: 6 dice (1, 1, 2, 2, 4, 6) = +16%. 36MB spent. i: 8 dice (1, 1, 2, 2, 3, 4, 6, 6) = +25%. 64MB spent.Declare Future Missions**JOE** declares 3 launches, **Republic of Texas** declares 3 launches, **Cain Program** declares 2 launches, and **Romulus Project** declares 3 launches.

Your launches are:

Missions

No rushing. Launch order is: Romulus Project, Romulus Project, Cain Program, Republic of Texas, Republic of Texas, Republic of Texas, JOE, JOE, JOE

**Romulus Project** launches a Mars Flyby. Liftoff (06%<49%), Earth Orbital Burn (16%<70%), Earth Mission Burn (01%<70%). Mission continues next turn. +1% to C and 2.**Romulus Project** scrubs a Mars Flyby due to lack of fuel and hardware. -3MB to budget.**Cain Program** launches a Manned Orbital with Docking (Ventrué, Tremere, Brujah). Liftoff (05%<96%), Earth Orbital Burn (19%<90%), Earth Orbital Activities (95%>90%), fuel or propellant problem, minor problem, no effect, Docking Module Power-on (04%<98%), Docking (25%<50%), Earth De-orbital Burn (05%<90%), Re-entry (51%<90%), Recovery (27%<90%). Mission success! +1% to C and c, +15% to Docking, Ventrué and Tremere to 40%, Brujah to 20%, +8MB to budget.**Republic of Texas** launches a Lunar Probe. Liftoff (85%<95%), Earth Orbital Burn (03%<86%), Earth Mission Burn (29%<86%), Lunar Orbital Burn (81%<86%), Lunar De-Orbital Burn (75%<86%), Photoreconnaissance (88%>70%). Mission failure. +1% to B and 3, +5% to photo recon, -6MB to budget.**Republic of Texas** launches a Venus Flyby. Liftoff (96%=96%), Earth Orbital Burn (87%<92%), Earth Mission Burn (47%<92%). Mission continues next turn. +1% to B and 2.**Republic of Texas** launches a Manned Lunar Orbital (Travis, Bowie, Houston). Liftoff (90%>86%), last second countdown abort, major problem with boosters, -20% to D. Mission failure. -10MB to budget.**JOE** launches a Jupiter/Saturn Flyby. Liftoff (31%<98%), Earth Orbital Burn (77%<93%), Earth Mission Burn (53%<93%). Mission continues next turn.**JOE** launches a Uranus Flyby. Liftoff (92%<98%), Earth Orbital Burn (28%<93%), Earth Mission Burn (85%<93%). Mission continues next turn.**JOE** launches a Manned Lunar Landing (Manning, Corbett). Liftoff (95%>85%), minor fire on pad, extinguished by ground crews, crew evacuates safely, mission scrubbed. Mission failure. +1% to D, -10MB to budget.Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1966 Budget	137	123	195	160
Cash	6	4	39	0
Launch Facilities	3	3	3	3
Astronauts	6	3	5	7

**Astronauts:** **Cain Program:** Ventrué, Tremere (40%), Brujah (20%), Gangrel, Malkavian, Nosferatu (0%), **Romulus Project:** Caesar (30%), Nero (10%), Brutus (0%), **JOE:** Roger Manning (70%), Tom Corbett, Astro (50%), Buck Rodgers (20%), Flash Gordon (0%), **Republic of Texas** Travis (50%), Crockett (40%), Bowie (20%), Houston (10%), Ocnaschek, Simmons, Boyle (0%)Programs and Hardware**Cain Program:** Orbital Satellite (1): 3/98%, Lunar Probe (3): 1/53%, Docking Module (4): 1/65%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 2/97%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 0/91%, EVA: 98%

**S.O.B.**

**Romulus Project:** Orbital Satellite (1): 0/95%, Interplanetary Satellite (2): 0/71%, Docking Module (4): 1/45%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/59%, Three Stage Rocket (C): 0/50%, Liquid Fuel Strap-ons (D): 1/30%, Kicker (F): 1/59%, One Person Capsule (a): 0/83%, Three Person Space Station (i): 1/38%, EVA: 85%, Photorecon: 70%

**JOE:** Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 1/93%, Lunar Probe (3): 0/72%, Docking Module (4): 3/90%, Mars Probe (5): 1/80%, One Stage Rocket (A): 3/97%, Two Stage Rocket (B): 1/98%, Liquid Fuel Strap-ons (D): 3/86%, Kicker (F): 1/96%, Solid Rocket Boosters (H): 1/48%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 2/87%, One Person Module (e): 2/74%, EVA: 98%, Photorecon: 90%.

**Republic of Texas:** Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 1/87%, Docking Module (4): 1/98%, One Stage Rocket (A): 0/98%, Two Stage Rocket (B): 4/97%, Liquid Fuel Strap-on (D): 0/66%, Kicker (F): 5/95%, Solid Rocket Booster (H): 1/79%, One Person Capsule (a): 1/90%, Three Person Capsule (c): 2/91%, Two Person Module (d): 2/90%, EVA: 98%, Photorecon: 75%, Space Construction: 55%

**1967**Draw Event Cards

**Bill Scharf:** Defection: -1 to all R&D rolls this year, +1 to another player's (choose player). -15MB to budget.  
**Andy York:** Scientific Breakthrough, 6 free R&D dice on most advanced Mars Lander (no effect). -7B to budget.  
**Dennis Cain:** Scientific Breakthrough, 6 free R&D dice on most advanced Habitation Module (no effect). -5MB to budget.  
**Cary Nichols:** Minor problem, pay 10MB or lose 5% on safety of most next three stage rocket launch. -5MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1967 Budget	135	110	170	149
Cash	28	3	9	11
1968 Budget	130	105	155	142

**Retriever****Turn 5****Turn 6 due: 12/21 Tuesday**Commander Actions

**ORION** opens the bidding on a Data Library at 15 and Bartertown gets it for 30 (Or1, Or2, Or5, Wa5, Wa7, Wa10). Opens the bidding on the second Data Library at 15 and gets it for 30 (Or3, Or3, Wa5, Wa6, Wa6, Wa7).

**Mud Mining Corporation** opens the bidding on the Nodule at 25 and gets it for 33 (Or1, Or1, Or2, Or3, Wa6, Wa6, Wa9, HE discount)

**Little Green Manufacturing** buys a water factory (Or2, Or3, Wa7, Wa8) and a population factor (Or1, Or2, Or3, Wa4)

**Bartertown** passes

**Golden Orb Developers** buys a water factory (Or2, Or5, Wa5, Wa8) and moves a population factor from an ore factory to man it.

**ACK!** passes

**HBDC** buys a water factory (Or3, Or5, Wa6, Wa6) and a population factor (Or2, Or3, Or5)

**SD, Inc.** opens the bidding on Heavy Equipment at 30 and gets it (Or4, Or5, Wa5, Wa8, Wa8)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF	HE, No	8
2	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF	2DL	7
3	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF	No	7
4	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF	2DL	7
5	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE	6
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF	Wa	5
7	ACK!	Bill Scharf	OrF, OrF, WaF, WaF	HE, DL	5
8	GOD	Cary Nichols	OrF, OrF, WaF, WaF	Wa, HE	5

LGM is Little Green Manufacturing, GOD is Golden Orb Developers, HBDC is Heavenly Bodies Development Corp, ORION is Orbital Recovery and Intergalactic Opportunity Network, MMC is Mud Mining Corporation

Available UpgradesResource Cards

New Arrivals: Nodule, Nodule, Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	3	0
Heavy Equipment (HE)	30	1	0
Nodule (No)	25	3	0

**Dogwood**  
**Epoch I Empire Selection, Sumerians**  
**Epoch I Egypt through Aryans due: 12/21 Tuesday**  
Epoch I Empire Selection

Cain Conspiracy keeps

Royal Manticoran Historical Society keeps

Turanians keeps

Marching through the Ages keeps

Geggus Guards keeps

The Time Traveler keeps

Arachnids keep

Epoch I

**Turanians:** SUMERIANS: Two armies and Capital *Lower Tigris*, army *Middle Tigris*, army *Zagros*. Points: Dominance in Middle East (4) and 1 Capital (2) for 6 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Cain Conspiracy (red)	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Forest Cole	Turanians (black)	4	6
Andy Lewis	Marching Through the Ages (green)	0	0
Chris Geggus	Geggus Guards (yellow)	0	0
Dave Anderson	The Time Traveler (orange)	0	0
Paul Bolduc	Arachnids (blue)	0	0

Positions

**Turanians:** SUMERIANS: Two armies and Capital *Lower Tigris*, armies *Middle Tigris* and *Zagros*.

Event Cards

Epoch I Empire

**Pedagoguery**

At the end of the Cretaceous period, it is widely recognized that a massive asteroid hit the Earth just north of what is now the Yucatan Peninsula. Archeological evidence indicates that about 75% of all plant and animal species on Earth perished in the impact, including the dinosaurs. Recent modeling of the event tells us in more detail exactly how that happened.

The meteorite that caused the Chicxulub impact was huge. It raced to Earth at more than 40 times the speed of sound. It was so big that when its leading edge hit, its trailing edge was at least as high as the altitude at which commercial airliners fly. It hit with an impact of 100 trillion tons of TNT. Even with this tremendous release of energy, however, it was not the impact itself that directly killed off most of the plants and animals of the era, but the environmental changes caused by the impact in the days, weeks, and years following the impact.

Let's look at the impact itself in more detail. The site of the impact was then a shallow sea. The energy of the impact would have vaporized a chunk of the Earth's crust, creating a plume of debris. The plume would have rapidly expanded, punching its way through the atmosphere, until it enveloped the Earth. Material would then start to fall back to the ground, plowing into the atmosphere with nearly all of the energy with which it had been launched and attaining speeds from 7000 to 40,000 kilometers per hour. The debris fall would have heated large sections of the atmosphere up to several hundred degrees. Today, we see the evidence of this debris fall in a layer of clay at the boundary between the Cretaceous and Tertiary periods all over the world.

The heat from the debris fall would have rapidly dried out and ignited even the notoriously wet Cretaceous vegetation. This caused massive fires. The fires were most prevalent in two areas. The first was the area around the impact,

where a large portion of the debris fell back to Earth. The second was at antipodes to the impact. The reason for this is that the impact caused a shock wave which traveled away from the impact site, through the Earth's atmosphere, and ended up concentrated at that point on the globe directly opposite the impact. In those areas, virtually nothing survived.

In addition to the main areas of fire, there were "tails" coming off of each one heading to the west. This is because it took time for the debris to rain down, and the Earth continued to rotate. Thus, new regions rotated under the areas of heaviest debris fall. These tails reached nearly half way around the globe, telling us that the most destructive debris fall lasted about 12 hours. The archeological evidence backs this up as well. The clay layer mentioned above contains copious soot particles.

After the period of the main debris fall, there were still large areas of the Earth that were largely unscathed. However, the dust raised by the impact as well as the massive amounts of soot pumped into the atmosphere by the fires soon blanketed the Earth. Within a week after the impact, the fires had burned themselves out, but the dust and soot would remain in the air for months, nearly cutting off all sunlight from reaching the ground. This caused a global shutdown of photosynthesis, causing most plants to die, and with them, the animals that depended on them.

After about a year, the Earth was starting to recover. Most of the dust and soot had fallen out of the atmosphere, and ferns and algae were starting to rebound. By fifty years post impact, the ecosystem was on its way to recovery, but the biodiversity remained a fraction of that during the Cretaceous for millions of years.

Next issue, I will talk about loop quantum gravity.

## Best In Show

This is the complete list of all games that have finished in this zine, as well as who won.

### *Machiavelli*

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River <sup>1</sup>	Ken Marcinonis
Not Guilty <sup>1</sup>	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge

<sup>1</sup> Rehoused from Jason Wilke's *Won if by Land*

### *Merchant of Venus*

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis

### *Dune*

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York

### *Die Macher*

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

### *Outpost*

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge

### *History of the World*

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis

### *New World*

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge

### *Settlers/Seafarers of Catan*

Name	Winner
Rin Tin Tin <sup>1</sup>	Brendan Whyte
Benji <sup>1</sup>	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge

<sup>1</sup> GMed by Andy Lewis

### *Liftoff!*

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf

### *Age of Renaissance*

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain

### *Kremlin*

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus

### *Other*

Name	Game	Winner
Prairie Dog	Gunslinger	Paul Bolduc
Dog Biscuit <sup>1</sup>	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie <sup>1</sup>	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Doggin' it	Silverton	Bill Scharf
Warg	Downfall XIII	Dave Partridge

<sup>1</sup> GMed by Andy Lewis

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

### Standby Calls

Dave Partridge for Purple in Dogged.