

Notes from Hades

I hope you all have the best of holiday seasons and the 2005 brings you health, happiness, and success.

I am considering gradually phasing out the paper version of the zine, and I would like your comments on this. What I would do is to let people's current subscriptions continue as is, but when it came time for renewal, they would be converted over to a web subscription. I might provide a downloadable pdf version of the paper zine that people could print out on their own to help compensate for this. I have no plans on doing this right away, but I would like to know your thoughts.

The next deadline is **Tuesday, February 1 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.

Contents

Howling at the Moon	Letter Column	Page 1
Off the Leash	Machiavelli	Page 2
Shepherd	Machiavelli	Page 3
Pavlov	Dune	Page 3
Guard Dog	Kremlin	Page 4
Dogged	Silverton	Page 5
Junk Yard Dog	Industrial Waste	Page 6
Hot Dog	Merchant of Venus	Page 7
Laika	Liftoff	Page 9
Retriever	Outpost	Page 11
Dogwood	History of the World	Page 11
Pedagoguery		Page 12

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, Andy Lewis, and Mike Scott, need up to 1 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

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Will take up to 6.

Kremlin. Will take up to 6.

Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Will take up to 6.

Merchant of Venus. We will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and the Agnents, Bases, and Second Ships optional rules. Victory will be \$4000. Will take up to 6.

Outpost. Will take up to 10.

History of the World. Will take up to 7.

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

Bob Robles

I hope you and your family have a very Merry Christmas, happy New year, and a great holiday season. 3 books for review. First, "Toward the Flame"-Hervey Allen. This is a personal account by an American officer of combat in summer, 1918. The author is a remarkable observer of human nature and his descriptions of the daily, grinding life of the line soldiers are very interesting. There is a lot of marching hither and yon, getting shelled and gassed, sniped at, starved, etc. When combat occurs at the end of the book, it is horrific. And this is after the great trench battles were over, in the so called mobile period of the end of the Great War! Second, "Letters to a young poet"-Rainer Marie Rilke. I read this after hearing so much gushing praise. I enjoy Mr. Rilke's poetry. He is German and the quality of his verse is dependent upon the quality of the translation. I am plugging through the "Duono Elegies" right now and picked up this book. I was frankly disappointed. I had hoped it would shed insight into his poetic process, give me a couple of sparkling gems of wit and wisdom to treasure. Fortunately, it was a short, quick read. Finally, "Japan's Longest Day"-Soichi Oya. This book covers the 24 hours prior to Emperor Hirohito's announcement to the Japanese people of

the surrender which brought WW II to a close. It is written in an interesting style with each chapter covering an hour's time. This book was published in English in 1968 and the survivors of that day were interviewed to produce this book. This is a fascinating look at what went into the decision to surrender at the highest levels of government. I found it a little difficult to keep all the players straight. I found this a very helpful look into the mindset of the Japanese civilians and military. In reading other sources as well as this book, it is clear the Japanese Army was quite prepared to sacrifice the entire homeland army and a good deal of the civilian population in suicidal defense of the homeland. Both junior and senior officers were prepared to fight to the end. Several junior officers actually planned and started a coup to isolate the Emperor and reverse the surrender declaration. However, senior officers stressed obedience to the Emperor and the coup fell apart. What is not surprising is the suicides of several military officers at the end. After reading this book, it seems like the political message sent by the Hiroshima and Nagasaki atomic bombs got through and probably avoided the truly terrible suffering and death that would have accompanied America's planned invasion of

the home Japanese Islands. A very interesting look at a society's leaders where honor, duty, and sacrifice were paramount virtues.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Winter 1464

Deadline for Spring 1464: 2/1 Tuesday

Florence, France, and Venice all expend many ducats on new units while Naples is content with what he has.

Fall 1462 Retreats

Florence retreats A Urbino to Bologna

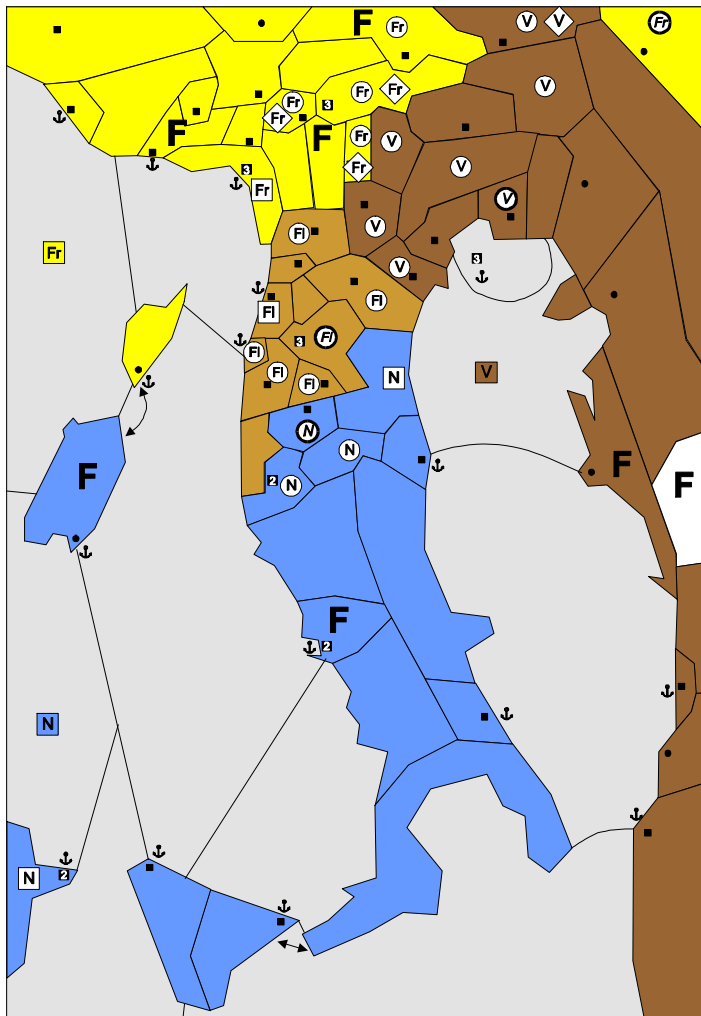
Florence retreats F Tunis to garrison

Builds

		Cost
Florence	Maintains A Modena, A Piombino, A Bologna, A Sienna, builds A (Elite Mercenary) Florence, A Arezzo, F Pisa	24
France	Maintains all except A Parma, builds A Cremona, G Pavia, G Milan	33
Naples	Maintains all, no new builds	21
Venice	Maintains all, builds G Austria and A (Elite Mercenary) Treviso	30

Your treasury:

Off the Leash



Outstanding Debt

Summer 1465: 15 ducats due from Venice

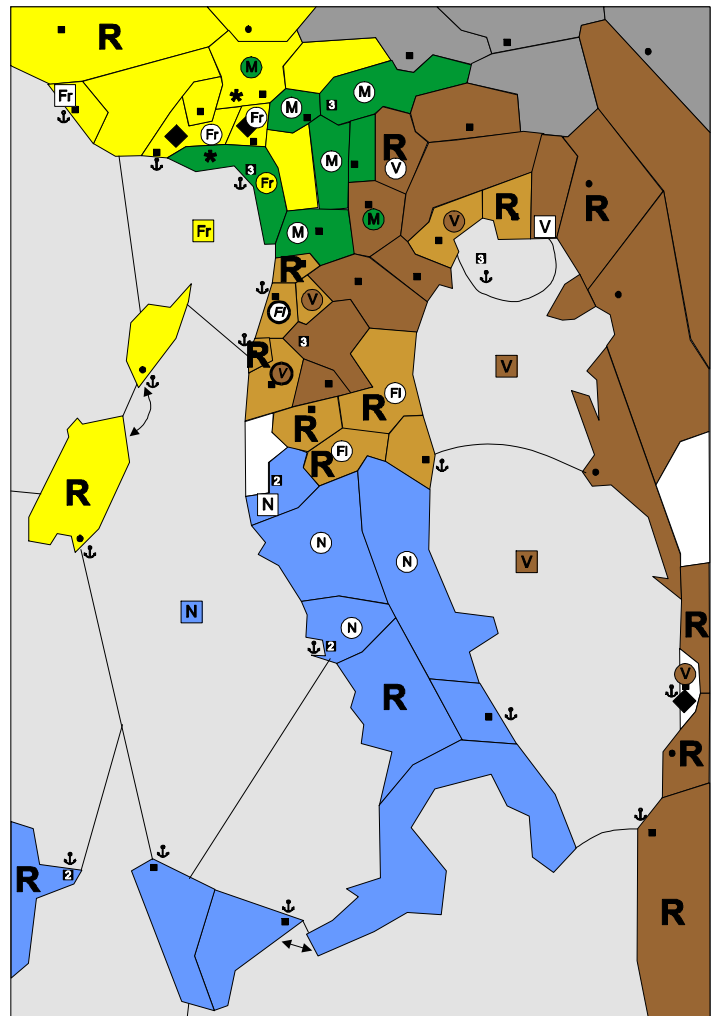
Press

France – Florence and Naples: Dear neighbours, I see that you continue your war and leave me alone against Venice that now could take as many ducats as he wishes. I cannot but, in order to avoid that he overwhelms me in few moves and wins, I ask to you two one ducat each, if at all possible. In this manner I could delay his victory until this winter at least by menacing him.

France – Venice: You should avoid to attack me in Cremona and Milan before asking to disband my units: isn't it?

Venice – France: You talk of trying to stop me yet you continue to push me back. Now you are about to conquer Austria, adding another country to your total. It is quite obvious that you will win unless something changes soon. I have no money, only debt and you will clean up when I am assassinated.

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
Spring 1458****Deadline for Summer 1458 2/1, Tuesday**

France and Milan continue to their evenly matched war. The moneylenders take their revenge on Florence and Naples takes a break from war for a season. Venice continues his advance on Florence.

Expenditures

Florence spends 12 ducats to disband Venetian A Arezzo and 3 ducats for Famine Relief in Urbino. He is unable to repay his loan from the Moneylenders and is assassinated. All units hold and rebellions occur in Treviso, Urbino, Spoleto, Perugia, Piombino, Pistoia, and Lucca.

France spends 3 ducats for Famine Relief in Montferrat.

Outstanding Debt

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

Orders

FLORENCE (McConnell): A (EM) PISA holds, A URBINO holds, A SPOLETO holds

FRANCE (Scott): A Turin holds (DISLODGED, retreats Como, Swiss, Avignon, Provence, Saluzzo, garrison, OTB), A MONTFERRAT supports A Fornova to Genoa, A SAVOY supports A Fornova to Genoa, A FORNOVA TO GENOA, F LIGURIAN SEA supports A Fornova to Genoa, F MARSEILLES holds (Rebellion suppressed)

MILAN (Roalstad): A Genoa holds (DISLODGED, retreat garrison, OTB), A MODENA supports A Genoa, A PARMA supports A

Modena, A Cremona to MANTUA, A MILAN supports G Pavia convert to A, A Pavia to TURIN (Rebellion liberated), G PAVIA convert to A
A CAPUA holds, A AQUILA holds, A NAPLES holds, F ROME holds, F TYRRHENIAN SEA holds
A Arezzo to Florence (nsu), A (EM) Florence to SIENNA, A Bologna to PISTOIA (Rebellion liberated), A Ferrara to BOLOGNA, A Verona to BERGAMO, A Dalmatia to RAGUSA, F LOWER ADRIATIC transports A Dalmatia to Ragusa, F UPPER ADRIATIC supports A Ferrara to Bologna, F Venice to FRIULI, G PADUA converts to A

NAPLES (Cole):

VENICE (Giovine):

Your treasury:

Spring 1458 Famine Losses

If Milan retreats A Turin to Como, it will be destroyed by famine.

Summer 1458 Plague

Poor Year – Row Only: Salerno, Verona, Dalmatia, Lucca, Bologna (Venice A destroyed), Provence

Pavlov**Turn 11 Combat to Turn 12 Nexus****Turn 12 Nexus due: 2/1 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

Combat
Carthag.

Bene Gesserit play La, La, La as a Karama card, preventing the Emperor from using his Elite Sadaukar bonus. Bene Gesserit use the Voice on the Emperor to not play a poison defense.

	Emperor	Bene Gesserit
Weapon	Stunner	Chaumurky
Defense	None	None
Spice	6	6
Dial	6	6
Leader	Count Fenring (6)	Wanna Marcus (5)
Total	6	6

Emperor, as the aggressor wins the tie! 6 Bene Gesserit tokens, 6 Emperor tokens (1 Elite Sadaukar), Count Fenring, and Wanna Marcus go to the tanks (11 spice to the Emperor). Chaumurky is discarded.

Spice Collection

Atreides collect 8 spice (2 spice Arrakeen, 6 spice Cielago South)

Emperor collects 2 spice (Carthag)

Fremen collect 6 spice (Funeral Plain)

Guild collects 1 spice (Tuek's Sietch)

Turn 12Storm Movement

The storm moves 6 sectors to sector 12 (3 spice destroyed in OH Gap). (Turn 13 storm movement: _____).

Spice Blow

6 spice in Hagga Basin

Worm in Cielago South (2 Atreides tokens to the tanks, and 6 spice destroyed). Nexus occurs.

Fremen have 2 Worms they can place.

Positions

Atreides: 13 tokens Arrakeen, 1 token Hagga Basin (13), 6 tokens and Dr. Yueh in the tanks. Kwisatz Haderach available.

Bene Gesserit: 6 tokens and Wanna Marcus in the Tanks, 2 tokens Polar Sink, 7 tokens Cielago East (3), 5 tokens Wind Pass North (17)

Bene Tleilaxu: Traps: none

Emperor: 5 tokens (2 Elite Sadaukar) Carthag, 15 tokens (3 Elite Sadaukar), and Count Fenring 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

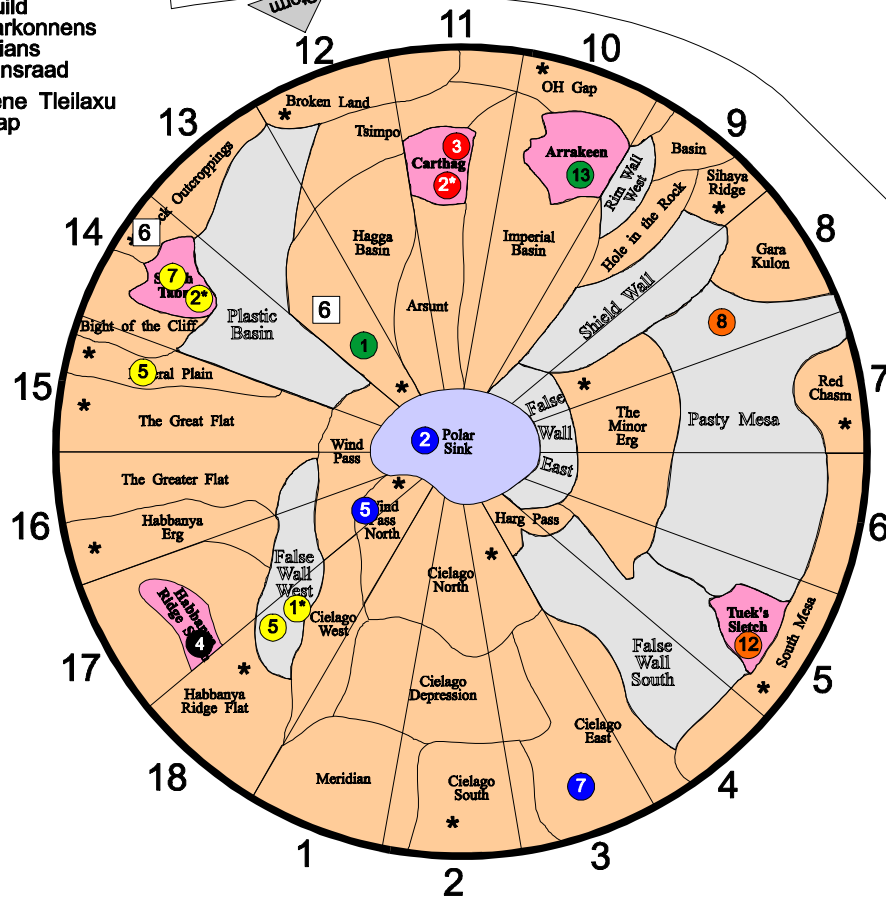
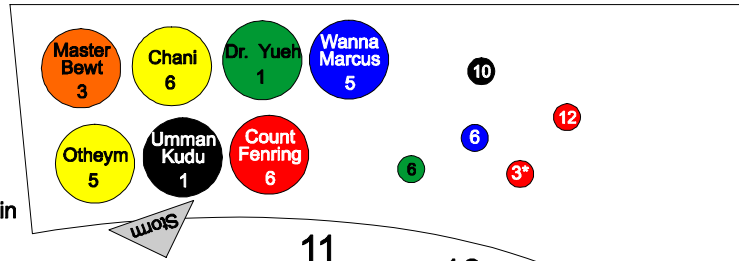
Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

- Key**
- Tokens
 - Spice
 - Atrides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremem
 - Fremem Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - ☠ Bene Teilaxu
 - ☠ Trap

The Tanks



Guard Dog

Turn 8 Funeral Commission through Parade
 Turn 9 Cure through Health due: 2/1 Tuesday

Funeral Commission

None this turn.

Replacement Phase

UNCLE declares 6 IP on Niewitko. Iwan Manjak advances to Defense Minister by age. Satin promotes Y to Candidate (ages to 87). Tigran Zenjarplan (Q) advances to Ideology by age, Mikail Strychnin (T) advances to Industry by age, and Ulan Putschnik (Y) advances to Economy by age. V, W, and X advance to Candidates.

Rehabilitation Phase

TI declares 4 IP on Satin. Satin rehabilitates S and R, aging to 97 and reaching mandatory retirement age.

Parade Phase

Niewitko is unable to attend the Parade.

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D) ¹	84	1 (LVC), 6 (UNCLE)
KGB Head	Wassily Protzky (U)	73, ?, ++	10+ (LVC)
Foreign			
Defense	Iwan Manjak (P)	63, +	3 (HLS), 2 (TCC), 2 (UNCLE), 1 (HLS)
Ideology	Tigran Zenjarplan (Q)	74, +	
Industry	Mikaail Strychnin (T)	58, weak	
Economy	Ulan Putschnik (Y)	52	
Sport	Viktor Wasolin (Z)	55	1 (LVC), 2 (MLI)

S.O.B.

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

¹ Specialist (11) card in effect.

Candidates: V, W, X

People: R, S

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

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

Retired: O

Mike Scot

Ward Narhi

Bob Robles

Chris Geggus

MLI have one wave, TCC have one wave, LVC have one wave.

The California Connection

Underground Neo-Communist Liberation Effort

Hard Line Stalinists

Lubianka Visitors Club

Intrigue Cards

Players

Andy Lewis Trotskyite Internationalists
Pasquale Giovine Marxist-Leninists Integralists

Undeclared Influence

Dogged

Turn 17, Phases IV-VI and Turn 18, Phases I-III

Turn 18 Phases IV-VI and Turn 19 Phases I-III due: 2/1 Tuesday

Turn 17

Construction and Operation

Red (Scharf) declines claim #71, operates claims #47 (\$40, 1 silver), #82 (\$20, depletes), and #77 (\$20, depletes). Delivers 14 coal from Crested Butte to Denver for \$1960. Gains \$130 in passenger revenues. Buys +5 snowplow for \$200 and hires a prospector for \$400.

Green (Nichols) operates claims #52 (\$40, 2 silver) and #29 (\$20, 4 gold). Delivers 3 silver from Lake City to Denver for \$720 and 2 gold from Leadville to Denver for \$450. Gains \$20 in passenger revenues.

Orange (Narhi) operates claims #107 (\$50, 2 copper), #124 (\$40, 2 coal), #122 (\$20, 4 coal), #102 (\$40, depletes), and #105 (\$40, 4 silver). Delivers 8 coal from Lee Ranch West to Santa Fe for \$960, 3 silver from Hillsboro to El Paso for \$720, and 6 copper from Santa Rita to El Paso for \$1200. Gains \$510 in passenger revenue.

Blue (Bolduc) operates claims #130 (\$80, 1 copper), #56 (\$30, 2 lumber), #119 (\$40, 3 coal), and #26 (\$40, 4 gold). Delivers 11 copper from Bingham to Salt Lake City for \$2200, 2 lumber from Hot Sulphur Springs to Salt Lake City for \$600, and 1 coal from Farmington to Denver for \$140. Gains \$960 in passenger revenue. Buys a 72 train for \$500.

Purple (Partridge) operates claims #65 (\$30, 1 lumber), #60 (\$20, depletes), #99 (\$50, 3 gold), and #97 (\$40, 3 gold). Delivers 3 gold from White Oaks to El Paso for \$675. Receives \$950 in passenger revenues.

Determine Price Changes

Gold: -1 to \$200

Copper: -4 to \$100

Silver: +1 to \$300

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	-1 to \$240	Remains at \$200	Remains at \$160	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	-2 to \$80	Remains at \$140

Turn 18

Move Prospectors and Surveyors

Red (Scharf) surveys Heber City to Salt Lake City and Elk Springs to Craig, prospect #49.

Green (Nichols) surveys Leadville to Mintum and Cheyenne to Laramie, no prospecting

Orange (Narhi) surveys Lee Ranch West to Thoreau, no prospecting

Blue (Bolduc) surveys Lumberton to Antonito and Price to Sunnyside, prospects #40

Purple (Partridge) surveys Valecitos to El Vado and South Fork to Pagosa Springs, prospects #61 and passenger line 24

Dispute Resolution

No disputes. Red pays \$380, Green pays \$340, Orange pays \$180, Blue pays \$420, Purple pays \$1880.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$8165	9, 15, 42, 72	+4, +5	P, P+1, S+2, S+1
Cary Nichols	Green	Denver	\$1440	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$9630	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$6795	9, 24, 72, 72	+5	P+1, S, S
Dave Partridge	Purple	Pueblo	\$9260	24, 24, 42, 72	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation	#	City	Owner	Type	Goods	Operation
						77	Craig	Red	Coal	3	Depleted
51	Silverton	Red	Silver	1	Depleted	49	Silverton	Red	Silver	N	\$40
47	Ouray	Red	Silver	1	\$40	38	Aspen	Green	Silver	N	\$40
64	Lumberton	Red	Lumber	2	Depleted	80	Aspen	Green	Coal	N	\$30

#	City	Owner	Type	Goods	Operation
52	Lake City	Green	Silver	0	\$40
29	Leadville	Green	Gold	2	\$20
107	Santa Rita	Orange	Copper	6	\$50
124	Magdalena	Orange	Coal	2	\$40
122	Lee Ranch West	Orange	Coal	1	\$20
105	Silver City	Orange	Silver	4	\$40
30	Georgetown	Blue	Gold	4	Depleted
130	Bingham	Blue	Copper	0	\$80
56	Hot Sulphur Springs	Blue	Lumber	0	\$30
119	Farmington	Blue	Coal	2	\$40
26	Marysvale	Blue	Gold	4	\$40
40	Aspen	Blue	Silver	N	\$40
65	El Vado	Purple	Lumber	11	\$30
60	Pagosa Springs	Purple	Lumber	4	Depleted
99	White Oaks	Purple	Gold	0	\$50
97	Elizabethtown	Purple	Gold	3	\$40
61	South Fork	Purple	Lumber	N	\$20

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	
4	A	El Paso – Deming	\$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	
24	C	Denver – El Paso	\$1000	Purple	

Available Claims

#	City	Type	Claim	Operation
118	Cimarron	Lumber	\$60	\$20
69	Scofield	Coal	\$40	\$30
55	Walden	Lumber	\$100	\$50
62	Taos	Lumber	\$40	\$30
71	Sunnyside	Coal	\$100	\$20
70	Price	Coal	\$80	\$40
114	McGaffey	Lumber	\$40	\$30
66	Vallecitos	Lumber	\$60	\$30

Available Trains

Type	# Available	Cost
9	2	\$80
15	4	\$120
24	4	\$200
42	5	\$320
72	3	\$500

Available Snowplows

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

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	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	

Notes

Dave Partridge is now the player of record for Purple.

Junk Yard Dog

Turn 8a

Turn 8b due: 2/1 Tuesday

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

Dave selects Set 4

Andy selects Set 1.

Cary selects Set 2

Eric selects Set 5

S.O.B.
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

Cards

Eric	Dave	Andy	Cary
Growth	Innovation	Innovation	Hiring/Firing
Waste Disposal	Growth	Order	Bribery
Advisor	Advisor	Hiring/Firing	Order

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 22.4 to 24.4

Turns 24.5 to 26.5 due: 2/1 Tuesday

Turn 22

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 5

Jewelport (s).

Sells Bionic Perfume for \$140 plus \$120 demand (from the cup: Demand for Wine at 5 and Dribble Glass at 4a). Sells Bionic Perfume for \$140 plus \$60

demand (from the cup: Mulch Wine at 3 and Infinite Puzzles at 10). Buys 3 Mulch Wine for \$60.

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 2

Grandport (p) – Y – A.

Picks up Relic Laser.

Turn 23

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 4 5 5

Space Station Planet.

Buys Psychotic Sculpture for \$250.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 5 5

B10 – (Y) – B – R – Goliath (o) – Goliath (s).

Sells Living Toys for \$180 (from the cup: Demand for Spice at 3). Picks up Fare to Base.

Jewelport (s) – Jewelport (o) – R – B – Y – B – R – B – Y – B – R –

Rumbleport (o) – Rumbleport (s).

Sells Mulch Wine for \$60 (from the cup: Megalith Paperweight at 9b).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5

A – (R) – B – Goliath (o) – (R) – B – Y – B10 – (R10) – B – Y – B – (R) – Aerie – Y – (R20) – Open Port.

Sells Melf Pelts for \$110 (from the cup: Finest Dust at 4a). Sells Melf Pelts for \$110 (from the cup: Mulch Wine at 3). Buys Pedegree Bolts for \$100 (receives \$50 factory commission), Servo-Mechanism for \$200, Aerie for \$200, and Airhome for \$200.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5

Wet Landing (o) – A – Whaleport (o) – Whaleport (s).

Buys Whaleport for \$200.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 5

Turn 24

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 5 5 5

Space Station – A – NC5.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 4 5

Goliath (o) – Goliath (s) – B – R – B – (Y) – B – R – B – (Y) – R – Cobbleport (p).

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Fare to Base at 10 and Demand for Dust at 7a). Buys Finest Dust for \$10. Receives \$13 in port commissions.

Sells Custom Hives for \$220 (from the cup: Demand for Spice at 4b). Sells Chicle Liquor for \$90 (from the cup: Bionic Perfume at 1a). Sells Chicle Liquor for \$90 (from the cup: Melf Pelts at 5). Sell Chicle Liquor for \$90 (from the cup: Megalith Paperweight at 9b). Sells final Chicle Liquor for \$90 (from the cup: Psychotic Sculpture at 10). Buys 5 Impossible Furniture for \$550. Gains \$113 in port commissions.

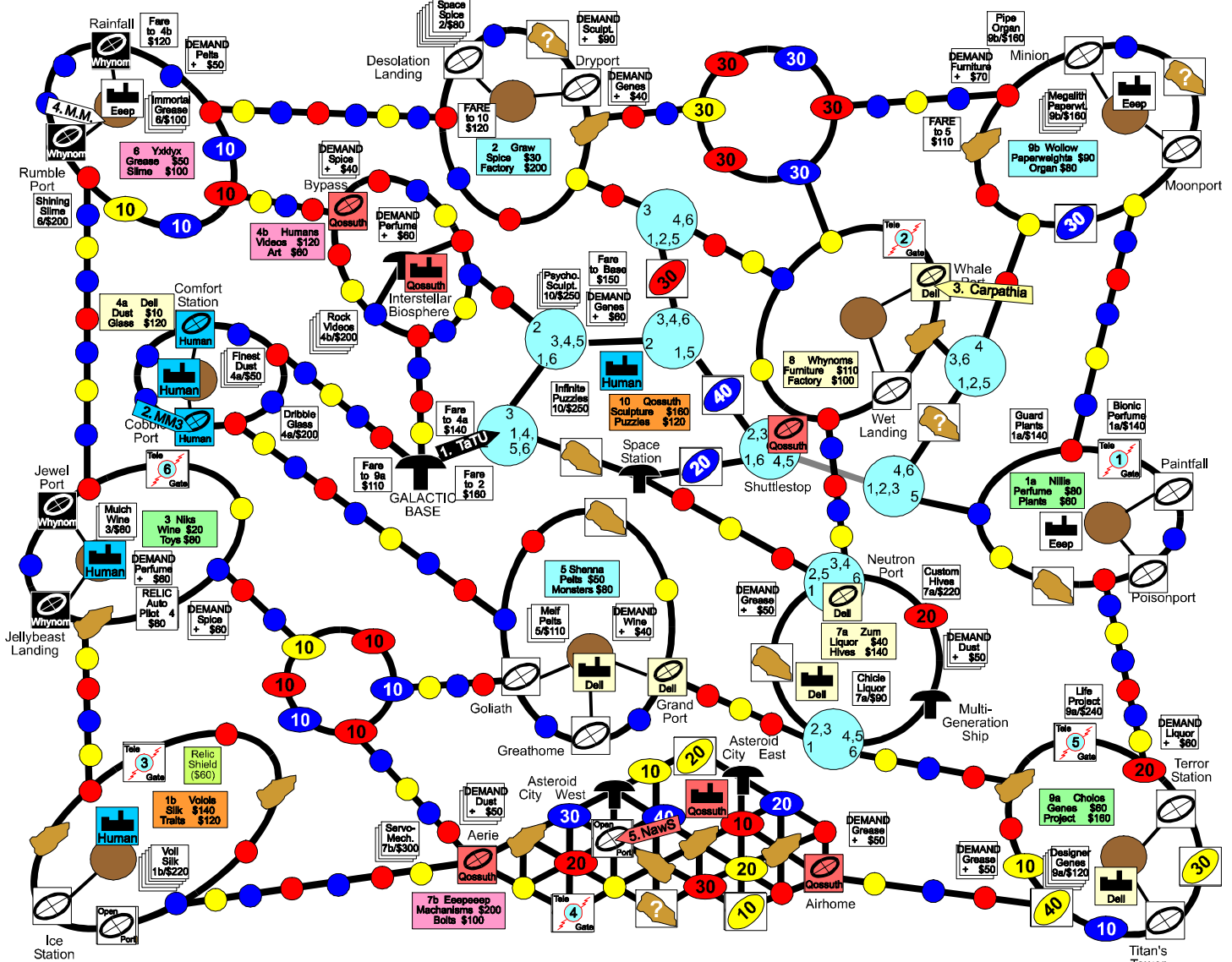
4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 3

Rumbleport (s).

Sells Mulch Wine for \$60 (from the cup: Custom Hives at 7a). Sells Mulch Wine for \$60 (from the cup: Finest Dust at 4a). Buys Factory for \$200.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 4

Whaleport (s) – Whaleport (p).



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

Hold1	Hold2	Hull
Bionic Perfume 1a/\$140	Psychotic Sculpture 10/\$250	4a \$60
Rainfall \$200	JewelPort \$200	Rumble Port \$200
Jellybeast Landing \$200		

2. Mystery Machine 3 \$1294
Normal Scout
23: 3 5 5 //24: 3 4 5

Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to Base \$140	Yellow Drive (\$80)
Qossuth \$200	Volos \$200	Niks \$200
Cobbleport \$200	Dell \$200	Comfort Station \$200
Shield (\$60)		

3. Carpathia \$156
Scow Freighter
23: 2 3 4 5//24: 3 3 3 4 (Use 1)

Hold1	Hold2	Hold3	Hull
Imposs. Furniture 8/\$160	Imposs. Furniture 8/\$160	Imposs. Furniture 8/\$160	Imposs. Furniture 8/\$160
Hold4			Shield (\$60)
Imposs. Furniture 8/\$160	Red Dye (\$120)	Zum \$200	
Cholos \$200	Grand Port \$200	Shenna \$100	Neutron Port \$200
Whale Port \$200			

4. Mean Machine \$850
Rocket Transport
22: 3 5//23: 3 5//24: 1 3 (Use 1 * 4)

Hold1	Hold2	Hold3	Hull
Wollow \$100	Nillis \$100	Yxklyx \$200	Air Foil (\$80)

5. Not as we Seem \$560
Torch Scout
22: 2//23: 5 (Times 3)

Hold1	Hold2	Hull
Pedigree Bolts 7b/\$200	Servo-Mech. 7b/\$300	Red Dye (\$120)
Bypass \$200	Human \$100	Shield (\$60)
Eeeppeep \$100	Shuttlestop \$200	Laser 20 (\$100)
Airhome \$200	Aerie \$200	

Goods and Demands:

1a (Nillis): Guard Plants, 1 Bionic Perfume

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), 2 Demand for Space Spice (+\$60), 2 Mulch Wine

4a (Dell): 3 Finest Dust, 1 Demand for Mulch Wine (+\$60), Dribble Glass

4b (Humans): 1 Demand for Bionic Perfume (+\$60), 5 Rock Videos, 2 Demand for Space Spice (+\$40)

5 (Shenna): 2 Melf Pelts, 2 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): 3 Demand for Finest Dust (+\$50), 1 Chicle Liquor, 1 Demand for Immortal Grease (+\$50), Custom Hives

7b (Eeepeep): 3 Servo-Mechanisms, 3 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50)

8 (Whynoms): Nothing

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), 4 Megalith Paperweights, Portable Pipe Organ

10 (Qossuth): 2 Demand for Designer Genes (+\$60), 3 Psychotic Sculpture, Infinite Puzzles, Fare to Base (\$150)

Base: Fare to 9a (\$110), Fare to 2 (\$160), Fare to 4a (\$140)

Laika

1967

1968 due: 2/1 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module. Defector goes to Cain Program

Romulus Project: Government Order: Launch a manned space station by 1968. Chooses to ignore the minor problem (-5% on next three stage rocket launch).

Purchase Hardware

JOE buys 3 two stage rockets for 36MB, 2 two person capsules for 12MB, and 1 kicker for 3MB.

Republic of Texas buys the Three Person Space Station program for 75MB.

Cain Program buys Space Construction program for 20MB, 3 three person capsules for 36MB, 2 lunar probes for 12MB, and 3 three stage rockets for 54MB.

Romulus Project buys 3 two stage rockets for 36MB, 3 one person capsules for 6MB, 2 orbital satellites for 2MB, and 2 docking modules for 4MB.

Conduct Research

JOE 5: 8 dice (2, 2, 3, 3, 4, 5, 6) +28% - 8% = +20% to Max R&D. 40MB spent. e: 8 dice (2, 2, 3, 3, 3, 5, 5, 5) +28% - 8% = +20% to Max R&D. 32MB spent.

H: 8 dice (1, 2, 4, 5, 5, 5, 5, 6) +33 - 8% = +25%. 32MB spent.

Republic of Texas D: 7 dice (1, 2, 4, 5, 5, 6, 6) +29% to Max R&D. 14MB spent. H: 1 die (5) +5% to Max R&D. 4MB spent. i: 8 dice (2, 2, 5, 5, 5, 6, 6, 6) +37%. 64MB spent.

Cain Program 3: 8 dice (1, 1, 3, 3, 4, 5, 5, 6) +28% + 8% = +36% to Max R&D. 32MB spent.

Romulus Project C: 4 dice (3, 3, 5, 6) +17%. 24MB spent. F: 8 dice (1, 2, 2, 4, 4, 5, 5, 6) +29%. 8MB spent. i: 4 dice (1, 1, 3, 6) +11%. 32MB spent.

Declare Future Missions

JOE declares 3 launches, **Republic of Texas** declares 0 launches, **Cain Program** declares 3 launches, and **Romulus Project** declares 3 launches.

Missions

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

Romulus Project continues a Mars Flyby. Mars Orbital Burn (50%<71%), Mars Orbital Activities (57%<71%). Mission success! +1% to 2, +4MB to budget.

JOE continues a Jupiter/Saturn Flyby. In-Route Activities (57%<93%). Mission continues next turn (arrives at Jupiter next turn).

JOE launches a Uranus Flyby. In-Route Activities (87%<93%). Mission continues next turn (7 turns until arrival at Uranus).

Romulus Project launches a Manned Orbital with Docking (Caesar). Liftoff (05%<59%), Earth Orbital Burn (02%<83%), Earth Orbital Activities (85%>83%), Caesar saves, Docking Module Power-on (50%<95%), Docking (92%>45%), Earth De-orbital Burn (49%<83%), Re-entry (47%<83%), Recovery (43%<83%). Partial mission success. +1% to 1, B, and a, +5% to docking, Caesar to 40%. +2MB to budget.

Romulus Project launches a Manned Orbital with Docking (Nero). Liftoff (03%<60%), Earth Orbital Burn (41%<84%), Earth Orbital Activities (42%<84%), Docking Module Power-on (47%<96%), Docking (100%>50%), Earth De-orbital Burn (31%<84%), Re-entry (61%<84%), Recovery (29%<84%). Partial mission success. +1% to 1, B, and a, +5% to docking, Nero to 20%. +2MB to budget.

Romulus Project launches a Manned Orbital with Docking (Brutus). Liftoff (01%<61%), Earth Orbital Burn (39%<85%), Earth Orbital Activities (66%<85%), Docking Module Power-on (29%<97%), Docking (10%<55%), Earth De-orbital Burn (50%<85%), Re-entry (03%<85%), Recovery (65%<85%). Mission success. +1% to 1, B, and a, +15% to docking, Brutus to 10%. +5MB to budget.

Cain Program launches a Manned Orbital with Spacewalk and Docking (Ventruue, Tremere, Brujah). Liftoff (58%<97%), Earth Orbital Burn (43%<91%), Earth Orbital Activities (85%<91%), Docking Module Power-on (56%<98%), Docking (88%<65%), Spacewalk (59%<98%), Earth De-orbital Burn (12%<91%), Re-entry (37%<91%), Recovery (46%<91%). Partial mission success. +1% to C and c, +5% to Docking, Ventruue and Tremere to 50%, Brujah to 30%, +3MB to budget.

Cain Program launches a Lunar Probe. (All safety factors -3 because successful Lunar Flyby not made.) Liftoff (87%<95%), Earth Orbital Burn (83%>82%). Mission failure. +1% to 3, -6MB to budget.

Republic of Texas launches a Lunar Probe. Liftoff (14%<97%), Earth Orbital Burn (52%<87%), Earth Mission Burn (22%<87%), Lunar Orbital Burn (22%<87%), Lunar De-Orbital Burn (87%=87%), Photoreconnaissance (80%>75%). Mission failure. +1% to B and 3, +5% to photo recon, -6MB to budget.

Republic of Texas launches a Manned Lunar Landing (Travis, Bowie, Ocnaschek). -3% to all safety factors because no Manned Lunar Orbital successfully made. Liftoff (72%<77%), Earth Orbital Burn (77%<88%), Earth Mission Burn (88%=88%), In-Route Activities (49%<88%), Docking (47%<95%), Lunar Orbital Burn (85%<88%), Lunar De-Orbital Burn (01%<87%), Photo-Reconnaissance (56%<77%), Lunar Landing (30%<87%), Moon Walk (98%>95%), Travis saves, Lunar Launch (60%<87%), Lunar Orbital Activities (99%>88%), food and waste problems, coolant system shuts down, repairs good, mission continues, Docking (31%<95%), Lunar Mission Burn (11%<88%), In-Route Activities (76%<88%), Earth Orbital Burn (57%<88%), Earth Orbital Activities (84%<88%), Earth De-Orbital Burn (03%<88%), Re-entry (81%<88%), Revoery (32%<88%). Mission success! +1% to H, c, and d, +15% to Photo Recon, Travis to 60%, Bowie to 30%, Ocnaschek to 10%, and +45MB to budget.

Republic of Texas launches a Manned Orbital (Crockett, Simmons, Boyle). Liftoff (93%<98%), Earth Orbital Burn (41%<92%), Earth Orbital Activities (80%<92%), Earth De-Orbital Burn (53%<92%), Re-entry (15%<92%), Recovery (33%<92%). Mission success. +1% to c, Crockett to 50%, Simmons and Boyle to 10%, +4MB to budget.

JOE launches a Neptune Flyby. Liftoff (86%<98%), Earth Orbital Burn (70%<93%), Earth Mission Burn (25%<93%). Mission continues next turn.

JOE launches a Manned Sub-Orbital (Gordon, Rodgers). Liftoff (32%<98%), Re-entry (47%<87%), Recovery (19%<87%). Mission success! +1% to b, Rodgers to 30%, Gordon to 10%. +2MB to budget.

JOE launches a Manned Lunar Landing (Manning, Corbett). Liftoff (69%<86%), Earth Orbital Burn (71%<96%), Earth Mission Burn (45%<96%), In-Route Activities (89%>88%), crew saves, Docking Module Power-on (69%<98%), Docking (14%<90%), Lunar Orbital Burn (67%<96%), Lunar De-Orbital Burn (73%<90%), Photo-Reconnaissance (95%>90%), landing target rougher than expected, secondary is good, Lunar Landing (42%<90%), Moon Walk (87%<98%), Lunar Lanuch (99%>90%), Manning saves, Lunar Orbital Activities (92%>88%), Corbett saves, Docking (79%<90%), Lunar Mission Burn (30%<96%), In-Route Activities (43%<88%), Earth Orbital Burn (74%<96%), Earth Orbital Activities (37%<88%), Earth De-Orbital Burn (79%<88%), Re-entry (54%<88%), Recovery (47%<88%). Mission success. +1% to D, F, b, and e, +8% to Docking, +10% to Photo-Recon, Corbett to 60%, +21MB to budget.

Players

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
Launch Facilities	3	3	3	3
Astronauts	6	3	5	7

Astronauts: Cain Program: Ventrue, Tremere (50%), Brujah (30%), Gangrel, Malkavian, Nosferatu (0%), **Romulus Project:** Caesar (40%), Nero (20%), Brutus (10%), **JOE:** Roger Manning (70%), Tom Corbett (60%), Astro (50%), Buck Rodgers (30%), Flash Gordon (10%), **Republic of Texas** Travis (60%), Crockett (50%), Bowie (30%), Houston, Ocnaschek, Simmons, Boyle (10%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, Lunar Probe (3): 2/85%, Docking Module (4): 0/70%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 2/98%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 1/92%, EVA: 98%, Space Construction: 55%

Romulus Project: Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 0/72%, Docking Module (4): 2/70%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/62%, Three Stage Rocket (C): 0/67%, Liquid Fuel Strap-ons (D): 1/30%, Kicker (F): 1/88%, One Person Capsule (a): 0/86%, Three Person Space Station (i): 1/49%, EVA: 85%, Photorecon: 70%

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 2/98%, Mars Probe (5): 1/85%, One Stage Rocket (A): 3/97%, Two Stage Rocket (B): 1/98%, Liquid Fuel Strap-ons (D): 2/87%, Kicker (F): 1/97%, Solid Rocket Boosters (H): 1/73%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 2/89%, One Person Module (e): 1/91%, EVA: 98%, Photorecon: 100%.

Republic of Texas: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/88%, Docking Module (4): 1/98%, One Stage Rocket (A): 0/98%, Two Stage Rocket (B): 1/98%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 5/95%, Solid Rocket Booster (H): 0/81%, One Person Capsule (a): 1/90%, Three Person Capsule (c): 0/93%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/47%, EVA: 98%, Photorecon: 95%, Space Construction: 55%

1968

Draw Event Cards

Andy York: Counter-espionage. Lower the safety factor of another player's program to equal yours. Select player and program. -1MB to budget.

Bill Scharf: Scientific Breakthrough, 6 free R&D dice on most advanced Space Station (no effect). -20MB to budget.

Dennis Cain: Minor problem, pay 10MB or lose 3% on next Space Station mission (no effect). -5MB to budget.

Cary Nichols: Engineering Advance, all hardware is half price this year. +3MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1968 Budget	127	118	178	185
Cash	9	1	24	3

1969 Budget	122	121	158	184
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Retriever**Turn 6****Turn 7 due: 2/1 Tuesday****Commander Actions**

Mud Mining Corporation buys a water factory (Wa6, Wa7, Wa7) and moves a population from an ore factory to man it.

Bartertown buys a water factory (Or1, Or2, Wa8, Wa9) and moves a population from an ore factory to man it.

Little Green Manufacturing opens bidding on a Nodule at 25 and gets it for 33 (Or5, Wa6, Wa7, Wa7, Wa8)

ORION opens the bidding on a Nodule at 25 and gets it for 31 (Or2, Or3, Or5, Wa7, Wa7, Wa7).

SD, Inc. opens the bidding on a Nodule at 25 and gets it (Or5, Wa5, Wa10, HE discount). Opens the bidding on a Warehouse at 25 and gets it (Or1, Wa5, Wa6, Wa8, HE discount).

HBDC buys a water factory (Or4, Or5, Wa5, Wa6) and moves a population from an ore factory to man it.

ACK! opens the bidding on a Warehouse at 25 and gets it (Or4, Wa6, Wa10, HE discount)

Golden Orb Developers buys a water factory (Or2, Or2, Wa7, Wa9) and moves a population from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF	2No	9
2	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF	2DL, No	9
3	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE, No, Wa	9
4	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF	HE, No	8
5	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF	2DL	7
6	ACK!	Bill Scharf	OrF, OrF, WaF, WaF	HE, DL, Wa	6
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	Wa	5
8	GOD	Cary Nichols	OrF, OrF, WaF, 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 Upgrades

New Arrivals: None

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

Resource Cards

MMC took a Mega Water card.

Dogwood**Epoch I Egypt through Aryans****Epoch II Empire Selection due: 2/1 Tuesday****Epoch I**

Geggs Guards plays Hittites. Army and Capital Eastern Anatolia, armies Western Anatolia and Balkans. EGYPT: Army and Capital Nile Delta, fleet Red Sea, armies Nubia, Palestine, Levant. Builds Monument Nile Delta. Points: Dominance in Middle East (4), Presence in North Africa (1), 2 Capitals (4), 1 Sea (1), and 1 Monument (1) for 11 points.

Marching through the Ages MINOANS: Army, Capital, and Fort Crete, fleet Eastern Mediterranean, army Libya. Points: Presence in North Africa (1), 1 Capital (2), and 1 Sea (1) for 4 points.

Retropolis INDUS VALLEY: Plays Civil Service. Army and Capital Lower Indus, armies Upper Indus, Hindu Kush, Persian Plateau, Turanian Plain, Tarim Basin. Builds Monument Lower Indus. Points: Dominance in India (2), Presence in Middle East (2) and China (1), 1 Capital (2), and 1 Monument (1) for 8 points.

Royal Manticoran Historical Society BABYLONIANS: Plays Allies. Army and Capital Middle Tigris, army Upper Tigris, Levant (vs. Egypt: B: 6, 4; E: 5; wins), Zagros (vs. Sumeria: B: 6, 4; S: 5, 4; wins), Persian Salt Desert, Middle Tigris. Builds Monument Middle Tigris. Points: Dominance in Middle East (4), 1 Capital (2), and 1 Monument (1) for 7 points.

The Time Traveler SHANG DYNASTY: Army, Capital, and Fort in Yellow River, armies Wei River, Great Plain of China. Points: Dominance in China (2), and 1 Capital (2) for 4 points.

Arachnids ARYANS: Army Turanian Plain (Indus army retreats to Persian Plateau), Persian Plateau (vs. Indus Valley: A: 4, 3; I: 5, 3; loses), Hindu Kush (vs. Indus Valley: A: 5, 4; I: 6, 2; loses), Hindu Kush (vs. Indus Valley: A: 6, 1; I: 6, 1; A: 5, 1; I: 5, 1; A: 6, 2; I: 6, 2; A: 3, 2; I: 4, 3; loses), Hindu Kush (vs. Indus Valley: A: 5, 2; I: 5, 3; A: 6, 4; I: 2, 1; wins). Points: Presence in India (1) for 1 point.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Retropolis (red)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	7
Cary Nichols	Turanians (black)	4	6
Dave Anderson	The Time Traveler (orange)	4	4
Andy Lewis	Marching Through the Ages (green)	4	4
Chris Geggus	Geggus Guards (yellow)	5	11
Paul Bolduc	Arachnids (blue)	5	1

Positions

Turanians: SUMERIANS: Three armies and Capital Lower Tigris.

Geggus Guards: Fleet Red Sea. HITTITES: Army and Capital Eastern Anatolia, armies Western Anatolia, Balkans. EGYPT: Army, Capital, and Monument Nile Delta, armies Nubia, Palestine.

Marching through the Ages: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and Fort Crete, army Libya.

Retropolis: INDUS VALLEY: Army, Capital, and Monument Lower Indus, two armies Persian Plateau, armies Upper Indus and Tarim Basin.

Royal Manticoran Historical Society: BABYLONIANS: Two armies, Capital, and Monument Middle Tigris, armies Upper Tigris, Levant, Zagros, Persian Salt Desert.

The Time Traveler: SHANG DYNASTY: Army, Capital, and Monument Yellow River, armies Great Plain of China, Wei River.

Arachnids: ARYANS: Armies Turanian Plain, Hindu Kush.

Event Cards

Epoch I Empire

Pedagoguery

There are currently two main contenders for the quantum theory of gravity. The first, string theory, I have discussed in a previous column. The other theory is called loop quantum gravity.

Loop quantum gravity is the outgrowth of a much more traditional approach to quantum theory than is true with string theory. Basically, there are a number of mathematical tools that can be used to convert a non-quantum (or classical) theory to a quantum theory. They were first applied to the theory of electromagnetism by Richard Feynman to create quantum electrodynamics. Those same tools were applied to General Relativity in the 1970s, but the effort failed miserably. Looking back, it appears that the fatal mistake that was made was to assume that spacetime was smooth and continuous at all scales. This led to self-contradictory results.

A later effort went back and determined that there were two key principals embodied in General Relativity that should be preserved. The first principal is called background independence. This principal states that the geometry of spacetime is not fixed, but is a quantity that is dynamic and evolving. To determine the geometry of spacetime at a particular moment, you must solve a set of equations that include all the effects of matter and energy. (String theory is not background independent. The strings operate in classical spacetime.)

The second principal is called diffeomorphism invariance, which is an imposing name that simply indicates that all coordinate systems used to map spacetime are equally valid. A point in space is defined by only by what physically happens at that point, not on a particular coordinate system. This principal is the heart of the "relativity" portion of General Relativity.

Holding these two principals as their only assumptions, the physicists taking on this effort then applied the mathematical tools to try to convert General Relativity into a quantum theory. What they found was quite interesting. They

determined that space and time themselves are quantized. As a way of visualizing this, picture a sphere. In a classical world, the values of the surface area and volume of the sphere can be any real number. However, in quantum world, when the sphere gets smaller, we find that the surface area and volume of the sphere are constrained to certain discrete values, and there is a minimum value, below which you cannot go. This minimum value is based on a quantity called the Planck length. This is incredibly small, only 10^{-33} cm, so the effects of quantized space are very difficult to observe; but it is possible to do so.

There are a couple of theoretical validations of loop quantum gravity that can be done. The first is to take the theory, and see if General Relativity can be derived as a low-energy approximation. This is actually a much more difficult task than appears to the layman, but progress is being made on this front. A second test is one that builds upon one of the few areas where General Relativity and quantum mechanics have successfully, if incompletely, been combined: the thermodynamics of black holes. Efforts along this line have precisely duplicated the results of Hawking and Berkenstein, and have predicted the exact structure of Hawking radiation. Unfortunately, to test this would require access to a very small-mass black hole.

There is another test available to us, however. The discrete nature of spacetime would alter the propagation of gamma rays in a slight, but predictable manner. A gamma ray burst produces large quantities of gamma rays in a very short period of time. According to predictions of loop quantum gravity, shorter wavelength gamma rays would travel slightly faster than longer wavelength gamma rays. The difference is miniscule, but over the course of billions of light years, it should be detectible. The GLAST satellite, a gamma ray observatory scheduled to be launched in 2006, should be able to detect the effect, if it exists.

Next issue, I will talk about our galaxy, the cannible.

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 ¹	Ken Marcinonis
Not Guilty ¹	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

¹ 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 ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge

¹ 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 ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Doggin' it	Silverton	Bill Scharf
Warg	Downfall XIII	Dave Partridge

¹ 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, 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, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge

Standby Calls

None this issue.