

Notes from Hades

I'm writing this earlier than I usually do, mainly because my parents are due to arrive on the day of the deadline. The boys' third birthday is the 16th, and we are planning a party for them on the 19th. Bad planning on my part to have the zine deadline that same week, but it's too late to change it now, so I am doing as much work on the zine ahead of time as I can.

You may notice some slightly different formatting of the zine this time around. That is because I have gotten off the Microsoft treadmill and moved to OpenOffice for my word processor and spreadsheet applications. OpenOffice is a free, open source office suite that is totally compatible with Microsoft Word and Excel. The interface is a little different from the Microsoft products, but once I got used to it, I found I could do just about anything that I wanted it to. It is definitely worth not having to shell out \$150 for the upgrade to Office 2003. If you are interested, check it out at <http://www.openoffice.org/>.

We have two games ending this time around: Shepherd and Hot Dog. In Shepherd, Pasquale Giovine as Venice gets the cities he needs for a win, and in Hot Dog, Andy Lewis racks up yet another victory in Merchant of Venus, edging out Chris Geggus. Congratulations to both of you. As a result, we will have the space to start up two new games. Those will be Salty Dog, the Seafarers of Catan game, and Dogfight, the Gunboat Machiavelli. I have added a new Seafarers and a new Machiavelli game to the wish list.

The next deadline is **Tuesday, April 26 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, and Ward Narhi. **Game starts next issue!**

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Eric Brosius, Dave Partridge, and Richard Weiss, need 1 more. Dave and Eric are 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. **Game starts next issue!**

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 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.

Sled Dog. Kremlin. Have Chris Geggus, Bill Scharf, Andy Lewis, Dennis Cain, and Bob Robles, will take up to 1 more.

Sirius. Merchant of Venus. We will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and the Agents, Bases, and Second Ships optional rules. Victory will be \$4000. Have Chris Geggus, Dave Partridge, Andy Lewis, Dennis Cain, and Bob Robles, will take up to 1 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson and Bob Robles, will take up to 4 more (5 if one player plays the Bene Tleilaxu).

Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, and Andy Lewis, will take up to 3 more.

Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, and Andy Lewis, will take up to 6 more.

History of the World. Have Andy Lewis, will take up to 6 more.

Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, need up to 5 more.

Machiavelli. Rules determined by player vote as usual. Will take up to 8.

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.

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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

Paul Bolduc

I too have been considering switching to an all e-mail or website format for *Boris the Spider* and have not done so (yet) for the following reasons:

1. To do so will cut off anyone without e-mail or ready access to a public library with free internet. At this time that is one player who is in several games. Remember, the mission of a pbm zine is to permit even the most isolated player a chance to play his/her favorite game(s). While the Internet is widespread, it isn't everywhere.
2. You can't pass out e-mail as sample at Cons. I've gained several players by leaving a few excess copies lying around at AvalonCon/WBC.
3. I want a printed copy for my files. Once it's printed and duped, the collating, stapling, labeling, annotating, and sticking stamps only takes an evening and can be done while watching the tube. Alas! The duping is getting quicker since I have fewer hard-copy subscribers.
4. I don't have enough web storage space to do it right. I get 20 MB per screen name with 7 screen names with AOL. Doesn't take a lot of pictures or pdf files to eat 20 MB. The pdfs for Vols I and II of BORIS take 6.8 and 3.5 MB respectively. The pdf for Vol VIII, #14 alone is 846 kB. Figure Vol VII for around 30 MB by itself.
5. There would be a constant tug to fragment the zine into its individual games. This makes sense from a GM-time allocation perspective -- kick out the results of Game A as soon as they are in and not have to worry about it come deadline, but what if the next turn comes in before the deadline? You've doubled your work. Why not run all independently then? Two Reasons:
 - a) I've been drawn into buying, playing and ultimately GMing games I've seen in zines. One of my better sources of whether I'd like the game or not is to see how they play in other zines.
 - b) Without strict deadlines, (and with the instant flow of messages in e-mail, why have deadlines?) if you have a laggard, as I have had in several STELLAR CONQUEST and BRITANNIA games, it can be months before you get orders and by then even you forgot who's doing what and with which and to whom.

6. Do you know how long it takes to upload a 20 MB file with dial up? Between 3 and 3.5 hrs. Ms Nar have pity on me if I still had only 5 hrs of internet access a month (I want to get back there).
7. I'd have to refund money with a 37 cent (more in 2006) overhead on all refunds.

With the pbm DIP hobby dying -- the soon to be released ZINE REGISTER has only 7 active playing zines in North America and England (including SoB) -- and pbem DIP taking over, perhaps the we'll all have to switch.

[After hearing the feedback from various players, I have decided to continue to publish the paper version, for many of the reasons you cite here. I, too, have a player who is in several games and does not have Internet access. And while I haven't attended a Con in quite a while (and, frankly, I have no idea when I will be able to in the future), it would be nice to be able to hand out copies if I ever were to attend one. I also keep a printed copy for my files, but for me the duping and collating take up a fair (but decreasing) amount of time; mainly because I hand-write private information into each player's zine. As for web storage, I typically roll old issues off as I run out short of room. The PDF of each issue is typically less than 1.5 MB, but even that can take a while on a dialup connection. Bottom line is that I will continue to offer the paper version, I am simply raising the subscription cost -- something I haven't done in quite a while anyway.]

Bob Robles

One book: Going Postal: A Novel of Discworld by Terry Pratchett. A very funny novel billed as fantasy but with situations and characters all too believable. A thief, liar, and swindler sentenced to death and hanged...only to wake up alive and appointed by the local tyrant as postmaster of a moribund agency. Highly recommend this novel.

[Terry Pratchett is one of my favorite authors -- any Discworld novel comes with an automatic recommend. I haven't read Going Postal yet, but I just finished The Last Hero, which deftly skewers heroic fantasy and comes with some incredible illustrations by Paul Kirby.]

Off the Leash

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

Deadline for Fall 1464: 3/15 Tuesday

Venice re-establishes his lines against France, while Naples makes some small gains against Florence.

Spring 1464 Retreats

Venice retreats A Austria to Slavonia

Outstanding Debt

Summer 1455: 15 ducats from Venice

Orders

FLORENCE ☞: A MODENA holds, A BOLOGNA supports A Florence, A (EM) FLORENCE holds, A AREZZO supports A Sienna to Perugia, [A Sienna to Perugia (DISLODGED, retreat Pisa, garrison, OTB)], F Pisa to PIOMBINO

FRANCE ☞: A Austria to TYROLEA, A MILAN supports A Austria to Tyrolea, A Pavia to COMO, [A CREMONA to Parma], F GENOA holds, F Gulf of Lions to LIGURIAN SEA, G MILAN supports A Milan, [G CREMONA convert to A].

NAPLES ☞: A Spoleto to URBINO, [A (EM) PERUGIA supports A Spoleto to Urbino (cut)], A Patrimony to SIENNA, F TYRRHENIAN SEA supports A Patrimony to Sienna, F Tunis to WESTERN MEDITERRANEAN

VENICE ☞: A SLAVONIA supports G Austria convert to A, A Carinthia to FRIULI, A TRENTO supports A Verona to Carinthia, A BERGAMO supports A Ferrara to Mantua, A (EM) Verona to CARINTHIA, [A MANTUA to Parma], [A FERRARA to Mantua], [F UPPER ADRIATIC to Ferrara], G AUSTRIA convert to A

Press

France – Florence: Dear Florence, it is better that you go in Piombino, instead to prove for Ligurian sea: I never menaced you from there.

France – Naples and Florence: Dear neighbour, as you can easily see, at the end I was only able to defend myself. If you don't help me, Venice will go to the solo end of game.

France – Venice: Ah, ah, ah!!! You have no money, only debt? Again ah, ah, ah!!! You have 16 ducats exactly and you are the only one that can take other moneys, as necessary to buy two units to anyone of other players. Please, let you avoid to say lies, otherwise no one will believe you again.

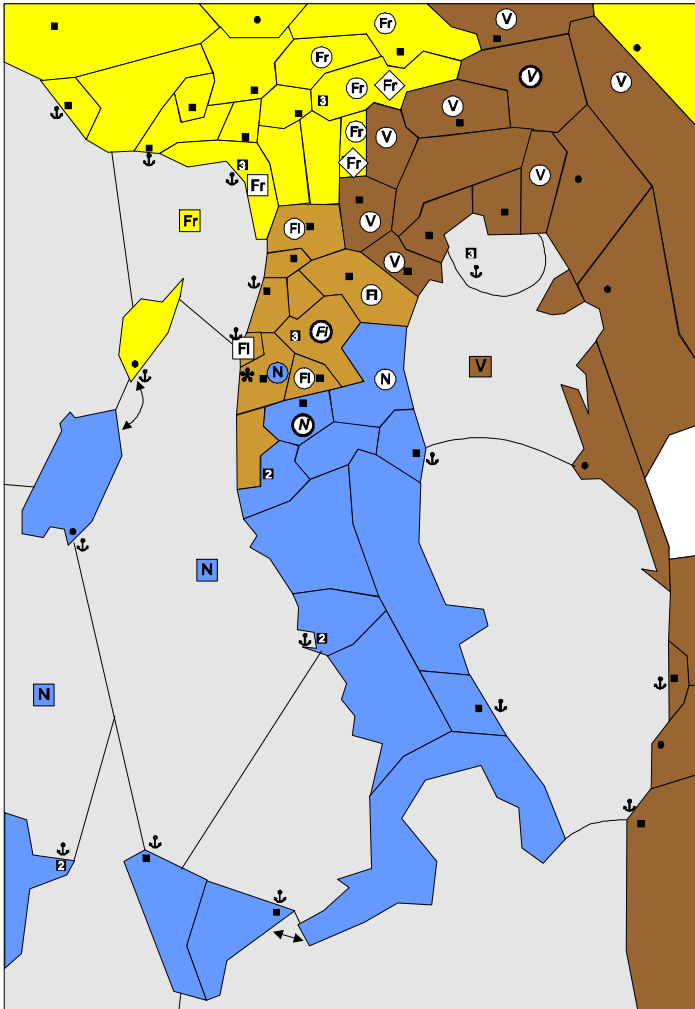
Naples – Florence: Are we thru bumping heads? I saw two excellent moves I could have made, against other parties - but until I see a real movement of your forces against the France and/or Venice, I can not make those. And you did not call for my support of your next turn's movement of the fleet into LS... so I'm just sort of holding back... write some press and let me know what you and I can do together to end our war, and work on other angles...

Naples – France: Sorry, I failed to send that 1d due to the fact your communication came with the results of the builds. You needed to have asked in the previous turns set of press.

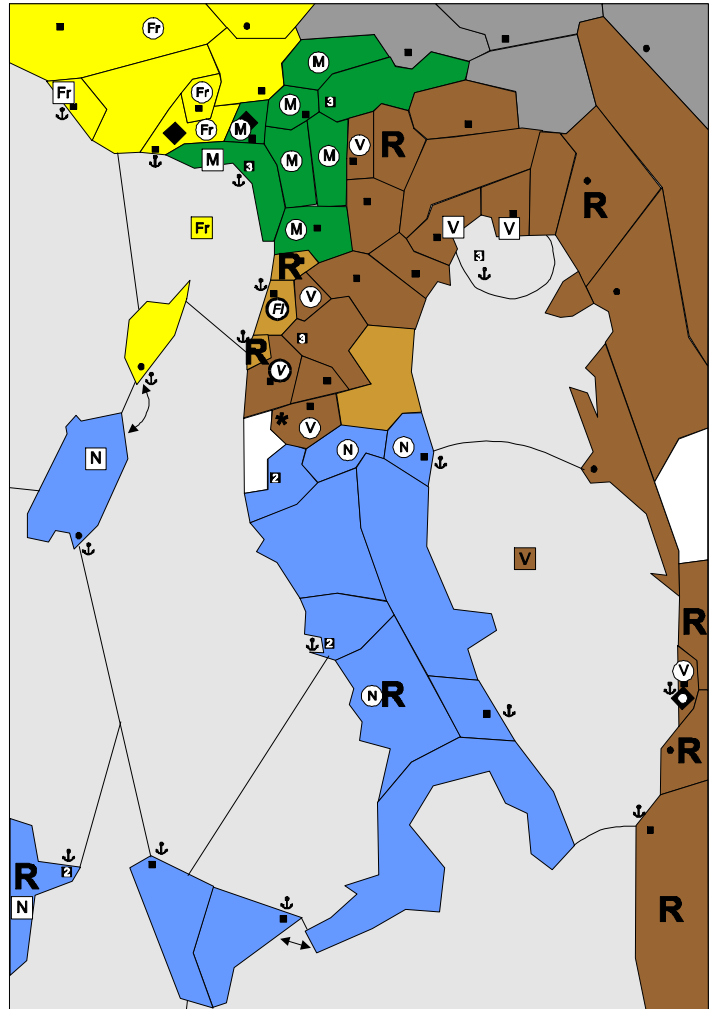
Naples – Venice: OK our peace remains intact, but the Plague hurt me there in Urbino. Should I not have gotten into Urbino this turn, and it remains unoccupied, I ask ON THIS NEXT TURN for your UA Fleet to support my A Spo into Urb. If that dastardly Florence guy got an army there, please use your Fleet in the UA to bump me in ANC.

Venice – France: Tut, tut, my dearest neighbor. you really should refrain from making up what I said. Such tactics are easily disproved by looking through past issues.

Off the Leash



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
Fall 1458**

Deadline for End of Game Statements 4/26, Tuesday

Venice wins! Milan holds off France in the north, while Naples and Venice punish Florence.

Summer 1458 Retreats

Florence retreats A Urbino off the board

France retreats A Montferrat to Savoy

Outstanding Debt

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

Orders

FLORENCE (McConnell): A (EM) PISA HOLDS, [A PERUGIA TO ROME (DISLOGGED, RETREAT AREZZO, PATRIMONY, GARRISON, OTB)]

FRANCE (Scott): A Avignon to SWISS, [A SAVOY to Turin], A SALUZZO supports A Savoy to Turin, [A GENOA to LUCCA (DESTROYED)], F LIGURIAN SEA transports A Genoa to Lucca, F Marseilles to PROVENCE

MILAN (Roalstad): [A Como to Turin]. A PAVIA supports A Como to Turin.
A MONTFERRAT supports G Genoa convert to F. A FORNOVA supports G Genoa convert to F. A PARMA supports A Modena. A MODENA supports G Genoa convert to F. G GENOA convert to F

NAPLES (Cole): [A SPOLETO TO ROME]. A ANCONA HOLDS, [A SALERNO TO BARI]. F
 TYRRHENIAN SEA TO SARDINIA (REBELLION LIBERATED), F
 CENTRAL MEDITERRANEAN TO TUNIS

VENICE (Giovine): A Urbino to PERUGIA (Rebellion liberated), [A (EM) SIENNA to Pisa]. [A PISTOLA to Lucca]. A Mantua to CREMONA, A RAGUSA besieges (garrison eliminated), [F TREVISO convert to G (imp., not a port)]. F Upper Adriatic to PADUA, [F LOWER ADRIATIC to Bari]

Press

Florence – France: I should have asked you to give back the spray can of Plague-off.

Florence – Board: Plague: That's the turn to this tale.

Game Summary

	1454	1455	1456	1457	1458	1459
Florence:	3	6	9	11	8	3
France:	3	5	5	8	7	6
Milan:	3	3	4	3	5	4
Naples:	4	6	6	6	6	8
Papacy:	4	0	0	0	0	0
Turks:	3	4	0	0	0	0
Venice:	4	7	9	10	12	16

Pavlov

Turn 12 Bidding to Combat Turn 12 Combat due: 4/26 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 gives () to the Emperor and () to the Bene Gesserit. The Fremmen play Cone of Silence on the Bene Gesserit, preventing them from bidding.

CARD 1 () goes to the Fremmen for 1 spice.

CARD 2 () goes to the Bene Tleilaxu for 1 spice.

Revival and Movement

Bene Gesserit coexist everywhere. Guild chooses to move last.

Revival

Atreides revive 2 tokens

Bene Gesserit revive 3 tokens (4 spice to Bene Tleilaxu)

Emperor revives 3 tokens (1 Elite Sadaukar) (4 spice to Bene Tleilaxu)

Harkonnens revive 2 tokens and Umman Kudu

Guild revive Master Bewt

Shipping

Atreides ships 2 tokens to Haggga Basin (4 spice to Guild, 1 Bene Gesserit token accompanies to the Polar Sink)

Emperor ships 3 tokens (1 Elite Sadaukar) to Carthag (3 spice to Guild, 1 Bene Gesserit token accompanies to the Polar Sink).

Harkonnens ships 6 tokens to Habbanya Ridge Sietch (3 spice to Guild, 1 Bene Gesserit token accompanies to the Polar Sink).

Guild ships 3 tokens from Pasty Mesa to Arrakeen (3 spice spent)

Movement

Atreides move 3 tokens Arrakeen to Imperial Basin

Bene Gesserit move 7 tokens Cielago East to False Wall South (4)

Your Spice: _____

Your Intrigue cards: _____

Fremmen move 6 tokens (1 Fedaykin) False Wall West to Habbanya Ridge Flat to Habbanya Ridge Sietch

Guild moves 5 tokens from Pasty Mesa to Shield Wall (9)

Combat

Habbanya Ridge Sietch Harkonnens vs. Fremmen. Harkonnens are the aggressor. Available leaders: Harkonnens: all, Fremmen: Stilgar, Shadout Mapes, Jamis.

Arrakeen Atreides vs. Guild. Atreides are the aggressor. Available leaders: Lady Jessica, Thufir Hawat, Gurney Hallek, Duncan Idaho, Guild: All.

Press

Harkonnens – Fremmen: You dare challenge my authority? Desert dogs!

Positions

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

Bene Gesserit: 8 tokens and Wanna Marcus in the Tanks, 5 tokens Polar Sink, 7 tokens False Wall South (3)

Bene Tleilaxu: *Traps:* none

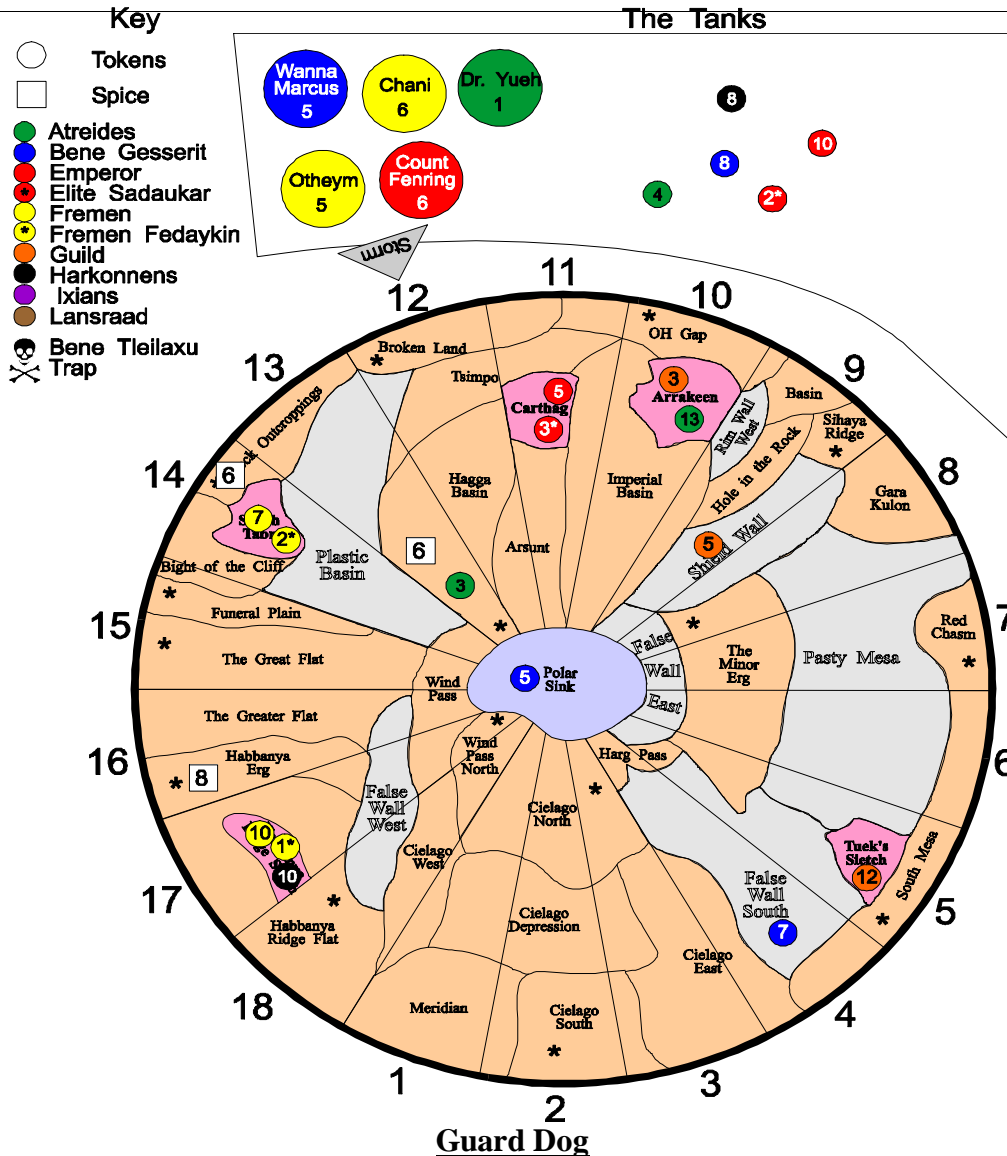
Emperor: 8 tokens (3 Elite Sadaukar) Carthag, 12 tokens (2 Elite Sadaukar), and Count Fenring in the Tanks

Fremmen: 9 tokens (2 Fedaykin) Sietch Tabr, 11 tokens (1 Fedaykin) Habbanya Ridge Sietch, Chani, and Othym in the tanks

Guild: 12 tokens Tuek's Sietch, 5 tokens Shield Wall (9), 3 tokens Arrakeen

Harkonnens: 8 tokens in the Tanks, 10 tokens Habbanya Ridge Sietch, 2 tokens off-planet

Your traitor(s): _____



Turn 9 Funeral Commission through Parade
Turn 9 Special Influence Declaration Phase due: 4/26 Tuesday

Funeral Commission

No actions.

Replacement Phase

Zenjarplan advances to Foreign Minister by age, and Strychnin advances to Defense Minister by age. TCC declares 2 IP on Strychnin and promotes S to Candidate. Strychnin ages to 60. Ludmilla Patina advances to Ideology Minister, Natasha Nogoodnik to Industry Minister, and Leonid Bungaloff to Sport Minister by age. R becomes a Candidate.

Rehabilitation Phase

MLI declares 1 IP on Putschnik and rehabilitates Z. Putschnik ages to 57. TCC declares 1 IP on Patina and rehabilitates M. Patina ages to 63. HLS declares 3 IP on Strychnin.

Parade Phase

Niewitko attempts to wave (ages to 86, dr = 18) and succeeds.

Special Influence Declaration Phase Turn Order

Hard Line Stalinists, Lubianka Visitors Club, Trotskyite Internationalists, Marxist-Leninists Integralists, The California Connection, Underground Neo-Communist Liberation Effort

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	86, +	1 (LVC), 6 (UNCLE)
KGB Head	Wassily Protzky (U)	74, +	10+ (LVC)
Foreign	Tigran Zenjarplan (Q)	79, strong, +	2 (LVC)
Defense	Mikail Strychnin (T)	60, +	1 (LVC), 2 (TCC), 3 (HLS)
Ideology	Ludmilla Patina (S)	63	1 (TCC)
Industry	Natasha Nogoodnik (V)	55	
Economy	Ulan Putschnik (Y)	57	1 (MLI)
Sport	Leonid Bungaloff (W)	54, strong	

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

- Candidates:** R, X
People: M (70, ++), Z (55)
Siberia: J (76, ++), G, H, L, N
Kremlin Wall: A, I, C, B, F, K, E, P

Retired: O

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

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

Intrigue CardsUndeclared Influence**Dogged**

Turn 19, Phases IV-VI and Turn 20, Phases I-III
Turn 20 Phases IV-VI and Turn 21 Phases I-III due: 4/26 Tuesday
Turn 19

Construction and Operation

Red (Scharf) operates claim #49 (\$40, 1 silver). Gains \$1330 in passenger revenues.

Green (Nichols) operates claims #52 (\$40, depletes) and #55 (\$50, 3 lumber). Delivers 3 lumber from Walden to Pueblo for \$600. Gains \$20 in passenger revenues.

Orange (Narhi) operates #107 (\$50, 3 copper), #124 (\$40, 2 coal), #105 (\$40, depletes), and #114 (\$30, 2 lumber), delivers 12 copper from Santa Rita to El Paso for \$1200 and 7 coal from Magdalena to El Paso for \$980. Gains \$510 in passenger revenue.

Blue (Bolduc) operates claims #130 (\$80, 3 copper), #56 (\$30, 1 lumber), #119 (\$40, depletes), and #71 (\$40, 4 coal). Delivers 1 lumber from Hot Sulphur Springs to Salt Lake City for \$200, and 4 coal from Sunnyside to Denver for \$560. Gains \$960 in passenger revenue. Buys a +3 snowplow for \$80.

Purple (Partridge) operates #65 (\$30, 1 lumber), #97 (\$40, depletes), #61 (\$20, 1 lumber), #118 (\$20, 1 lumber), and #62 (\$30, 1 lumber). Delivers 2 lumber from El Vado to El Paso, 3 lumber from South Fork to El Paso, and 1 lumber from Taos to El Paso for \$1200. Trades in 24 train for \$100 credit and buys a 72 train for the credit plus \$400. Gains \$2050 in passenger revenue.

Determine Price Changes

Gold: +2 to \$200

Copper: Remains at \$100

Silver: +2 to \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+3 to \$160	+2 to \$300	-1 to \$160	Remains at \$160	-2 to \$120
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	+2 to \$120	Remains at \$140

Turn 20Move Prospectors and Surveyors

Red (Scharf) no surveying, prospects #50 and the deck.

Green (Nichols) surveys Walsenburg to Trinidad and Minturn to Orestod, prospects #42

Orange (Narhi) surveys Lamy to Las Vegas, no prospecting.

Blue (Bolduc) surveys La Madera to Santa Fe and dismantles Farmington to Durango, prospects #36

Purple (Partridge) surveys Alimosa to Moffat, prospects #66 and #42

Dispute Resolution

Green and Purple have a dispute over #42. Each used their +2 prospector and are built into Leadville, so they both have a +5 bonus. Die rolls: Green = 10, Purple = 2. Green wins, and the Purple prospector goes to jail. Red prospects #53 from the deck and has first right of refusal. Red pays \$100, Green pays \$260, Orange pays \$220, Blue pays \$210, Purple pays \$140.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$7305	15, 42, 72, 72	+4, +5	P, P+1, S+2, S+1
Cary Nichols	Green	Denver	\$2210	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$15300	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$11875	24, 72, 72, 72	+5, +3	P+1, S, S
Dave Partridge	Purple	Pueblo	\$16660	24, 42, 72, 72	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	#	City	Owner	Type	Goods	Operation
51	Silverton	Red	Silver	1	38	Aspen	Green	Silver	N	\$40
47	Ouray	Red	Silver	1	80	Aspen	Green	Coal	N	\$30
64	Lumberton	Red	Lumber	2	55	Walden	Green	Lumber	3	\$50
49	Silverton	Red	Silver	4	42	Leadville	Green	Silver	N	\$40
50	Silverton	Red	Silver	N	107	Santa Rita	Orange	Copper	0	\$50
					124	Magdalena	Orange	Coal	0	\$40

#	City	Owner	Type	Goods
114	McGaffey	Orange	Lumber	2
130	Bingham	Blue	Copper	4
56	Hot Sulphur Springs	Blue	Lumber	1
26	Marysvale	Blue	Gold	2
71	Sunnyside	Blue	Coal	4
36	Eureka	Blue	Silver	N
65	El Vado	Purple	Lumber	0
97	Elizabethtown	Purple	Gold	5
61	South Fork	Purple	Lumber	0
118	Cimarron	Purple	Lumber	1
62	Taos	Purple	Lumber	0
66	Vallecitos	Purple	Lumber	N

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
21	C	Salt Lake City – Colorado Springs	\$600	Red	
20	C	Salt Lake City – Pueblo	\$600	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	
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
69	Scofield	Coal	\$40	\$30
70	Price	Coal	\$80	\$40
131	Hot Sulphur Springs	Lumber	\$40	\$20
100	White Oaks	Gold	\$120	\$40
53	Lake City	Silver	\$60	\$30
73	Hiawatha	Coal	\$60	\$20
79	Bowie	Coal	\$80	\$40
68	Scofield	Coal	\$80	\$20

Available Trains

Type	# Available	Cost
9	4	\$80
15	4	\$120
24	5	\$200
42	5	\$320
72	0	\$500

Available Snowplows

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

Notes

Remember that turn 20 is a winter turn. No delivery or passenger runs across winter track unless cleared by a snowplow.

Junk Yard Dog

Turn 9a

Turn 9b due: 4/26 Tuesday

Available Cards

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

Cary played Bribery to reduce the effects of the Accident

Andy selects set 5

Cary selects set 2.

Eric selects set 4.

Dave selects set 3.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	3	\$31	0	5	16	4	Advisor
Dave Partridge	4	\$11	10	6	18	4	
Andy York	1	\$25	10	16	18	4	Order
Cary Nichols	2	\$11	10	2	17	4	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	2	41
Dave Partridge	3/6	2/10	2/10	6	39
Andy York	5/1	3/6	3/6	7	33
Cary Nichols	4/3	3/6	4/3	15	25

Cards

Eric	Dave	Andy	Cary
Raw Materials	Advisor	Innovation	Waste Disposal
Growth	Waste Disposal	Order	Raw Materials
Waste Removal	Hiring/Firing	Raw Materials	Order

Discards

Order Bribery

Hot Dog

Turns 27.1 to 28.2

End of Game Statements due: 4/26 Tuesday

Turn 271st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 2 6 6**Desolation Landing (s) – Desolation Landing(p).**

Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Chicle Liquor at 7a and Demand for Spice at 4b). Buys Space Spice for \$30. Receives \$37 in port commissions.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 4 5**Cobble Port (p) – R – (Y) – B – R – B – (Y) – B – R – B – R – A – (Y) – Grand Port (p) – R – (Y) – R.**3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 3**Terror Station (p) – (R20) – TeleGate 5 – TeleGate 3 – (R) – A.**4th: Bob Robles (Eepeeep/Mean Machine) Rolls Used: 6**Desolation Landing (s) – Dryport (s) – Dryport (p) – A – Y – R – NC6 – R – Y – B – Y – R – Wet Landing (o) – Wet Landing (s).**

Buys factory for \$100.

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 4**Dryport (s) – Dryport (p).**

Sells Psychotic Sculpture for \$250 (from the cup: Bionic Perfume at 1a). Sells Psychotic Sculpture for \$250 (from the cup: Immortal Grease at 6). Buys 2 Space Spice for \$60. Receives \$56 in port commissions.

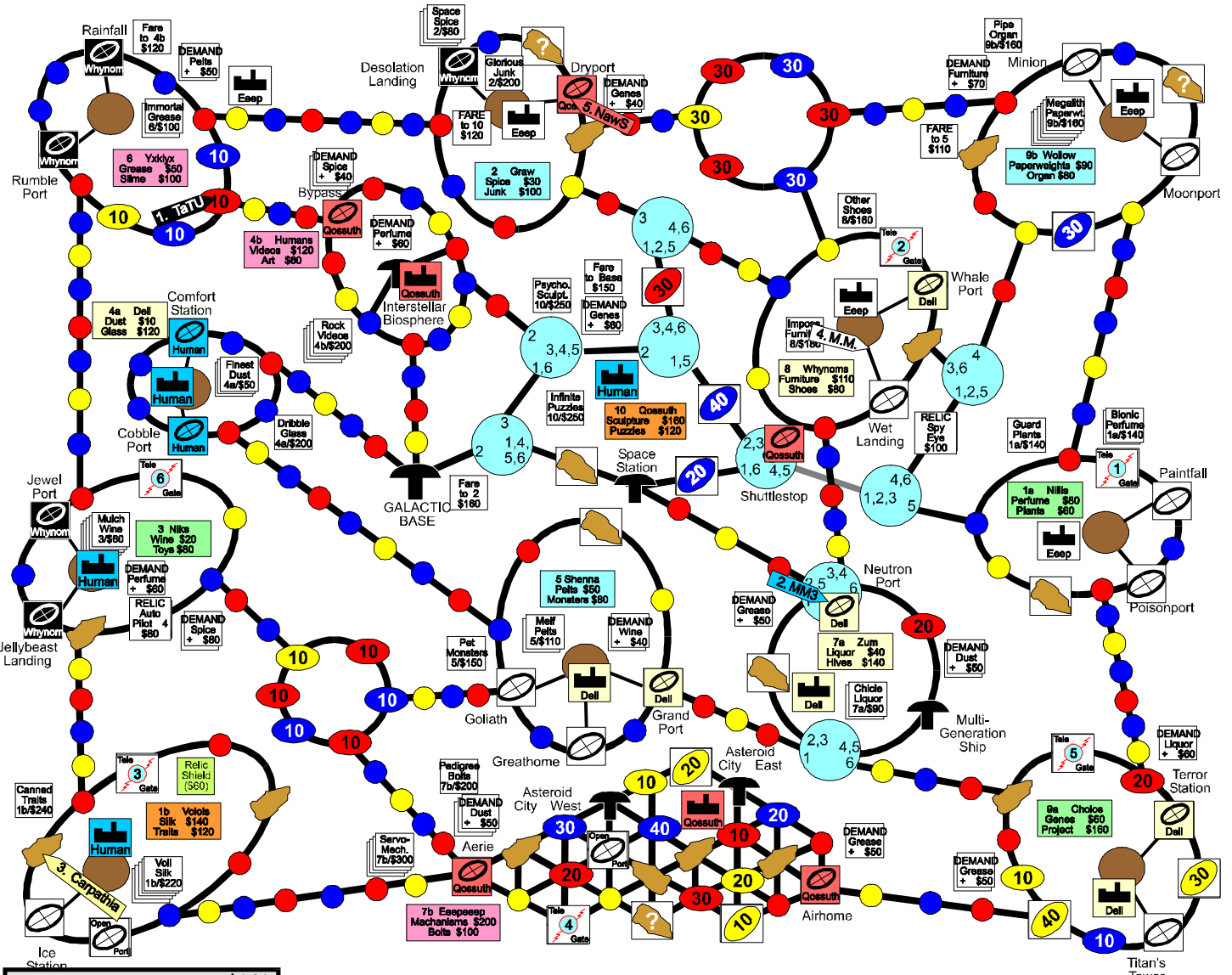
Turn 281st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 5 5**Desolation Landing (p) – R – B – Y – B – R – B – Y – R – B10 – R10.**2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 4 4 5**R – NC5 – R20 – Neutron Port.**

Sells Finest Dust for \$50 plus \$150 demand (from the cup: Megalith Paperweight at 9b and Mulch Wine at 3). Dell receive \$20 in port commissions. Humans declare victory.

Game Summary

	Cary Nichols	Andy Lewis	Chris Geggus	Bob Robles	Caleb Cousins
Cash	\$813	\$1814	\$668	\$350	\$1108
Deeds	\$1000	\$1200	\$1300	\$700	\$1200
Total	\$1813	\$3014	\$1968	\$1050	\$2308
Standings	4 th	1 st	3 rd	5 th	2 nd

Congratulations to Andy on his victory.



1. Trade and Transport Unity			\$813
Fast Scout			
Hold1	Hold2	Hull	
Bionic Perfume 1a/\$140	Space Spice 2/\$80	4a \$60	
Rainfall \$200	JewelPort \$200	Rumble Port \$200	
Jellybeast Landing \$200			
Desolation Landing \$200			

2. Mystery Machine 3			\$1814
Normal Scout			
Hold1	Hold2	Hull	
	Fare to 9a \$110	Yellow Drive (\$80)	
		Shield (\$60)	
Qossuth \$200	Volos \$200	Niks \$200	
Comfort Station \$200	Dell \$200	Cobbleport \$200	

3. Carpathia				\$668
Scow Freighter				
Hold1	Hold2	Hold3	Hull	
Life Project 9a/\$240	Designer Genes 9a/\$120	Designer Genes 9a/\$120	Designer Genes 9a/\$120	
Hold4	Hold5			
Designer Genes 9a/\$120	Red Drive (\$120)		Shield (\$60)	
Cholos \$200	Grand Port \$200	Senna \$100	Neutron Port \$200	
Whale Port \$200	Terror Station \$200			

4. Mean Machine				\$350
Rocket Transport				
Hold1	Hold2	Hold3	Hull	
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Shining Slime 6/\$200	Air Foil (\$80)	
Wollow \$100	Nillis \$100	Yxklyx \$200	Graw \$200	Whynoms \$100

5. Not as we Seem			\$1108
Torch Scout			
Hold1	Hold2	Hull	
Space Spice 2/\$80	Space Spice 2/\$80	Red Drive (\$120)	
		Shield (\$60)	
Bypass \$200	Human \$100		Laser 20 (\$100)
Eeep \$100	Shuttlestop \$200		
Airhome \$200	Aerie \$200	Dryport \$200	

Goods and Demands:

1a (Nillis): Guard Plants, 2 Bionic Perfume

1b (Volois): 5 Voll Silk, Relic Shield, Canned Traits

2 (Graw): 3 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40), Glorious Junk

3 (Niks): 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60), 5 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, 3 Demand for Space Spice (+\$40)

5 (Shenna): 2 Melf Pelts, 2 Demand for Mulch Wine (+\$40), Fare to Base (\$140), Pet Monsters

6 (Yxklyx): 2 Demand for Melf Pelts (+\$50), 2 Immortal Grease, Fare to 4b (\$120)

7a (Zum): 3 Demand for Finest Dust (+\$50), 2 Chicle Liquor, 1 Demand for Immortal Grease (+\$50), Custom Hives

7b (EeepEEP): 4 Servo-Mechanisms, 3 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50), Pedegree Bolts

8 (Whynoms): 1 Impossible Furniture, Other Shoes

9a (Chola): 2 Demand for Immortal Grease (+\$50), 1 Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 6 Megalith Paperweights, Portable Pipe Organ

10 (Qossuth): 2 Demand for Designer Genes (+\$60), 1 Psychotic Sculpture, Infinite Puzzles, Fare to Base (\$150)

Base: Fare to 2 (\$160)

Laika

1969

1970 due: 4/26 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module. Fortunate Accident: Space Station

Cain Program accepts the government order to place man on the moon by 1972.

Purchase Hardware

Republic of Texas buys 4 interplanetary satellites for 8MB, 2 one stage rockets for 3MB, 6 two stage rockets for 36MB, 6 solid rocket boosters for 15MB, 3 one person capsules for 3MB, 5 three person capsules for 30MB, 1 three person space station for 10MB, and 10 habitation extenders for 15MB.

JOE buys 1 interplanetary satellite for 4MB, 5 two stage rockets for 60MB, Space Construction Program for 20MB, the Habitation Extender Program for 30MB, and 2 habitation extenders for 6MB.

Cain Program buys 2 three stage rockets for 36MB, 2 docking modules for 4MB, 2 three person capsules for 24MB, buys Habitation Extender program for 30MB, and hires 3 new astronauts (Toreador, Caitiff, Ravnos) for 6MB.

Romulus Project buys Three Person Capsule program for 36MB.

Conduct Research

Republic of Texas i: 2 dice (2, 4) +6% to Max R&D. 16MB spent. n: 8 dice (1, 2, 3, 4, 4, 5, 6, 6) +31%. 40MB spent.

JOE i: 8 dice (3, 4, 4, 4, 5, 5, 6, 6) +37%. 48MB spent. H: 1 die (1) +1% to Max R&D. 5MB spent.

Cain Program i: 8 dice (1, 1, 2, 3, 3, 4, 5, 5) +24%. 48MB spent.

Romulus Project c: 8 dice (2, 3, 3, 4, 4, 4, 5, 5) +30%. 40MB spent.

Declare Future Missions

Republic of Texas declares 3 launches, **JOE** declares 3 launches, **Cain Program** declares 2 launches, and **Romulus Project** declares 3 launches.

Missions

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

JOE continues a Jupiter/Saturn Flyby. In Route Activities (85%<93%). Mission continues next turn (arrives at Saturn next turn).

JOE continues a Uranus Flyby. In-Route Activities (89%<93%). Mission continues next turn (5 turns until arrival at Uranus).

JOE continues a Neptune Flyby. In-Route Activities (65%<93%). Mission continues next turn (12 turns until arrival at Neptune).

JOE continues a Mars Probe. Mars Orbital Burn (75%<86%), Mars De-Orbital Burn (71%<86%), Photoreconnaissance (91%<100%), Mars Landing (33%<86%). Mission success! +1% to 5, +30MB to budget.

Romulus Project launches a Medium Duration Manned Mission (Caesar, Nero, Brutus). Liftoff (97%>72%), negative ignition, crew evacuates safely, rocket shut down safely. Mission failure. +1% to C, Caesar to 50%, Nero to 30%, and Brutus to 20%. -10MB to budget.

Cain Program launches a Manned Lunar Landing (Ventruer, Tremere, Brujah). Lack of a lunar module forces the launch to be scrubbed. Mission failure. -10MB to budget.

JOE launches a Uranus Flyby. Liftoff (89%>98%), Earth Orbital Burn (81%<93%), Earth Mission Burn (94%>93%). Mission failure. -5MB to budget.

JOE launches a Manned Sub-orbital (Gordon, Rodgers). Liftoff (09%<98%), Re-entry (87%<91%), Recovery (31%<91%). Mission success! +1% to b, Rodgers to 50%, Gordon to 30%. +2MB to budget.

JOE launches a Mars Probe. Liftoff (20%<98%), Earth Orbital Burn (75%<87%), Earth Mission Burn (40%<87%). Mission continues next turn. +1% to 5.

Republic of Texas launches a Jupiter/Saturn Flyby. Liftoff (24%<98%), Earth Orbital Burn (24%<93%), Earth Mission Burn (18%<93%). Mission continues (arrives at Jupiter in 2 turns).

Republic of Texas launches a Three Person Space Station with 1 Extender. Liftoff (54%<81%), Earth Orbital Burn (66%<95%), Earth Orbital Activities (54%<80%). Mission success. +1% to F, H, and i. +24MB to budget.

Republic of Texas launches a Medium Duration Manned Orbital with 5 Extenders (Travis). Liftoff (27%<98%), Earth Orbital Burn (10%<90%), Docking (71%<98%), Earth Orbital Activities (46%<81%), Space Construction (65%>55%), Earth Orbital Activities (40%<81%), Space Construction (23%<60%), Space Construction (42%<75%), Space Construction (66%<90%), Space Construction (42%<100%), Space Construction (71%<100%), Earth Orbital Activities (72%<81%), Earth De-orbital Burn (30%<90%), Re-entry (37%<90%), Recovery (86%<90%). Mission Success. Travis to 70%, +1% to a and i, space construction to 100%, +20MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1969 Budget	150	141	182	184
Cash	5	4	5	7
Launch Facilities	3	3	3	3
Astronauts	9	3	4	7

Astronauts: Cain Program: Ventrue, Tremere (60%), Brujah (40%), Gangrel, Malkavian, Nosferatu (10%), Toreador, Caitiff, Ravnos (0%), **Romulus Project:** Caesar (50%), Nero (30%), Brutus (20%), **JOE:** Roger Manning (70%), Astro (60%), Buck Rodgers (50%), Flash Gordon (30%), **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): 1/86%, Docking Module (4): 2/70%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 2/98%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 2/93%, Three Person Space Station (i): 1/42%, Habitation Extenders (p): 1, EVA: 98%, Photoreconnaissance: 95%, Space Construction: 55% IN ORBIT:

Romulus Project: Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 4/72%, Docking Module (4): 2/70%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/62%, Three Stage Rocket (C): 1/73%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 2/96%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 0/50%, Three Person Space Station (i): 2/62%, EVA: 85%, Photorecon: 70%, Space Construction: 55% IN ORBIT: 1 three person space station (life support: 36)

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 1/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 3/97%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-ons (D): 3/88%, Kicker (F): 2/98%, Solid Rocket Boosters (H): 1/80%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 0/91%, One Person Module (e): 0/92%, Three Person Space Station (i): 1/73%, Habitation Extenders (p): 3, EVA: 98%, Photorecon: 100%, Space Construction: 55%. IN ORBIT:

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): 3/98%, Two Stage Rocket (B): 5/98%, Liquid Fuel Strap-on (D): 1/85%, Kicker (F): 4/96%, Solid Rocket Booster (H): 6/82%, One Person Capsule (a): 3/91%, Three Person Capsule (c): 5/93%, Two Person Module (d): 1/91%, Three Person Space Station (i): 2/82%, Two Person Mars Lander (n): 1/51%, Habitation Extenders (p): 10, EVA: 98%, Photorecon: 95%, Space Construction: 100% IN ORBIT: 1 three person space station (life support: 69)

1970

Draw Event Cards

Andy York: Major Media Event: Astronaut recruitment is 1MB each for the remainder of the game. -20MB to budget.

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

Dennis Cain: Fortunate Accident: Module. -5MB to budget.

Cary Nichols: Military Buildup. -30MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1970 Budget	170	121	189	218
Cash	8	69	24	25
1971 Budget	165	91	184	198

Retriever

Turn 8

Turn 9 due: 4/26 Tuesday

Commander Actions

SD, Inc. opens the bidding on Ecoplants for 30 and LGM gets it for 36 (Wa5, Wa7, Wa7, Wa7, Wa10). Opens the bidding on the second Ecoplants for 30 and gets it (Wa6, Wa7, Wa8, Wa9)

Little Green Manufacturing passes

ORION opens the bidding on Scientists at 40 and MMC gets it for 45 (Or1, Or2, Or5, Mwa, Ti7). Opens the bidding on the second Scientists for 40 and gets it for 50 (Or2, Wa5, Wa6, Wa8, Wa9, DL discounts).

Mud Mining Corporation passes

Bartertown opens the bidding on Scientists at 40 and ACK! gets it for 41 (Wa7, Wa7, Wa8, Wa9, DL discount). Buys a water factory (Or5, Wa7, Wa8) and moves a population from an ore factory to man it.

ACK! passes

HBDC passes.

Golden Orb Developers buys a water factory (Wa4, Wa4, Wa6, Wa7) and moves a population from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF	HE, No, Wa, Ec	15
2	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF	2No, Ec	14
3	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Sc	11
4	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE, No, Sc	11
5	ACK!	Bill Scharf	OrF, OrF, WaF, WaF	HE, DL, Wa, Sc	9
6	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, Wa	8
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF	Wa, HE	7
8	GOD	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF	Wa, HE	6

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: Scientists, Ecoplants, Laboratory, Orbital Lab, Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	2
Orbital Lab (OL)	50	4	2
Robots (Ro)	50	1	5
Laboratory (La)	80	1	5
Ecoplants (Ec)	30	1	3
Outpost (Ou)	100	0	6

Resource Cards

LGM and MMC took Mega Water cards.

Dogwood

Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States Epoch II Scytheans, Carthagina, and Persia due: 4/26 Tuesday

Epoch II Empire Selection

Royal Manticoran Historical Society plays Phoenicia. Army and Capital Levant, fleet Eastern Mediterranean (vs. Marching Through the Ages; RMHS: 4, 1; MTTA: 3; wins), army Nile Delta (vs. Egypt; P: 6, 2; E: 5, 3; wins, Capital reduced to city). **ASSYRIA:** Army and Capital Upper Tigris (1 Babylonian army retreats to Middle Tigris, 1 is eliminated), armies Zagros, Persian Salt Desert, Lower Indus (vs. Indus Valley; A: 6, 4; I: 2; wins, Capital reduced to city), Upper Indus (vs. Indus Valley; A: 5, 1; I: 6; loses), Upper Indus (vs. Indus Valley; A: 6, 1; I: 1; wins), Western Deccan, Eastern Anatolia (vs. Hittites; A: 6, 5; H: 4; wins, Capital reduced to city). Builds Monument Upper Tigris. Points: Dominance in Middle East (6) and India (4), Presence in North Africa (2), 3 Capitals (6), 3 cities (3), 1 Sea (1), and 4 Monuments (4) for 26 points.

Retropolis plays Barbarians out of the Syrian Desert. Lower Tigris (vs. Sumerians; B: 5, 4; S: 2; B: 6, 5; S: 5; B: 5, 4; S: 1; wins, Capital reduced to a city), Middle Tigris (vs. Babylonians, Bar: 6, 5; Bab:2; Bar: 6, 6; Bab: 3; Bar: 3, 3; Bab: 4; loses). **CHOU DYNASTY:** Army and Capital Wei River (Shang army retreats to Yellow River), army Yellow River (vs. Shang Dynasty; plays Treachery, automatic win, Capital reduced to a city), Szechuan, Irrawaddy, and Ganges Delta. Points: Dominance in China (4),

Presence in Middle East (3) and India (2), 1 Capital (2), and 1 city (1) for 12 points.

Arachnids play Sub-Saharan Migrants. Army Central Africa and Congo Basin. **VEDIC CITY STATES.** Plays Allies. Army and Capital Upper Indus (Assyrian army retreats to Lower Indus), armies Ganges Valley, Eastern Deccan, Eastern Ghats, Lower Indus (vs. Assyria; V: 4, 3; A: 4; V: 5, 4; A: 3; V: 5, 4; A: 1; wins, city eliminated), Persian Salt Desert (vs. Assyria; V: 5, 2; A: 5, 4; V: 6, 5; A: 6, 1; V: 3, 3; A: 6, 3; loses), Persian Salt Desert (vs. Assyria; V: 5, 4; A: 4, 3; wins), Zagros (vs. Assyria; V: 5, 4; A: 2; wins). Builds Monument Upper Indus. Points: Dominance in India (4), Presence in Middle East (3), 1 Capital (2), and 2 Monuments (2) for 11 points.

Turanians **GREEK CITY STATES:** Plays Population Explosion. Army and Capital Morea, fleet Eastern Mediterranean (vs. RMHC; T: 6, 3; RMHC: 1; wins), fleet Eastern Mediterranean, army Crete (vs. Minoans; G: 4, 4; C: 5+1; loses), Pindus, Dalmatia, Northern Apennines, Southern Apennines, Balkans (vs. Hittites; G: 3, 2; H: 4, 2; loses), fort Morea, army Balkans (vs. Hittites; G: 5, 4; H: 6, 5; loses). Points: Dominance Southern Europe (4), 1 Capital (2), 1 Sea (1) for 7 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	The Time Traveler (orange)	4	4
Andy Lewis	Marching Through the Ages (green)	4	4

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	The Horde (yellow)	5	11
Dennis Cain	Retropolis (red)	10	20
Paul Bolduc	Arachnids (blue)	11	12
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	33
Cary Nichols	Turanians (black)	13	13

Positions

Turanians: Two fleets Eastern Mediterranean. GREEK CITY STATES: Army and Capital Morea, armies Pindus, Dalmatia, Northern Apennines, Southern Apennines.

The Horde: Fleet Red Sea. HITTITES: Armies Western Anatolia, Balkans. EGYPT: Armies Nubia, Palestine.

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

Retropolis: INDUS VALLEY: Two armies Persian Plateau, army Tarim Basin. CHOU DYNASTY: Army and Capital Wei River, army and city Yellow River, armies Szechuan, Irrawaddy, and Ganges Delta.

Royal Manticoran Historical Society: BABYLONIANS: Army, Capital, and Monument Middle Tigris. PHOENICIA: Army and Capital Levant, army, city, and Monument Nile Delta. ASSYRIA: Army, Capital, and Monument Upper Tigris, army, city, and Monument Eastern Anatolia, army Western Deccan.

The Time Traveler: SHANG DYNASTY: Army Great Plain of China

Arachnids: ARYANS: Armies Turanian Plain, Hindu Kush. SUB-SAHARAN MIGRANTS: Armies Central Africa and Congo Basin. VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, army and Monument Lower Indus, armies Ganges Valley, Eastern Deccan, Eastern Ghats, Persian Salt Desert, and Zagros.

Event Cards

Epoch II Empire

Pedagoguery

The very early universe provided the seeds for the basic structures we see in the universe today. But how were those structures shaped? The answer may be somewhat surprising: they were shaped by sound..

It all begins at the end of the inflationary period. Inflation amplified quantum fluctuations. These fluctuations had what is called a flat power spectrum: they were approximately the same amplitude at all scales. These fluctuations were essentially sound waves, i.e. pressure differences within the gas of particles that came out of inflation.

Before I go further, I should delve a little more into the nature of sound. Sound is a pressure wave within a medium. At the crests of the wave, there is a slight compression of the medium, and at the troughs there is a rarification. Like any wave phenomenon, the surrounding environment can shape the wave. Let's take for example a pipe that is open at both ends. If you blow into the pipe, you will produce a tone. The pitch of that tone is the fundamental frequency of the pipe. For the most part, the air within the pipe will be compressed at one end and rarified at the other, so the pipe contains half of the wave, and the fundamental wavelength will be twice the length of the pipe. However, that will not be the only frequency produced, there are also what are called harmonics. Harmonics are frequencies whose wavelengths are whole integer fractions of the fundamental: 1/2, 1/3, 1/4, and so on. The harmonic frequencies, since they are shorter than the fundamental, require more energy, and since there is only a finite amount of energy being put into the pipe, they necessarily have smaller amplitudes, but they still shape the overall sound that comes out of the pipe. It is the presense and strength of these harmonics that makes the difference between a Stradavarius and a regular violin.

How does this apply to the early universe? Well it turns out that the early universe also has a fundamental wavelength, but that wavelength is not shaped by length, but by time. There are two defining moments when talking about the early universe: the end of the inflationary period, at a fraction of a second after the Big Bang, and the Recombination, at about 380,000 years after the Big Bang. Before the Recombination, the universe consisted of dark matter particles, electrons, protons and helium nuclei, photons, and neutrinos. The dark matter

particles and neutrinos were "decoupled" from the rest of the matter, which is to say that they interacted only weakly with them. The photons, however, were unable to go very far before bouncing off of an electron or nucleus. As a result, the highly energetic photons prevented the matter concentrations from getting too large. During Recombination, electrons combined with nuclei to form whole atoms, allowing the photons to decouple from matter, and forever after go their own way. These photons became the cosmic microwave background radiation.

In the early universe, the fundamental frequency is simply that which would take a compressed area to a rarified area during the time from the end of inflation to the recombination. To learn why, we need to look at why this particular mode would be reinforced over that time frame. The key to this reinforcement is the dark matter. Because dark matter is decoupled from radiation at this stage, it can affect and be affected only through gravity. So, here's what happens. Right after inflation, in a region of denser dark matter will pull in baryons and electrons from surrounding regions, accentuating the density. By the time of Recombination, the gravitational attraction will have overwhelmed the sonic vibration, leaving that area as denser than average.

If we look at a region in the first harmonic, halfway to recombination, the dense regions will be fighting the rarification portion of the wave, combined with the fact that they will also be hotter than average will dampen the fluctuation. By the time we reach Recombination, density has started to increase again, but it has not reached the level of the fundamental frequency.

Can we observe the results of these sound waves in today's universe? The answer is yes. Observations by the Wilkinson Microwave Anisotropy Probe have mapped the fluctuations in the cosmic microwave background radiation down to very small angular resolution. What it has found is a classical harmonic power spectrum. There is a peak at about one degree, with smaller descending peaks at smaller resolutions. One degree in today's universe corresponds to a region about one billion light years in diameter, about the size of a galaxy cluster. This matches very well with current theories of galaxy formation and evolution.

Next issue, I will talk about the expansion of the universe and some theories about why it is accelerating.

Addresses

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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 **Gunslinger:** none

Standby Calls

None this issue.