

Notes from Hades

Another issue, another trip. Last month, it was Stockholm, Sweden. As is the case with most of these trips, I generally do not have much time for sight seeing. We did take half a day on the Friday of that week, though to tour the city. Stockholm is a wonderful city, clean and friendly. We were able to see the Vasa Museum, which is built around a ship build during the reign of Gustav II Adolf. It was one of the largest ships of its day, and when it was launched in 1620, it promptly sank. A few decades ago, it was located and raised again, and a museum was built around it. The ship is in remarkable shape given how long it was underwater, and the displays in the museum give a great look at life in Sweden in the seventeenth century, and how ships were made at that time.

We have one game ending this issue, as Bill Scharf makes short work of the game Sled Dog, and ends Chris Geggus' monopoly on Kremlin victories. Since this game was so short, I will be starting up the next one next issue.

The next deadline is **Tuesday, September 12 at 5:00 p.m. Pacific Time.** 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

Terrier. Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, Andy Lewis, Paul Bolduc, and Michael Longdin, will take up to 1 more.

Hound. Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, Eric Brosius, and Michael Longdin, will take up to 2 more.

Flea Collar. Kremlin. This game will start when Sled Dog ends. Have Bob Robles, Brendan Whyte, Pasquale Giovine, Chris Geggus, and Mike Scott need 1 more. **This game starts next issue!**

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, and Dale Horsely, will take up to 2 more.

Bulldog. Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, Dave Partridge, Michael Longdin, and Andy York, need up to 2 more.

Greyhound. Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin, Bob Robles, Dave Partridge, and Dennis Cain, need up to 2 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, and Paul Bolduc, will take up to 3 more (4 if one player plays the Bene Tleilaxu).

History of the World. Have Andy Lewis, Kevin Wilson, and Dave Partridge, will take up to 4 more.

New World. Have Dennis Cain, will take up to 5 more.

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

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

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

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

Andy York

Hadn't heard about Chapline's black hole theories....very interesting.

It's good to hear that you're able to have some leisure travel, I've heard the new Air & Space Museum annex is something to see. Glad you enjoyed it.

I visited the Lexington a couple weeks back in Corpus Christi. Aircraft carriers are MASSIVE. Then, I visited the Santa Maria and the Pinta – they are tiny. How anyone made it across the Atlantic in those is beyond me....

Hope you're keeping cool this summer!

Bob Robles

One book: 'Shopgirl' by Steve Martin. Yes, THAT Steve Martin (a wild and crazy guy). Also a major motion picture. Very interesting novella. I also saw the movie (MAJOR chick flick). Both deal with imperfect people and our innate desire for affection and companionship. I got very different views from the book and the movie, but I enjoyed both perspectives. The book is definitely not chick lit. I thought Mr. Martin really hit it on the head in describing a middle aged man's view on relationships. Short read but well worth the time.

Off the Leash

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

Fall 1468

Deadline for Winter/Spring 1469: 10/24 Tuesday

Venice loses ground to France, but gains it from Naples.

Expenditures

Venice pays off loan due fall 1469 (3 ducats)

Outstanding Debt

Summer 1469: 27 ducats due from Venice (18 borrowed)

Orders

FRANCE 🇫🇷: A TYROLEA to Milan, A SWISS to Tyrolea, A MILAN to Cremona, A PAVIA supports A Tyrolea to Milan, A COMO supports A Tyrolea to Milan, A MANTUA to Cremona, A MODENA to Bologna, A LUCCA supports A Modena to Bologna (cut), F LIGURIAN SEA to Tyrrhenian Sea, F GULF OF LIONS supports F Ligurian Sea to Tyrrhenian Sea

NAPLES 🇳🇵: A PISTOIA to Florence, A Urbino to PERUGIA, A Spoleto to CAPUA, F Otranto to SALERNO, F NAPLES supports F Otranto to Salerno, F Messina to GULF OF NAPLES, F PALERMO supports F Messina to Gulf of Naples

VENICE 🇻🇪: A AUSTRIA supports A Slavonia to Carinthia, A SLAVONIA to Carinthia, A CARINTHIA to Milan, A TRENT to Verona, A BERGAMO to Verona, A Padua to FERRARA, A BOLOGNA supports A Florence (cut), A (EM) FLORENCE supports A Bologna (cut), A AQUILA to Bari, A Salerno to Bari (DESTROYED), F UPPER ADRIATIC supports A Bologna, F LOWER ADRIATIC supports F Ionian Sea, F IONIAN SEA supports F Lower Adriatic, F CENTRAL MEDITERRANEAN supports F Western Mediterranean to Tyrrhenian Sea, F WESTERN MEDITERRANEAN to Tyrrhenian Sea, F TUNIS to Western Mediterranean

Your treasury:

Press

France – Naples: I hope that we are still in. In the case you should suggest moves for my fleets.

Naples – France: Come on down! Dang it, Come on down! I can think of no other way to say it, than GET THE HECK DOWN HERE WITH YOUR FLEETS!!!! Even if there are only 2 of them, they could help. I could not help with a support this turn, as I need to get into the Gulf of Naples.

Naples – Venice: Yeah, big sieve's down here, although you out weigh me with units...

Venice – Naples: You have to admit, this is a lot of fun trying to figure out what each other will do. Our front has holes everywhere which makes for a wild and woolly chess game. My front with France is kind of dull.

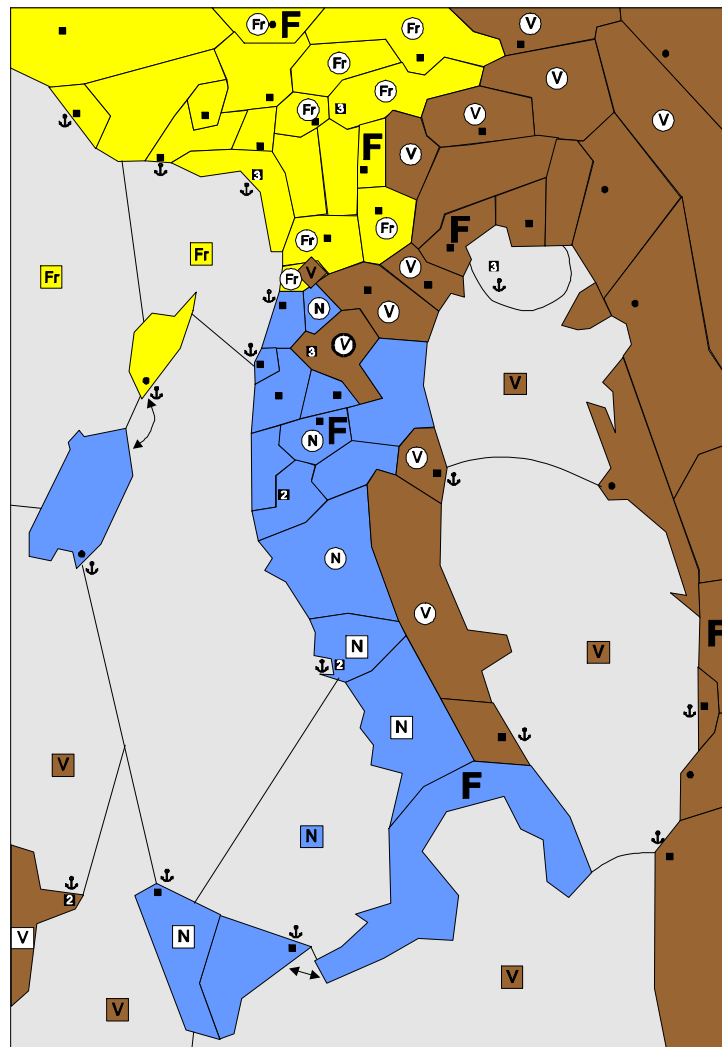
Spring 1469 Famine

Poor Year – Row Only: Perugia, Otranto, Padua, Swiss, Cremona, Herzegovina

Spring 1469 Income

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

Off the Leash



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

Provinces

FRA	Avignon, <u>Swiss</u> , Tyrolea, Marseilles, Provence, Turin, Como, Saluzzo, Savoy, Genoa, Montferrat, Pavia, Fornova, Parma, <u>Cremona</u> , Modena, Lucca, Corsica, Milan, Mantua	18
NAP	Urbino, Pisa, Pistoia, Piombino, Sienna, Arezzo, <u>Perugia</u> , Patrimony, Rome, Spoleto, Capua, Naples, Salerno, <u>Otranto</u> , Messina, Palermo, Sardinia	15
VEN	Austria, Hungary, Slavonia, Carinthia, Trent, Bergamo, Ferrara, Verona, <u>Padua</u> , Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Bosnia, <u>Herzegovina</u> , Ragusa, Albania, Durazzo, Ancona, Bologna, Florence, Aquila, Bari, Tunis	24

Seas

FRA	Ligurian Sea, Gulf of Lions	2
NAP	Gulf of Naples	1
VEN	Upper Adriatic, Lower Adriatic, Venice, Ionian Sea, Central Mediterranean, Western Mediterranean	6

Cities

FRA	Avignon, <u>Swiss</u> , Tyrolea, Marseilles, Turin, Saluzzo, Savoy, Genoa (3), Montferrat, Pavia, <u>Cremona</u> , Modena, Corsica, Milan (3), Mantua	17
NAP	Pisa, Piombino, Sienna, Arezzo, <u>Perugia</u> , Rome (2), Naples (2), Messina, Palermo, Sardinia	11
VEN	Austria, Hungary, Trent, Ferrara, <u>Padua</u> , Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bologna, Florence (3), Bari, Tunis (2), Venice (3)	22

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Gross
FRANCE	4	18	2	17	41
NAPLES	3	15	1	11	30
VENICE	6	24	6	22	58

Total Treasury:

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462
Aus	3	2	3	4	5	4	2	4	0
Flo	3	6	8	7	6	6	6	7	11
Fra	3	7	8	9	10	12	13	10	12
Mil	3	5	5	2	2	3	0	0	0
Nap	4	4	5	6	7	7	8	9	8
Pap	4	3	2	2	0	0	0	0	0
Tur	3	5	5	6	4	1	0	0	0
Ven	4	6	7	6	9	10	14	14	12

	1463	1464	1465	1466	1467	1468	1469
Aus	0	0	0	0	0	0	0
Flo	10	8	7	6	0	0	0
Fra	12	14	12	11	12	13	15
Mil	0	0	0	0	0	0	0
Nap	7	7	10	10	12	12	10
Pap	0	0	0	0	0	0	0
Tur	0	0	0	0	0	0	0
Ven	15	13	15	15	20	18	18

Dirty Deeds Done Dirt Cheap

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Strategic Movement, Black Press, Standard Victory

Miller Number 2000Fpw10

Summer 1058

Deadline for Fall 1058 10/24, Tuesday

The Pope desperately moves to defend himself from the Muslim and Pisan threat, while Pisa and Venice tangle in the north, and Venice helps Byzantium against the Muslims in the south.

Addendum

There were a couple of minor errors in the last adjudication. First of all, the Muslims paid for famine relief in Rome, so the Muslim elite mercenary army there died of plague, not famine. Secondly, the Muslim fleet in Messina was ordered to the Ionian Sea. This latter order was mistakenly omitted from the report.

Spring 1058 Retreats

Venice retreats A Mantua to Bologna

Expenditures

Venice borrows 10 ducats for 2 years from the moneylenders (15 ducats due Summer 1060)

Outstanding Debt

Fall 1058: 33 ducats due from Pisa (22 borrowed), 18 ducats due from Venice (12 borrowed)

Fall 1059: 38 ducats due from the Byzantines (25 borrowed), 38 ducats due from the Muslims (25 borrowed), 3 ducats due from Venice (2 borrowed)

Summer 1060: 15 ducats due from Venice (10 borrowed)

Orders

BYZANTINES (Robles): F (EM) DURAZZO to Lower Adriatic, G DURAZZO convert to E

MUSLIMS (Wilson): A Palermo to ROME, F LIGURIAN SEA supports Pisa A Pistoia to Lucca, F TYRRHENIAN SEA transports A Palermo

to Rome, F ANCONA supports F Bari to Lower Adriatic, E BARI to Lower Adriatic, F IONIAN SEA supports F Bari to Lower Adriatic

PAPACY (Scott): A Pisa to SIENNA, A (EM) Sienna to PERUGIA, A PATRIMONY supports A Sienna to Perugia

PISA (Roalstad): A Parma to MILAN, A CREMONA supports A Parma to Milan, A MANTUA supports A Lucca to Modena (cut), A Lucca to MODENA, A Pistoia to LUCCA, A Piombino to PISA, A (EM) Perugia supports Muslim A Palermo to Rome (DISLODGED, retreat Arezzo, Urbino, Spoleto, garrison, OTB)

VENICE (Partridge): A Milan to PAVIA, A BOLOGNA to Modena, A Treviso to VERONA, F Venice to PADUA, F UPPER ADRIATIC supports Byzantine F Durazzo to Lower Adriatic

Your treasury:

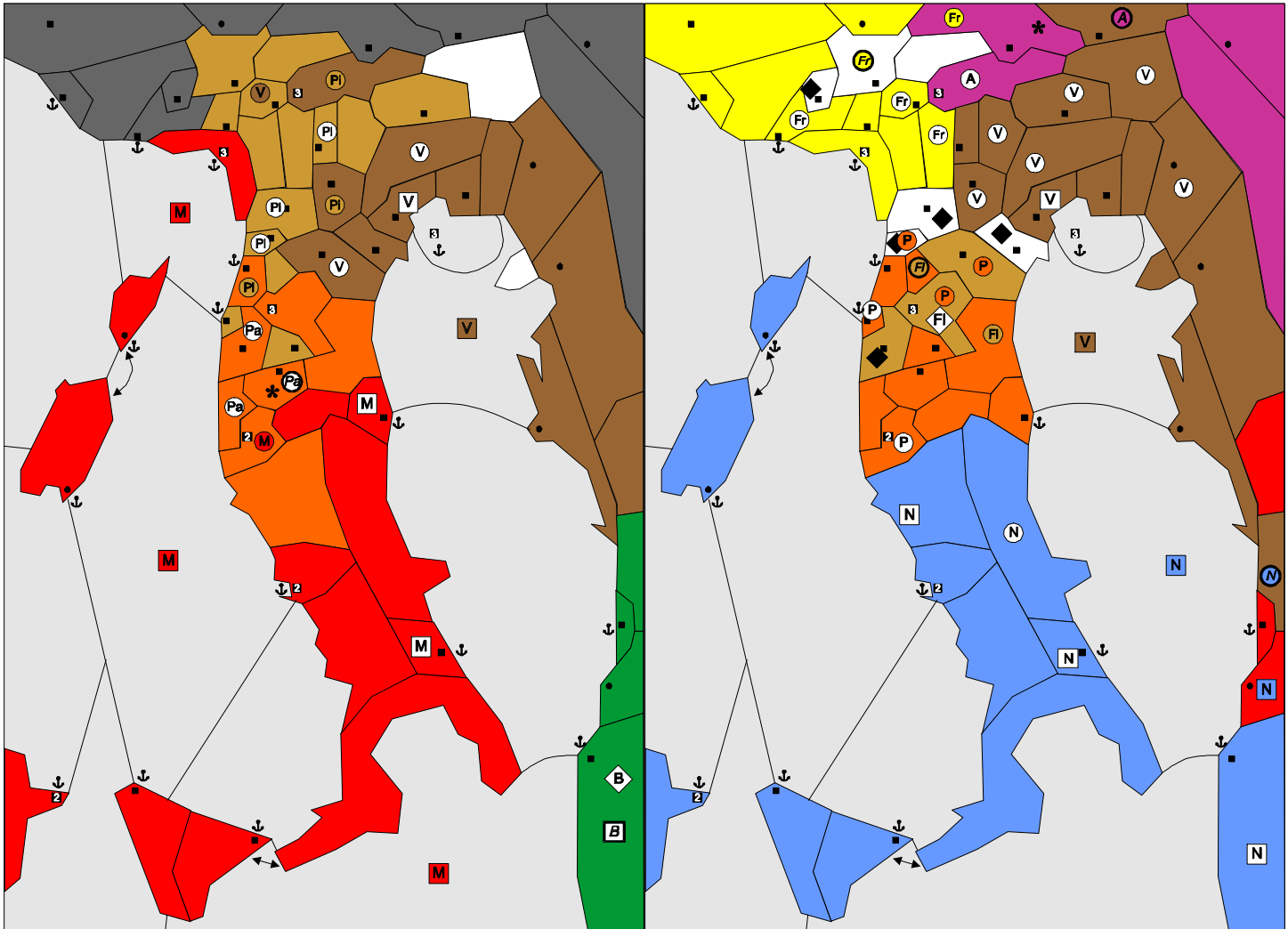
Press

Byzantines – The Rest of Christendom: HELP! The Saracen hordes are massing once again!

Muslims – Byzantines: No? I've forgotten what the question was.

Dirty Deeds Done Dirty Cheap

Dogfight



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

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory
Miller Number 2005Apw10
Summer 1457

Deadline for Fall 1457 10/24, Tuesday

France provides decisive help to Austria, beating back the Venetian advance. In the south, Naples deals a further blow to Venice and starts a march up the Balkans. The Pope starts to gain the upper hand against Florence.

Spring 1457 Retreats

Papacy retreats A Pistoia to Lucca, A Pisa to garrison

Expenditures

The Turks spend 12 ducats to disband Venice F Ragusa

Orders

- AUSTRIA ☞: A MILAN holds, A (EM) AUSTRIA holds
- FLORENCE ☞: A FLORENCE to URBINO, A (EM) PISTOIA to PISA, G FLORENCE convert to A
- FRANCE ☞: A SWISS to TYROLEA, A PROVENCE to SAVOY, A (EM) TURIN supports A SWISS to Tyrolea, A Montferrat to PAVIA, A PARMA supports Austrian A Milan
- NAPLES ☞: A AQUILA to Dalmatia, A (EM) ALBANIA to HERZEGOVINA, F Tyrrhenian Sea to CAPUA, F IONIAN SEA to DURAZZO, F DURAZZO to ALBANIA, F BARI supports F LOWER ADRIATIC, F LOWER ADRIATIC transports A Aquila to Dalmatia

- PAPACY ☞: A LUCCA to PISA, A AREZZO to FLORENCE, A BOLOGNA supports A Arezzo to Florence, A PIOMBINO supports A Lucca to Pisa
- TURKS ☞: No units
- VENICE ☞: A (EM) Tyrolea supports A Carinthia to Austria (cut, DISLOADED, retreat Como, garrison, OTB), A CARINTHIA to Austria, A TRENT supports A Bergamo to Milan, A BERGAMO to Milan, A Ferrara to MANTUA, A Padua to VERONA, A Friuli to CANIOLA, F Venice to PADUA, F UPPER ADRIATIC to Dalmatia, F Ragusa to Herzegovinan (nsu)

Your treasury:

Press

France – Austria: Try to hold Hungary, I'll hold the line on my side, and we'll try to make it as difficult as possible for Venice.

France – Naples: Do Not move your Fleet into Gulf of Lions or Ligurian Sea. I have my hands full with Venice, and I don't need to worry about weather your Captain is going to go on another vacation in my Province. The sooner you can move into Upper Adriatic the better.

Naples – France and Austria: Now I am in contact with Venice and he must divide his forces, I think.

Turks – Venice: Loan me 4 ducats and I'll make Naples pay. Don't and he'll get my ducats

Venice – France: OK, if you want Cremona - instead of Milan, I've no reason to contest that. Looks like a good trade in my favor. I am wondering what you think about the statement Naples said last turn.... "I hope to come up towards you two" (France & Austria)...

Venice – Pope and Florence: The two of you need also to look at that statement of Naples, as your holdings are in his path.

Dogwood

Epoch VI Timurid Emirates, Incas & Aztecs, and Ottoman Turks Epoch VI Portugal, Spain, and Mughals due: 9/12 Tuesday

Epoch VI

Retropolis (Cain) PORTUGAL: Plays Elite Troops. Army and Capital Western Iberia (Macedonian army retreats to Pyrenees), fleet Atlantic Ocean, army South Africa, Shatts Plateau (vs. Romans; P: 1, 2, 5; R: 1, 1; wins, city eliminated), Patagonia, Southern Andes, Northern Andes (vs. Incas; P: 6, 3, 1; I: 5; P: 6, 6, 5; I: 5; wins, Capital reduced to city), Western Gaul (vs. Vikings; P: 4, 2, 2; V: 6, 1; loses, elite troops eliminated), Western Gaul (vs. Vikings; P: 5, 3; V: 4, 4; wins), Deep South. Builds Monument Western Iberia. Points: Dominance in Southern Europe (4), Northern Europe (4), and South America (4), Presence in North Africa (2), Southeast Asia (2), North America (1), and Sub-Saharan Africa (1), 1 Capital (2), 2 cities (2), and 4 Monuments (4) for 26 points.

Turanians (Nichols) plays Crusade. Army Levant (vs. Ottoman Turks; C: 3+1, 2+1; O: 6, 3; loses), Levant (vs. Ottoman Turks; C: 4+1, 4+1; O: 5, 5; C: 4+1, 2+1; O: 6, 5; loses), Levant (vs. Ottoman Turks; C: 5+1, 3+1; O: 4, 1; wins). Plays Disaster (Volcano) Persian Plateau (Monument destroyed). SPAIN: Army and Capital Pyrenees (3 Macedonian armies destroyed), fleet Atlantic Ocean, Indian Ocean, army Brasil, Lower Indus, Western Iberia (vs. Portugal; S: 2, 1; P: 3; loses), Western Iberia (vs. Portugal; S: 6, 2; P: 2; wins, Capital reduced to city), Southern Iberia (vs. Iberian Kingdom; S: 5, 3; I: 6+1; loses), Southern Iberia (vs. Iberian Kingdom; S: 2, 1; I: 3+1; loses), Southern Iberia (vs. Iberian Kingdom; S: 6, 3; I: 1+1; wins, city eliminated), Central Massif (vs. Vikings; S: 6, 4; V: 3, 1; wins), Western Gaul (vs. Portugal; S: 6, 2; P: 1; wins), Northern Gaul (vs. Holy Roman Empire; S: 4, 3; H: 5; loses), Northern Gaul (vs. Holy Roman Empire; S: 6, 3; H: 3; wins), Northern Apennines (vs. Franks; S: 2, 2; F: 5, 2; loses). Points: Dominance in North Africa (4), Southern Europe (4), and Northern Europe (4), Presence in Middle East (2), India (3), and South America (2), 1 Capital (2), 4 Monuments (4), and 1 Sea (1) for 26 points.

The Time Traveler (Anderson) plays Safavids. Army and Capital Persian Salt Desert (Seljuk Turk army destroyed), army Lower Indus (vs. Spain; Saf: 3, 3; Spa: 4; loses), Lower Indus (vs. Spain; Saf: 5, 3; Spa: 1; wins). MUGHALS: Plays Pirates. Fleet South China Sea (vs. Marching Through the Ages; TT: 5, 4; MTA: 3; wins). Army and Capital Ganges Valley, army Ganges Delta (vs. Civil War; M: 5, 1; C: 2; wins), Malay Peninsula (vs. Malay Kingdom; Mug: 6, 3; Mal: 5+1, 3+1; Mug: 6, 3; Mal: 6+1, 2+1; loses), Malay Peninsula (vs. Malay Kingdom; Mug: 6, 3; Mal: 5+1, 3+1; Mug: 2, 1; Mal: 4+1, 3+1; loses), Malay Peninsula (vs. Malay Kingdom; Mug: 5, 3; Mal: 5+1, 1+1; loses), Malay Peninsula (vs. Malay Kingdom; Mug: 6, 5; Mal: 3+1, 2+1; wins, city eliminated), fleet Bay of Bengal (vs. The Horde; TT: 6, 5; H: 3; wins), army Eastern Ghats (vs. Chola; M: 5, 2; C: 5, 2; M: 5, 1; C: 6, 3; loses), Eastern Ghats (vs. Chola; M: 4, 3; C: 5, 3; loses), Eastern Ghats (vs. Chola; M: 5, 4; C: 5, 4; M: 4, 1; C: 4, 1; M: 2, 2; C: 3, 3; loses), Eastern Ghats (vs. Chola; M: 4, 1; C: 5, 4; loses), Eastern Ghats (vs. Chola; M: 4, 2; C: 6, 5; loses). Points: Presence in Middle East (2), China (3), India (3), Southeast Asia (2), Eurasia (1), Sub-Saharan Africa (1), and Nippon (1), 2 Capitals (4), 2 cities (2), 2 Monuments (2), and 2 Seas (2) for 23 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	43	119
Chris Geggus	The Horde (yellow)	50	120
Dennis Cain	Retropolis (red)	54	127
Andy Lewis	Marching Through the Ages (green)	56	143
Dave Anderson	The Time Traveler (orange)	64	122
Paul Bolduc	Arachnids (blue)	65	131
Cary Nichols	Turanians (black)	73	103

Positions

Turanians: Two fleets Red Sea, fleets Atlantic Ocean, Indian Ocean. ARABS: Army, Capital, and Monument Arabian Peninsula, army and Monument Nile Delta, armies Palestine, Nubia, Upper Nile, Middle Tigris. CRUSADERS: Army and Monument Levant. SPAIN: Army and Capital Pyrenees, army, city, and Monument Western Iberia, armies Southern Iberia, Central Massif, Western Gaul, Northern Gaul, Brasil.

The Horde: SCYTHEANS: Army Caucuses. CHOLA: Army and city Eastern Ghats, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan. TIMURID EMIRATES: Army, city, and Monument Central Europe, armies Dalmatia, Dnieper, Western Steppe.

Marching through the Ages: Fleet North Sea. NORTH AMERICAN MIGRANTS: Army West Indies. MAYANS: Army and Capital Central America, army Guyana Highlands. HSUING-NU: Army Yellow River. T'ANG DYNASTY: Army and fort East Indies. VIKINGS: Armies Scandinavia, Lower Rhein. JEWS: Army, city, and fort Palestine. MING DYNASTY: Army, Capital and Monument Chekiang, army and Monument Yangtse Kian, Szechuan, armies Si-Kyang, Great Plain of China, Mekong, Manchurian Plain, Korean Peninsula.

Retropolis: Fleet Atlantic Ocean. CHOU DYNASTY: Two armies Irrawaddy. HAN DYNASTY: Army Eastern Steppe. BYZANTINES: Armies Danubia, Pindus, Morea. HOLY ROMAN EMPIRE: Army and Monument Albion, army North European Plain. PORTUGAL: Army, city, and Monument Northern Andes, army and Monument Shatts Plateau, armies Southern Andes, Patagonia, South Africa.

Royal Manticoran Historical Society: Fleet Western Mediterranean. **GUPTAS:** Two armies Sumatra. **FRANKS:** Army and Monument Southern Apennines, army Northern Apennines. **AZTECS:** Army and Capital Mexican Valley, army Pacific Seaboard.

The Time Traveler: Fleets Bay of Bengal, South China Sea. **GOLD COAST KINGDOM:** Army, city, and fort Gold Coast. **MONGOLS:** Army, city, and Monument Hokkaido, armies Mongolia, Wei River, Hindu Kush. **SAFAVIDS:** Army and Capital Persian Salt Desert, army Lower Indus. **MUGHALS:** Army and Capital Ganges Valley, armies Ganges Delta, Malay Peninsula.

Arachnids: Fleets Black Sea, Eastern Mediterranean. **SUB-SAHARAN MIGRANTS:** Armies Central Africa and Congo Basin. **ROMANS:** Army Libya. **ANGLO-SAXONS:** Armies Baltic Seaboard, Ireland. **REBELLION:** Army Crete. **OTTOMAN TURKS:** Army, Capital, and Monument Western Anatolia, army, city, and Monument Turanian Plain, army and Monument Zagros, Upper Tigris, Tarim Basin, army and city Balkans, army Eastern Anatolia, Persian Plateau.

Event Cards

Epoch VII Empire Draw

Salty Dog

Seafarers of Catan

Turns 11.4 to 12.4

Deadline Turns 12.5 to 13.5 10/24, Tuesday

Turn 11

Bill rolls a 2. **Bill** and **Ward** each gain 1 lumber. **Bill** trades 3 lumber for one grain. **Ward** rolls a 9. **Kevin** gains 1 grain and 1 lumber, **Dave** gains 1 grain, **Cary** gains 1 ore, **Bill** gains 1 brick, and **Ward** gains 1 ore. Trades 2 lumber to **Cary** for 2 grain

Chris rolls a 7. **Cary** discards 4 ore and 1 grain. Moves the Robber to the 8 Forest and converts his settlement at D16 to a city. During the special build turn, **Dave** space and steals an ore from **Bill**. Plays a Knight card, moves the Robber to 5 Hills builds a settlement at H19, and **Bill** builds a settlement at E19. space and steals a grain from **Ward**.

Turn 12

Kevin rolls a 4. **Dave** gains 2 grain, **Bill** and **Ward** each gain 1 lumber, and **Chris** gains 1 grain. **Kevin** plays a Resource Gain card to collect 1 lumber and 1 brick. Builds a road from H6 – H5 and a settlement at H5. **Cary** rolls an 11. **Cary** and **Chris** each gain 1 ore. **Cary** trades 3 ore for 1 brick and builds a road from E14 – F14. During the special build turn, **Bill** builds a road from G19 – G20, and **Chris** upgrades his settlement at D12 to a city.

Dave rolls a 9. **Kevin** gains 1 grain and 1 lumber, **Dave** gains 1 grain, **Cary** gains 1 Bill rolls a 4. **Dave** and **Chris** each gain 2 grain, **Bill** and **Ward** each gain 1 lumber. ore, **Bill** gains 1 brick, and **Ward** gains 2 ore.

Open Trades

None

Turn 11 Rolls

Chris 3 Ward 12

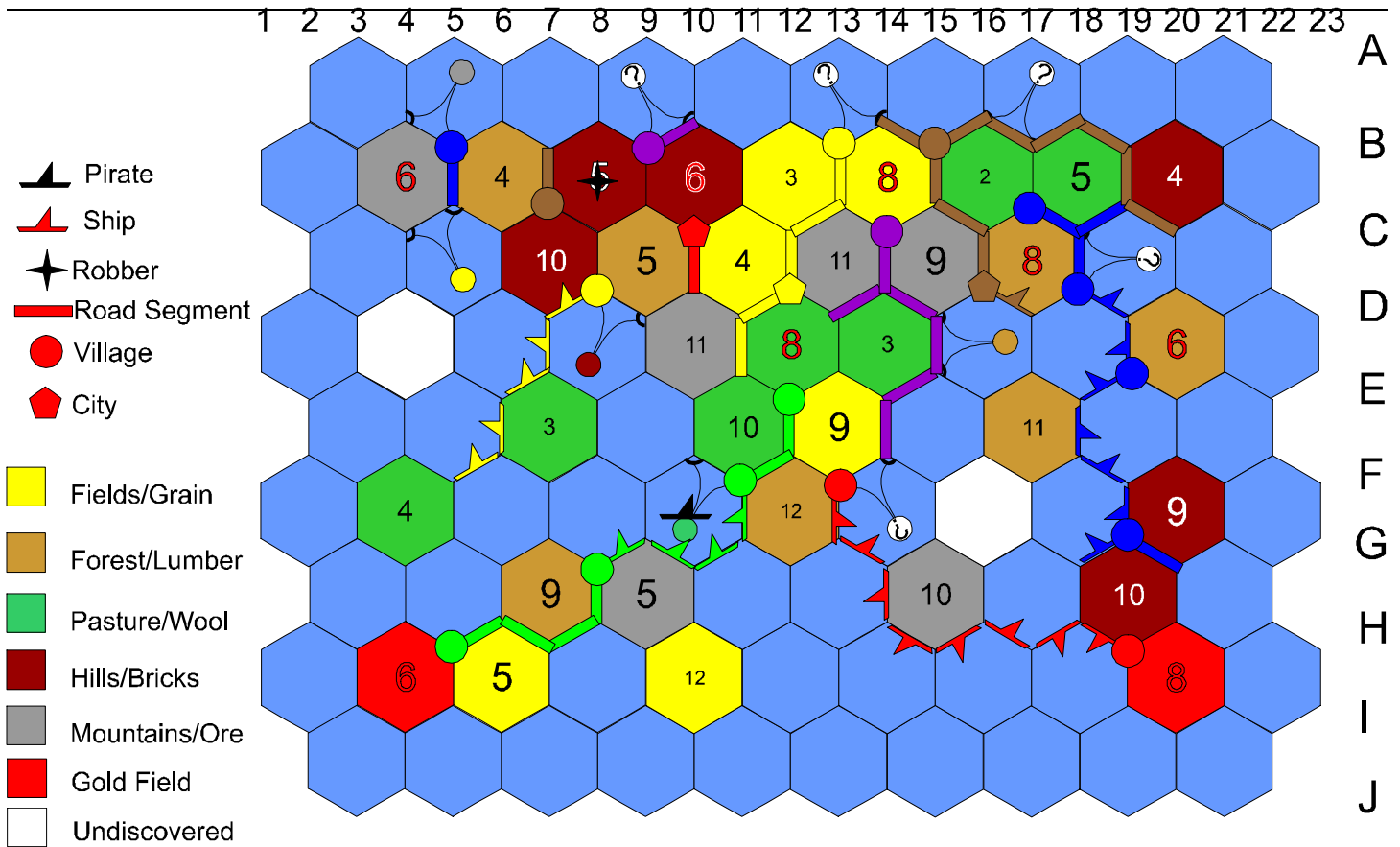
Turn 12 Rolls

Kevin 10 Dave 8 Cary 7 Bill 9 Chris 8

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1			1	1	1 Knight	6*
Dave Partridge	Red	7		1	1			4
Cary Nichols	Purple		1		1	1		2
Bill Scharf	Blue		1		2			5
Chris Geggus	Yellow	2		1			2 Knights, 1 Unknown ()	4
Ward Narhi	Brown	1			3	2	1 Knight	4

* Longest trade route



Dog Chow

Age of Renaissance

Turn 3 Phases 4 through 6

Deadline Turn 3, Phase 7 and Turn 4, Phases 1 through 3 10/24, Tuesday

Errata

Last turn, I mistakenly treated the Shortage of Stone as a Surplus. As a result, Barcelona, Hamburg, and Venice each have \$4 more, Paris has \$8 more, and Genoa has \$12 more.

Phase 4: Purchases

London buys Galley 6 for \$10, Patronage for \$30 (E, Misery increases to 40), and stabilization for \$6

Barcelona buys Printed Word for \$10 (O, 40 credit from Gutenberg, 10 credit from Written Record), Seaworthy Vessels for \$60 (S, 20 credit from Overland East), and Urban Ascendancy for \$20 (V)

Genoa buys The Heavens for \$30 (A), Urban Ascendancy for \$20 (V), and stabilization for \$3

Venice buys The Heavens for \$30 (A), and stabilization for \$1

Hamburg buys Galley 6 for \$10, Written Record for \$20 (N, 10 credit for St. Benedict), Patronage for \$10 (E, 20 credit for St. Benedict, Misery increases to 40), stabilization for \$1.

Paris buys Patronage for \$30 (E, Misery increases to 60) and stabilization for \$10

Phase 5: Expansion

London expands to Riga (2), Sicily (4, vs. Venice, dr = 6, 2, 5; wins), Tripoli (4, vs. Venice, dr = 1, 3, 6; loses)

Genoa expands to Varna (2), Tana (2), Erzerum (3), Trebizond (4), Aleppo (4), Angora (2), Kaffa (1)

Venice expands to Constantinople (4), Nuremburg (6, vs. Paris, dr = 1, 2, 6; loses), Nuremburg (6, vs. Paris, dr = 5, 4, 5; wins), Cairo (4)

Hamburg buys a card (3,), expands to Mitau (1), Riga (4, vs. London, dr = 6, 2, 5; wins), Novgorod (2),

Nuremburg (6, vs. Venice, dr = 2, 4, 3; wins), Prague (4, vs. Paris, dr = 1, 5, 4; wins), Bourges (5, vs. Paris, dr = 6, 1, 5; wins).

Paris expands to Paris (3), Dijon (2), Bourges (9, vs. Hamburg, dr = 3, 5, 2; wins), Nuremburg (6, vs. Hamburg, dr = 4, 1, 3; loses), Nuremburg (6, vs. Hamburg, dr = 4, 3, 4; loses), Amsterdam (2, vs. Hamburg, dr = 2, 6, 4; wins), Salzburg (2, vs. Venice, dr = 5, 4, 1; wins)

Barcelona expands to Angora (4, vs. Genoa, dr = 3, 6, 2; wins), Barcelona (2)

Expansion bonus goes to Genoa ()

Phase 6: Collect Income

London gains \$63

Barcelona gains \$87

Genoa gains \$93

Venice gains \$75

Hamburg gains \$75

Paris gains \$51

Shortage of Wine (Barcelona gains

), Surplus of Metal (Hamburg loses \$2)

Turn 4, Phase 1: Draw Cards

Your card:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	60		\$96		12	10	E, I, N, O, R, S, V
Cary Nichols	Hamburg	30		\$89		10	6	E, N
Bob Robles	London	40		\$75		8	6	A, E
Dennis Cain	Venice	20		\$82		10	4	A
Steve Koehler	Genoa	40		\$107		13	4	A, N, R, V
Michael Longdin	Paris	60		\$71		6		E, I, W

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Bob	Cary	Michael	Steve	Paul	Dennis
Stone (2)	--	1	2	3	1	1
Wool (3)	4	--	--	1	3	--
Timber (4)	--	3	--	--	2	1
Grain (5)	2	1	1	--	1	1
Cloth (6)	--	1	1	3	--	2
Wine (7)	--	--	1	--	3	1
<i>Metal (8)</i>	1	2	--	1	1	1
Fur (9)	--	1	1	2	--	--
Silk (10)	--	--	--	2	1	1
Spice (11)	--	--	--	1	--	--
Gold (12)	--	1	--	--	--	--
Ivory (12)	1	--	--	--	--	2

Cards**Shortage, Surplus****Sled Dog****Kremlin****Turn 3, Funeral Commission through Parade
Deadline End of Game Statements, 10/24, Tuesday**Funeral Commission

No actions

Replacement Phase

Talksalott promotes M to Candidate (ages to 74). Petr Niewitko (D) advances to Ideology Minister by age. 100%Stalinists declare 1 IP on Niewitko and he promotes S and Z to Candidates, aging to 75.

Politburo

Office	Politician	Condition	Influence
Party Chief	Iwan Manjak (P)	64	8 (TI) , 4 (RODT), 7 (SPY)
KGB Head	Boris Badenuff (X)	59	3 (TI) , 2 (BAMBI)
Foreign	Antonj Talksalott (J)	74, ?	1 (TCC)
Defense	Mikail Strychnin (T)	68, ?, ++	2 (TCC), 9 (SPY), 10 (TI)
Ideology	Petr Niewitko (D)	75	1 (100%S)
Industry	Alexei Goferbrok (C)	74, +	1 (TCC)
Economy	Oleg Satin (O)	64, ?	1 (TCC), 2 (SPY), 3 (BAMBI) , 3 (RODT)
Sport	Leonid Bungaloff (W)	59, strong	1 (RODT), 1 (BAMBI), 5 (TCC)

Politicians in **bold** are in the sanatorium.Rehabilitation Phase

TCC declares 5 IP on Bungaloff. He rehabilitates I (ages to 59).

Parade Phase

Iwan Manjak waves, giving the Trotskyite Internationalists the victory!

Candidates: E, G, M, S, Z
People: I, K, N, R, Y
Siberia: B, F, H, Q, U, V
Kremlin Wall: A, L

Players

Player	Faction Name
Chris Geggus	Soviet Precocious Youths
Bill Scharf	Trotskyite Internationalists
Dennis Cain	Russian Olympic Drinking Team (RODT)
Bob Robles	Byelorussians Against Much Byzantine Interference (BAMBI)
Mike Scott	The California Connection
Michael Longdin	100%Stalinists

Sirius

Merchant of Venus

Turns 4.4 to 5.4

Turns 5.5 to 7.5 10/24, Tuesday

Turn 4

4th: Dennis Cain (Niks/Space Revolver) Rolls Used: 2 4 5

Rumbleport (s) – Rumbleport (o) – (R) – B – Y – B – (R) – B – Y – B – (R) – ? (it's TeleGate 4) – Y – B.

Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Megalith Paperweight at 9b and Demand for Genes at 2). Buys Rumble Port for \$200.

5th: Chris Geggus (Qossuth/Atlantis) Rolls Used: 6 * 3

Desolation Landing(s) – Desolation Landing(o) – R – B – Y – B – R – B – Y – R – B – Rainfall(o) – B – B – Rumble Port(o) – Rumble Port(s).

6th: Bob Robles (Dell/Dells Without Names) Rolls Used: 4 6

Y – B – R – B – Y – ? (It's the Relic Shield).

Stops and picks up relic.

Turn 5

1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 3 4 6

Open Port – NC3 – A – Wet Landing(o) – R – Y – B – Y – R – NC3 – R – Y – R – B.

3rd: Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 6 * 4

Jellybeast Landing(s) – Jellybeast Landing(o) – A – Y – R – B – Y – R – A – Ice Station(o) – Ice Station(s).

2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 4 6 6 (uses Auto Pilot)

Paintfall(s) – Paintfall(o) – B – Poisonport(o) – R – B – Y – B – R – B – Y – R20 – Terror Station (o) – Terror Station (s).

Discovers Shenna (from the cup: Immortal Grease at 6, Space Spice at 2, Demand for Grease at 9a, and Demand for Perfume at 3). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Demand for Spice at 4b and Demand for Spice at 4b). Buys Melf Pelts for \$50.

Discovers Humans (from the cup: Chicle Liquor at 7a, Space Spice at 2, Demand for Wine at 5, and Demand for Wine at 5). Sells Space Spice for \$80 plus \$40 demand (from the cup: Voll Silk at 1b and Demand for Perfume at 3).

4th: Dennis Cain (Niks/Space Revolver) Rolls Used: 4 4 6

B – (R) – B – Y10 – (R10) – B10 – Y – B – (R) – Goliath(o) - Goliath(s).

Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Fare to Base at 10 and Megalith Paperweight at 9b). Buys Designer Genes for \$60.

Notes

Since only one culture is left to be discovered, we will now move to two turns per issue.

Currently available:

1a (Nillis): 3 Bionic Perfume

1b (Volois): 1 Voll Silk

2 (Graw): 4 Space Spice, Fare to 10 (\$120), Demand for Designer Genes (+\$40)

3 (Niks): 4 Mulch Wine, Demand for Space Spice (+\$60), 2 Demand for Bionic Perfume (+\$60)

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

4b (Humans): 4 Rock Videos, 2 Demand for Space Spice (+\$40)

5 (Shenna): 2 Melf Pelts, 2 Demand for Mulch Wine (+\$40)

6 (Yxklyx): 3 Immortal Grease, 2 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): 4 Chicle Liquor, 2 Demand for Finest Dust (+\$50)

7b (Eeepeeep): 2 Servo-Mechanism, Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50)

8 (Whynoms): 3 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Cholos): 4 Designer Genes, Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

9b (Wollow): Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 4 Megalith Paperweights

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

Base: Nothing

1. Mystery Machine 4 \$225
Normal Scout
6: 2 2 2 6/7: 1 3 6
Hold1 Hold2 Hull
Space Spice 2/\$80 Glorious Junk 2/\$200
Graw \$200

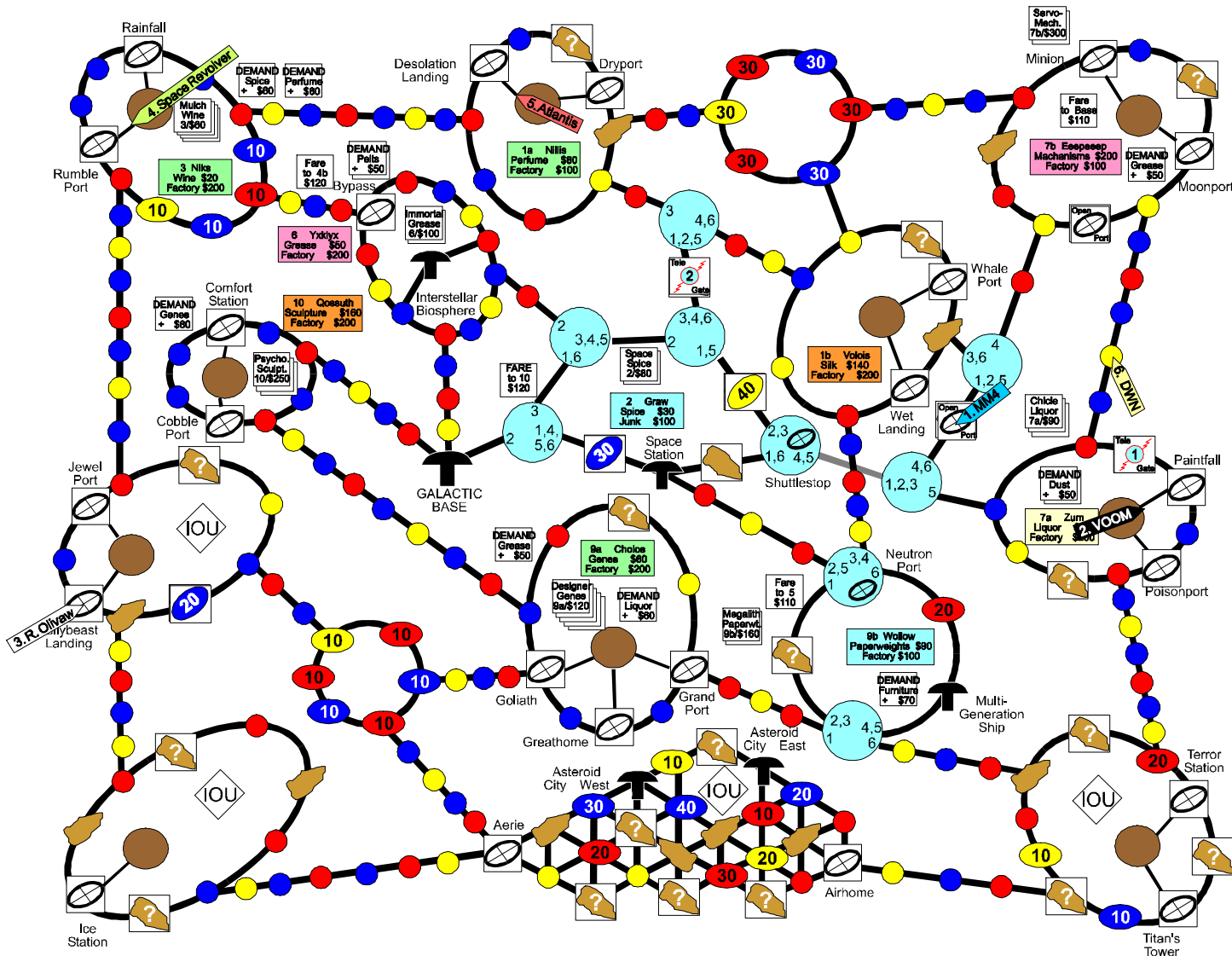
2. VOOM \$210
Fast Scout
6: 4 6/7: 3 4 (Double 1)
Hold1 Hold2 Hull
Chicle Liquor 7a/\$90 RELIC Auto Pilot 4 \$80
4b \$90

3. R. Olivaw \$120
Rocket Scout
6: 2 5/7: 3 6 (Use 1 * 4)
Hold1 Hold2 Hull
Melf Pelts 5/\$110 Shield (\$60)
10 \$120 9a \$90 4a \$60 5 \$90

4. Space Revolver \$200
Sports Scout
6: 1 4 4 4/7: 2 4 4 4 (Use 3)
Hold1 Hold2 Hull
Designer Genes 9a/\$120 Red Die (\$120) Shield (\$60)

5. Atlantis \$140
Torch Scout
5: 5/6: 4/7: 3 (Times 3)
Hold1 Hold2 Hull
Eq.
Rumble Port \$200

6. Dells Without Names \$140
Scow Scout
5: 2 2 5 6/6: 2 2 2 5 (Use 2)
Hold1 Hold2 Hull
Relic Shield (\$60)
7b \$100



Outlaw Dogs

Turn 3

Turn 4 due 9/12, Tuesday

Actions

Segment 1

- Border Rider:** Card (1) – Back up, segment 1 of 2
- Gun Artist:** Card 5 – Cock/Aim/Shoot (cock W44), segment 1 of 2
- Innocente:** Card 5 – Cock/Aim/Shoot (cock R10), segment 1 of 2
- Drifter:** Card (1) – Back up, segment 1 of 2

Segment 2

- Border Rider:** Card (1) – Back up to F2, segment 2 of 2
- Gun Artist:** Card 5 – Cock/Aim/Shoot (cock W44), segment 2 of 2
- Innocente:** Card 5 – Cock/Aim/Shoot (cock R10), segment 2 of 2
- Drifter:** Card (1) – Back up (back left to C7), segment 2 of 2

Segment 3

- Border Rider:** Card 6 – Cock/Aim/Shoot (cock H44), segment 1 of 2
- Gun Artist:** Card 7 – Shoot (shoot at D, total effective aim time = 3, range = 4, misses, card 35 drawn)

- Innocente:** Card 6 – Cock/Aim/Shoot (aim at D), segment 1 of 2
- Drifter:** Card 6 – Cock/Aim/Shoot (cock W44), segment 1 of 2

Segment 4

- Border Rider:** Card 6 – Cock/Aim/Shoot (cock H44), segment 2 of 2
- Gun Artist:** Card 6 – Cock/Aim/Shoot (cock W44), segment 1 of 2
- Innocente:** Card 6 – Cock/Aim/Shoot (aim at D), segment 2 of 2
- Drifter:** Card 6 – Cock/Aim/Shoot (cock W44), segment 2 of 2

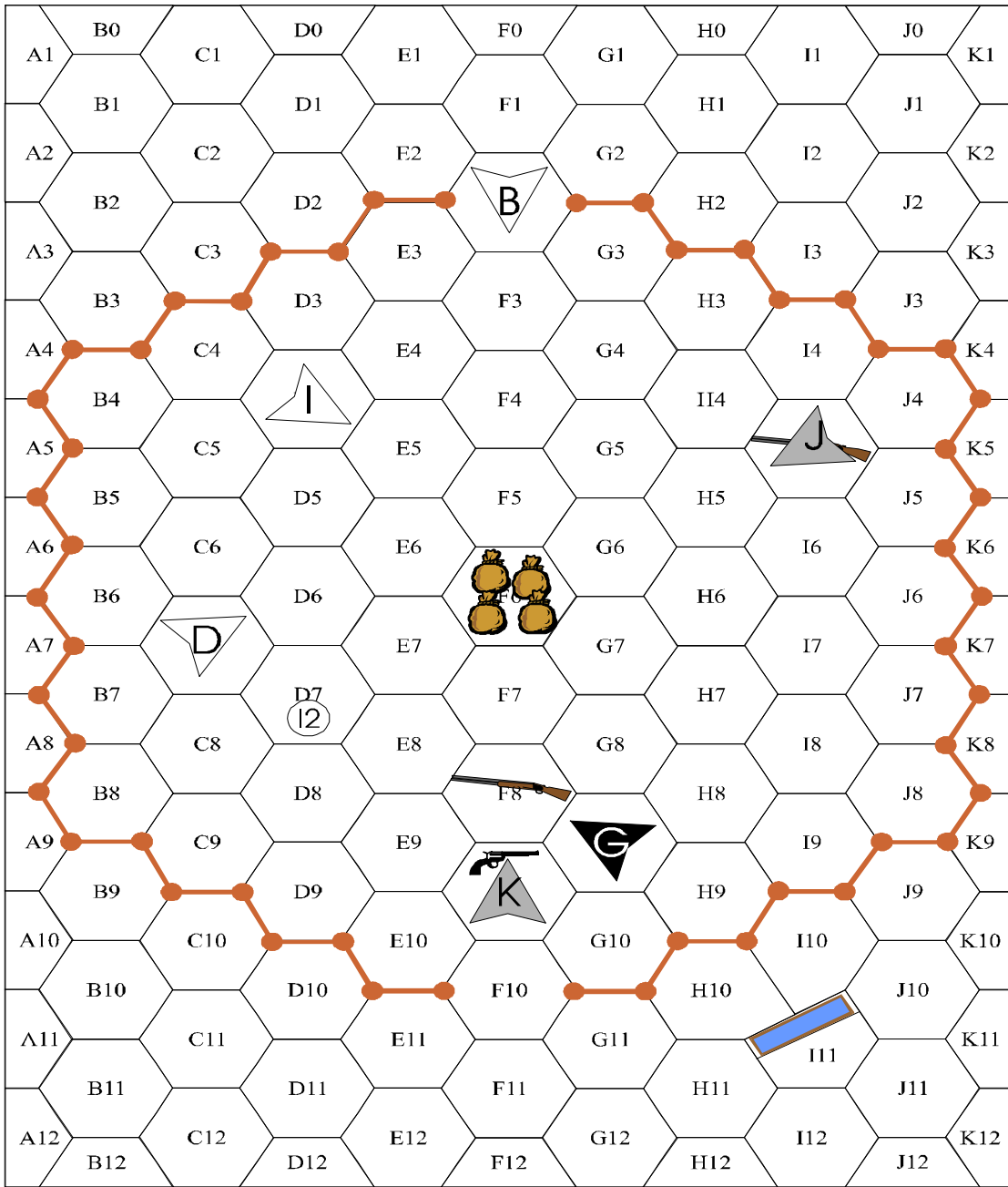
Segment 5











- Border Rider:** Passes.
- Gun Artist:** Card 6 – Cock/Aim/Shoot (cock W44), segment 2 of 2
- Innocente:** Card 7 – Shoot (does nothing, target moved into blind zone)
- Drifter:** Passes

End of Turn

No actions.

Outlaw Dogs



- | | | | |
|---|------------------|---|------------------|
|  | Fence |  | Money Bag |
|  | Water Trough |  | Player (down) |
|  | Player (up) |  | Gun (two handed) |
|  | Gun (one handed) |  | Aim Points |
|  | Knife |  | Player (dead) |

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	The Kid (K)	F9>F8	2, 2	1H +3, OH -1		0	Dead
B	Andy Lewis	Border Rider (B)	F2>F3	3	1H +2, 2H +2		20	
C	Dave Partridge	Gun Artist (G)	G9>F8		1H +3, 2H +3, OH 0		20	Down
D	Jerry Roalstad	Innocente (I)	D4>E5	7, 8	1H +2		25	2 AIM in D7
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2		20	
F	Mike Scott	El Jefe (J)	I5>H5		2H +2		0	Dead

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	C32, Knife	Empty	Empty	Empty	C32: OOOOO
Border Rider	C45, R41d	Empty	Empty	H44 (cocked)	H44: OOOOOOOOOOOO☞ C45: OOOOOO R41d: OO
Gun Artist	C45, SW38	Empty	Empty	W44 (cocked)	W44: OOOOOOOOOOOO☞☞ C45: OOOOOO SW38: OOOOOO
Innocente	C45, C45, Knife	Empty	Empty	R10 (cocked)	R10: O☞ C45: OOOOOO C45: OOOOOO
Drifter	C44, C32, Knife	Empty	Empty	W44 (cocked)	W44: OOOOOOOOOOOOOO C44: OOOOOO C32: OOOOO
El Jefe	C44, C44, Knife	Empty	Empty	Empty	C44: OOOOOO C44: OOOOOO

On the ground in F8: W44: OOOOOOOOOOOOOO

On the ground in F9: C45: OOO☞☞☞

On the ground in I5: W44: OOOOOOOOOOOOOO☞

Doberman

Turn 2a

Turn 2b due 10/24, Tuesday

Available Cards

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

BIBCO selects set 4

PIT selects set 5

GOO selects set 1

100%Trash selects set 3

Press

PIT – Boss: What crummy card sets, boss. On the other hand, I'm glad you saved an Advisor for next round. You went to W. Virginia and the most exciting thing was a museum in Dulles, VA? What about the hollers and seed-spitting contests in W.VA?

Boss – PIT: Well, there's a limit to what you can do when your hosts are a couple in their eighties, one of whom is in a wheelchair.

PIT – BIBCO: Now I know who to blame for Congress. I'm glad you came out from behind your lobbyists and (dog)PAC(k). You guys financed the Big Dig, right? And, you own the companies doing the repairs. Sheesh. Too bad a tile didn't fall on your limo. I'm flying into Logan later this month, what disaster do you have planned for then?

GOO – PIT: Strategy? Are we allowed to use strategy?

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	4	\$7	10	10	15	5	Order
Dave Partridge	BIBCO	1	\$20	0	0	15	5	
Richard Weiss	PIT	2	\$10	0	5	16	5	Waste Disposal
Eric Brosius	GOO	3	\$24	0	0	14	5	

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	4/3	5/1	0	14
Dave Partridge	5/1	5/1	4/3	4	30
Richard Weiss	5/1	5/1	5/1	0	24
Eric Brosius	5/1	5/1	5/1	2	29

Cards

100% Trash	BIBCO	PIT	GOO
Growth	Raw Materials	Growth	Hiring/Firing
Waste Disposal	Waste Disposal	Order	Innovation
Bribery	Innovation	Waste Removal	Waste Disposal

Discards

Raw Materials Growth Raw Materials

Jackal

Turn 3

Turn 4 due 10/24, Tuesday

Planning

Swedes maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
Spanish maintains 4 ships (\$16) and buys 5 soldiers (\$50) for \$66.
French maintain 3 ships (\$12), buy 1 ship (\$12) 4 soldiers (\$40) for \$64.
Portuguese maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.
English maintain 4 ships (\$16) and buy 4 Soldiers (\$40) for \$56.
Dutch maintain 4 ships (\$16) and buy 4 Soldiers (\$40) for \$56.

Outbound Naval Movement

Swedes Move to W. Dice: 1, 1, 2, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist, plus 1 additional soldier.
Spanish Move to J. Dice: 3, 4, 5, 5. No losses.
French Move to D. Dice: 1, 3, 3. No losses.
Portuguese Move to N. Dice: 6, 6, 6, 6. No losses.
English Move to U. Dice: 3, 4, 5, 6. No losses.
Dutch Move to N. Dice: 1, 2, 4, 5. 1 soldier lost.

Mining

None

Exploration

None

Land Movement

Swedes move 3 colonists and 2 soldiers from fleet to W. One soldier prospects.
Spanish move 1 soldier and 3 colonists from J to F. Soldier prospects. Moves 3 colonists and 5 soldiers from fleet to J.
French move 4 colonists and 4 soldiers from fleet to D.
Portuguese move 4 colonists and 5 soldiers from fleet to N.
English move 1 colonist from U to R, 2 soldiers from U to T (it's a climate 2 area with 1 site and 3 natives), and 4 soldiers and 4 colonists from fleet to U. 1 soldier in U prospects.
Dutch moves 1 soldier from O to N. Moves 4 colonists from N to P. It is a climate 2 area with 3 natives. Move 3 soldiers and 4 colonists from fleet to N.

Combat

Portuguese attack Dutch in N. Dutch lose 4 soldiers, Portuguese lose 2 soldiers.
 Dutch attack Portuguese in N. **Portuguese** lose 1 soldier and 4 colonists, Dutch lose 1 soldier.

Native Combat

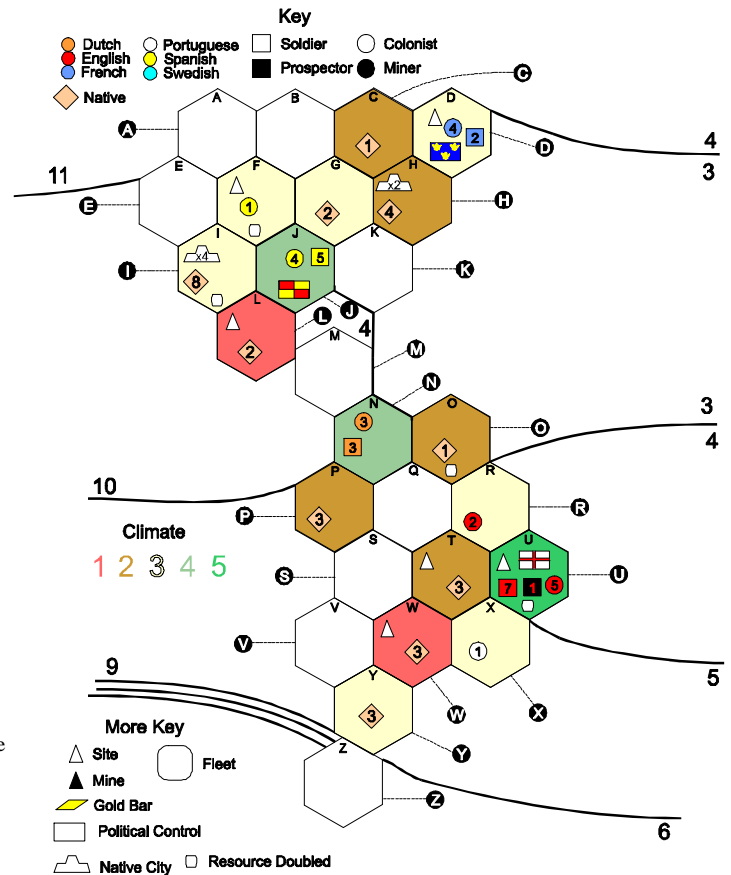
French: 2 natives killed in D. **Portuguese:** 2 soldiers and 1 native killed in N.
English: 2 soldiers killed in T.

Native Uprisings

Climate is a 2. Uprisings in P (2 colonists killed) and W (1 colonist killed).

Survival

Climate is a 1.
French lose 1 colonist and 2 soldiers in D. **Spanish** lose 1 prospector and 2 colonists in F and 1 colonist in J. **Dutch** lose 1 colonist in N, and 2 colonists in P.
English lose 2 colonists in R and 1 colonist in U. **Portuguese** lose 2 colonists in X. **Swedes** lose 2 colonist and 2 soldiers in W.



Political Control

Dutch lose political control of N. **English** gain political control of U. **French** gain political control of D.

Homebound Naval Movement

Swedes: Dice: 1, 2, 2, 4, 6. No losses.
Spanish: Dice: 2, 2, 3, 5. No losses.
French: Dice: 3, 5, 6. No losses.

Portuguese: Dice: 3, 3, 5, 5. No losses.

English: Dice: 3, 4, 5, 6. No losses.

Dutch: Dice: 1, 3, 4, 4. No losses.

Income

Swedes: Political Control: \$20, resources: \$0.

Spanish: Political Control: \$40, resources: \$6.

French: Political Control: \$40, resources: \$4.

Portuguese: Political Control: \$20, resources: \$1.

English: Political Control: \$40, resources: \$12.

Dutch: Political Control: \$20, resources: \$3.

Turn 4 Initiative

Dutch, Swedes, French, Portuguese, English, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$55	12	4	4
English	Bob Robles	\$95	14	4	4
French	Andy Lewis	\$92	16	4	4
Portugese	Brendan Whyte	\$28	13	5	4
Spanish	Andy York	\$90	14	4	3
Sweedish	Cary Nichols	\$54	17	3	4

Pedagoguery

The Big Bang can be a tricky subject, since so much of it is well outside of our daily experience. As a result, many misconceptions are formed about it. Here are six common ones.

Misconception #1: The big bang was like a bomb going off at a certain location in previously empty space. This is probably the most common misconceptions about the big bang. The vary name conjures up titanic explosions. The reality is very different. There was no explosion into space simply because there was no space to explode into. Space itself started to expand in the big bang. The “explosion” therefore took place at all points in space simultaneously. Galaxies are not receding from each other due to the impetus of some past explosion, but instead because the space between them is expanding, pushing them apart. That is why inhabitants of every galaxy would see more or less the same view of galaxies flying away, as if they were at the center of an explosion. In a sense, they were.

Misconception #2: Galaxies cannot recede faster than the speed of light. It seems like a straightforward hypothesis, but it is wrong. Consider what the universe would look like if this were true. Galaxies that are farther away are traveling faster, but at some point that velocity becomes an appreciable fraction of the speed of light. What happens? We would observe large numbers of galaxies with recession velocities very close to the speed of light. In fact, the closer to that velocity we came, the more galaxies we would observe, well out of proportion to the greater volume of space we would be observing. In reality, relativity does not forbid recession velocities greater than the speed of light. That is because relativity prevents an object from traveling that fast within spacetime. However, recession velocities are not a measure of the galaxies speed within spacetime. Instead, it is a measure of how stretched the light has become due to the expansion of space itself. Relativity has no limit on how fast space itself can expand. That's why the inflationary ideas work. So what happens when a galaxy has a recession velocity greater than the speed of light? The answer to that question is somewhat complicated, and it leads us to our next misconception.

Misconception #3: We can never see light from galaxies that are receding faster than the speed of light. If the expansion rate of the universe were constant, this would actually be true. However, since the expansion rate changes over time, it is possible for a photon that was emitted by a galaxy out side our observable universe (also known as the Hubble distance) to get close enough to us to allow the Hubble distance to grow to meet it. Once the photon is inside our Hubble sphere, it will eventually be able to reach us, if it is headed in our direction. However, if the expansion of space continues to accelerate, the Hubble

sphere will not be able to grow fast enough to overcome the expansion of space, and this particular trick will not be achievable for much longer.

Misconception #4: The cosmic redshift is due to the motions of the galaxies themselves. We touched on this one briefly in the second misconception. This belief arises from the fact that we think of things moving within the bounds of spacetime. However, that is not how the universe's expansion works. True, galaxies do have some motion within spacetime, but compared to the expansion of space, it is negligible. What really happens is this. A photon is emitted from a distant galaxy. As you would normally expect, the farther away the galaxy is, the longer it takes for the photon to reach us. While it is traveling, the universe continues to expand. This expansion actually stretches the wavelength of light, reddening it. The longer the photon has traveled, the more time the expansion of space has had to stretch the wavelength of that light. Hence, the direct relationship between the distance a galaxy is from us and its cosmological redshift.

Misconception #5: The observable universe has a radius of 14 billion light years, since the universe is about 14 billion years old. This is another case in which simplistic assumptions turn out wrong. The radius of the observable universe is actually about 46 billion light years. But, you say, how can that be? The answer is that the universe continues to expand. When the photon of a galaxy that is currently 46 billion light years away left its galaxy, it was much closer to us. Part of the distance between the galaxy and us actually grew between the galaxy and the emitted photon during the time the photon traveled to us. So, the photon did not have to travel the entire 46 billion light years, but only about one third of that distance.

Misconception #6: The expansion of the universe causes objects within the universe to expand as well. Consider a galaxy cluster. As the universe expands, would the cluster get larger as well? The answer is no. The gravity that binds together objects like galaxies and clusters is stronger than the force causing the universe to expand. So, while initially galaxies in a cluster would be pulled a little further apart, eventually their gravity would pull them closer together until an equilibrium size is reached. By the same token, stars and planets would not grow in size because the dominant forces that hold them together – gravity, electromagnetism, and the nuclear forces – are stronger than expansion. If the universe continues to accelerate its expansion, however, that could change, and we could reach a time when molecules, and eventually atoms would be ripped apart by the expansion of the universe. We will not have to worry about that for many trillions of years, however.

Next issue: Is the Earth's magnetic field about to reverse its polarity?

Best In ShowMachiavelli

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
Shepherd	Pasquale Giovine

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
Hot Dog	Andy Lewis

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols

Outpost

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

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
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

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
Warg	Downfall XIII	Dave Partridge
Junk Yard Dog	Industrial Waste	Eric Brosius

¹ GMed by Andy Lewis

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			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	

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, 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, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue