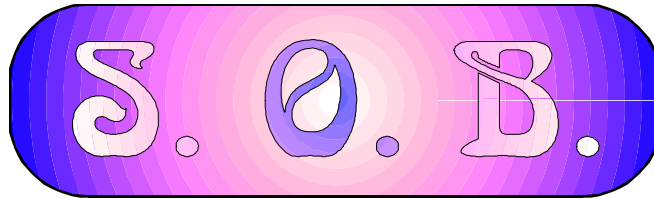


Number 131

October/November,
2006**Notes from Hades**

This last month saw me travel to what is arguably my most exotic destination yet: New Delhi, India. It was certainly the most unusual trip. My biggest concerns going there were all health related. I made sure to bring bottled water and mosquito repellent, and overall survived the trip in good order. Of all the westerners who attended this particular conference, I would estimate that 90% of them, including myself, ended up with either an intestinal or respiratory ailment. In my case, it was respiratory. It felt like a cold, but lingered longer than they usually do. I still have the cough, although it is fading. Aside from that, it was quite enlightening for me to see what it was like in a developing country. Poverty was rampant. You could see makeshift tents and shelters in most areas of the city, and beggars were everywhere. A colleague of mine was out with a group one night and made the mistake of actually giving some begging children some money. A whole horde of children mobbed their taxi, even hanging onto it while the taxi was moving. Traffic was awful, as well. It seemed that traffic signals and signs were treated more as recommendations rather than rules. I even saw signs that said, "Lane driving is safe driving" and "Do not drive in wrong direction."

We were hosted by the Indian government, specifically the Ministry of Trade. They were wonderful hosts. The conference facilities were good, although they kept increasing the cost of wireless Internet access every day. The food was good, although by the end of the week, I was pretty sick of buffet Indian food. The Saturday after the conference, they arranged a bus trip to Agra, where we visited the Taj Mahal. It was an incredible sight. While the gardens within the compound were a little bit overgrown, the main structure itself was amazing. Faced entirely in pure white marble, inlaid with semi-precious stones, it was quite a site to behold. Inside, the screen around the sarcophagi had some precious stone inlay, and the work was truly gorgeous. Overall, I'm glad I had the opportunity to make the trip. I'm not sure if I want to go back, however.

We once again have one game ending this issue, as Dave Partridge wins in Dirty Deeds Done Dirt Cheap. Congratulations to Dave on his victory. We'll start up Terrier next time to replace it.

The next deadline is **Tuesday, December 5 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. **Starts next issue!**

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, Mike Scott and Cary Nichols. **This game starts this 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-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****Ward Narhi**

I had read a primer on Machiavelli strategy by Bruce Duerwer who is quite active on the Internet hobby. A good primer but I felt he missed the boat on an important part of the game - money management. So I wrote a rebuttal article that the Diplomatic Pouch just printed. I have the link here for the interested reader. I hate

to give away some of my secrets but what the hey. If anyone wants to discuss the article or any other facet of Machiavelli strategy I would be more than happy to do so.

<http://www.diplom.org/Zine/S2006R/Nahri/DPSu2006A Money Management in Machiavelli.htm>

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
 Miller Number 2001Fpw10
 Winter 1469

Deadline for Spring 1469: 12/5 Tuesday

We pause to pay the troops. France and Naples bulk up. Venice slims down.

Builds

- Fra** Maintains all, builds F Marseilles, G Milan, and G Pavia
- Nap** Maintains all, builds F Messina
- Ven** Maintains all except A Slavonia, F Upper Adriatic, F Tunis, and G Lucca

Your treasury:

Outstanding Debt

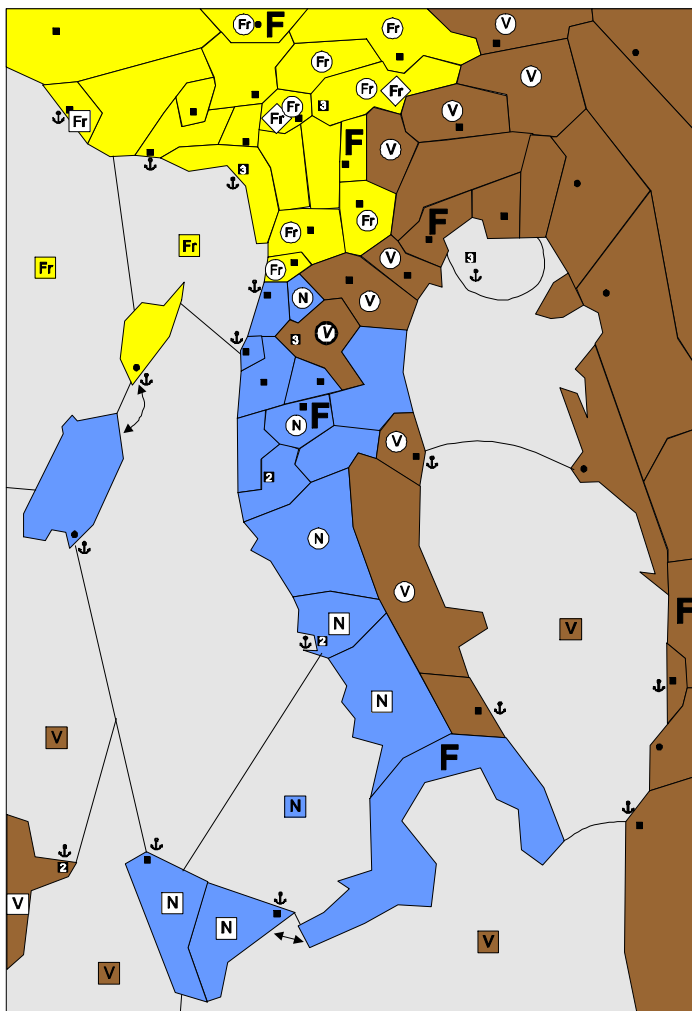
Summer 1469: 27 ducats due from Venice (18 borrowed)

Press

Cost **France – Naples:** I am coming with fleet of GOL, I hope that you could fit from somewhere. If there is not the venetian garrison in Lucca, you should suggest support for my army there.

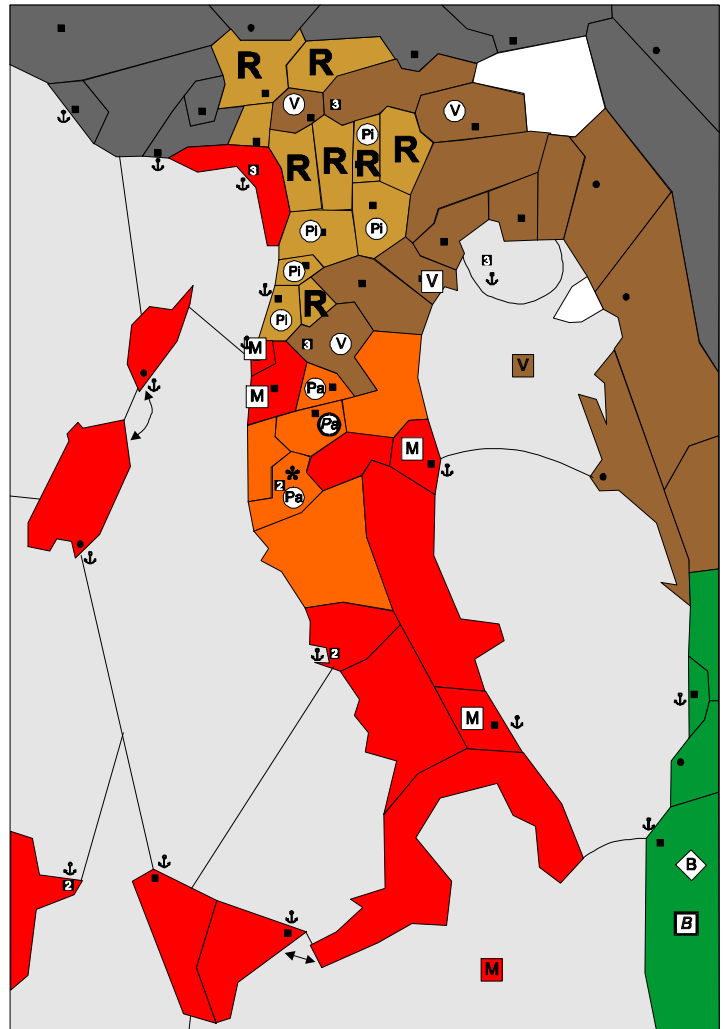
Cost **Naples – France:** I am supporting you into the TS; I hope he does not disband to many of my units..... I also have some monies that I am going to send to you to disband another of his units, or buy one if you have monies left... give him a good stab somewhere... I will have to wait for a verification from the GM before I know how much I can send to you....

Off the Leash



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

Dirty Deeds Done Dirty Cheap



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

Dirty Deeds Done Dirt Cheap

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

Miller Number 2000Fpw10

Fall 1058

Deadline for End of Game Statements 12/5, Tuesday

Careless financial management leaves Pisa at the Mercy of the Pope, the Muslims, and Venice. Byzantium cannot break out of its cage, and Venice's more careful financial management earns him the victory!

Summer 1058 Retreats

Pisa retreats A Perugia OTB (NRR)

Expenditures

Venice pays 18 ducats to the moneylenders, then takes out a loan of 12 ducats for 2 years (18 ducats due Fall 1060). Spends 12 ducats to disband Pisa A Milan.

Pisa fails to repay his loan and is assassinated. All units must hold, and no more loans may be taken out from the moneylenders. Rebellions in Turin, Como, Fornova, Parma, Cremona, Bergamo, Trent, Pistoia, Piombino, and Arezzo.

Orders

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

MUSLIMS (Wilson): A Rome holds (DISLOGGED), F Ligurian Sea to PIOMBINO (Rebellion liberated), F Tyrrhenian Sea to SIENNA, F BARI to Lower Adriatic, F ANCONA supports F Bari to Lower Adriatic (cut), F IONIAN SEA supports F Bari to Lower Adriatic

PAPACY (Scott): A Patrimony to ROME, A (EM) PERUGIA supports A Patrimony to Rome, A Sienna to AREZZO (Rebellion Liberated)

PISA (Roalstad): A Milan holds (nsu), A CREMONA holds, A MANTUA holds, A MODENA holds, A LUCCA holds, A PISA holds

VENICE (Partridge): A PAVIA holds, A Verona to TRENTO (Rebellion liberated), A Bologna to FLORENCE, F Padua to FERRARA, F UPPER ADRIATIC to Ancona

Notes

And with that, Venice has gained enough cities for the victory. Congratulations to Dave Partridge.

Game Summary

	'51	'52	'53	'54	'55	'56	'57	'58	'59
Byz:	3	4	5	6	4	3	3	3	3
HRE:	3	4	4	4	3	0	0	0	0
Mus:	3	3	4	4	6	6	7	9	11
Nor:	1	2	2	1	0	0	0	0	0
Pap:	3	4	6	6	7	7	3	5	3
Pis:	3	5	7	8	6	10	11	9	7
Ven:	3	6	6	6	8	8	10	10	12

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory

Miller Number 2005Apw10

Fall 1457

Deadline for Winter/Spring 1458 12/5, Tuesday

Naples completes the Turkish conquest, but before he left, the Turks bequeathed their treasury to France, enabling him to disrupt Venice's plans and save Austria. Florence and the Pope remain locked in mortal combat.

Summer 1457 Retreats

Venice retreats A Tyrolea to Como

Expenditures

The Turks give 8 ducats to France.

France spends 12 ducats to disband Venice A Como.

Orders

AUSTRIA ☞: A MILAN holds, A (EM) AUSTRIA holds

FLORENCE ☞: A Urbino to AREZZO, A (EM) PISTOIA to FLORENCE, G FLORENCE supports A Pistoia to Florence

FRANCE ☞: A TYROLEA supports Austrian A Milan, A PAVIA supports Austrian A Milan, A PARMA supports Austrian A Milan, A Savoy to GENOVA, A (EM) TURIN supports A Tyrolea

NAPLES ☞: A Aquila to HERZEGOVINA, A (EM) Herzegovina to BOSNIA, F Capua to TYRRHENIAN SEA, F Bari to AQUILA, F DURAZZO to ALBANIA, F LOWER ADRIATIC transports A Aquila to Herzegovina, F Albania to RAGUSA

PAPACY ☞: A Lucca to PISA, A PIOMBINO supports A Lucca to PISA, A BOLOGNA supports A Florence, A Florence besieges (DISLOGGED, retreat

Urbino, Sienna, OTB), A ROME holds (u)

TURKS ☞: No units. **OUT!**

VENICE ☞: A (EM) Como to Milan (nsu), A CARINTHIA supports A Como to Milan (nsu), A TRENTO supports A Como to Milan (nsu), A BERGAMO supports A Como to Milan (nsu), A Mantua to CREMONA, A Verona to MANTUA, A Carniola to CROATIA, F Padua to FERRARA, F Upper Adriatic to ANCONA

Your treasury:

Press

Austria – Venice: Don't drop the soap against Naples!

Florence – Papacy: See that line of blue moving north? I won't hold anything against you should you decide to stop attacking me. All I want is my home provinces again. I assure you I will not be disappearing anytime soon.

France – Austria: I'm sorry about Tyrolea, but I couldn't let Venice be right next to me. As for Milan, I can keep on supporting your Army, but in the Fall I may have to move in to fortify my lines against Venice. We'll wait and see how the Spring & Summer campaigns go.

France – Naples: Keep marching up through Dalmatia & Croatia and sooner or

later Venice will have to divert his Armies to head south.

France – Venice: Sorry about your Army in Como, but I couldn't have you controlling Milan with it.

France – Venice: "I hope to come up towards you two" (France & Austria)... To answer your question, it sounds like Naples will be coming through you to join up with us (France & Austria). You wouldn't mind moving your ships in the Upper Adriatic out of his way would you?

Turks – French: You've got my vote and my ducats.

Venice – Pope and Florence: I now find I am confronted on two fronts, and need some monies to sustain my self. Sure hope that the two of you can move some moves towards France & Naples, especially the latter.

Notes

Remember that there are no moneylender in this game. Also, Naples has completed his conquest of the Turks. All Turkish home areas are now treated as Neapolitan, and Naples receives the Turkish variable income die roll.

Spring 1455 Famine

Poor Year – Row Only: Piombino, Tunis, Palermo

Spring 1455 Income

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

Provinces

AUS	Austria, Milan, Hungary, Slavonia	4
FLO	Arezzo, Florence, <i>Sienna</i>	3
FRA	Avignon, Swiss, Marseilles, Provence, Savoy, Turin, Montferrat, Genoa, Pavia, Fornova, Parma, Tyrolea	12
NAP	Corsica, Sardinia, <u>Tunis</u> , <u>Palermo</u> , Messina, Otranto, Durazzo, Bari, Salerno, Naples, Aquila, Capua, Albania, Ragusa, Herzegovina, Bosnia	14
PAP	Rome, Patrimony, Perugia, Spoleto, Urbino, Bologna, Pistoia, Pisa, <u>Piombino</u>	8
VEN	Carinthia, Trent, Bergamo, Cremona, Mantua, Verona, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Ferrara, Ancona	15

Seas

NAP	Tyrrhenian Sea, Lower Adriatic	2
VEN	Venice	1

Cities

AUS	Austria, Milan (3), Hungary	5
FLO	Arezzo, Florence (3)	4
FRA	Avignon, Swiss, Marseilles, Savoy, Turin, Montferrat, Genoa (3), Pavia, Tyrolea	11
NAP	Corsica, Sardinia, <u>Tunis (2)</u> , <u>Palermo</u> , Messina, Durazzo, Bari, Naples (2), Albania, Ragusa	9
PAP	Rome (2), Perugia, Bologna, Pisa, <u>Piombino</u>	5
VEN	Trent, Cremona, Mantua, Padua, Treviso, Carniola, Croatia, Dalmatia, Ancona, Venice (3)	12

Totals

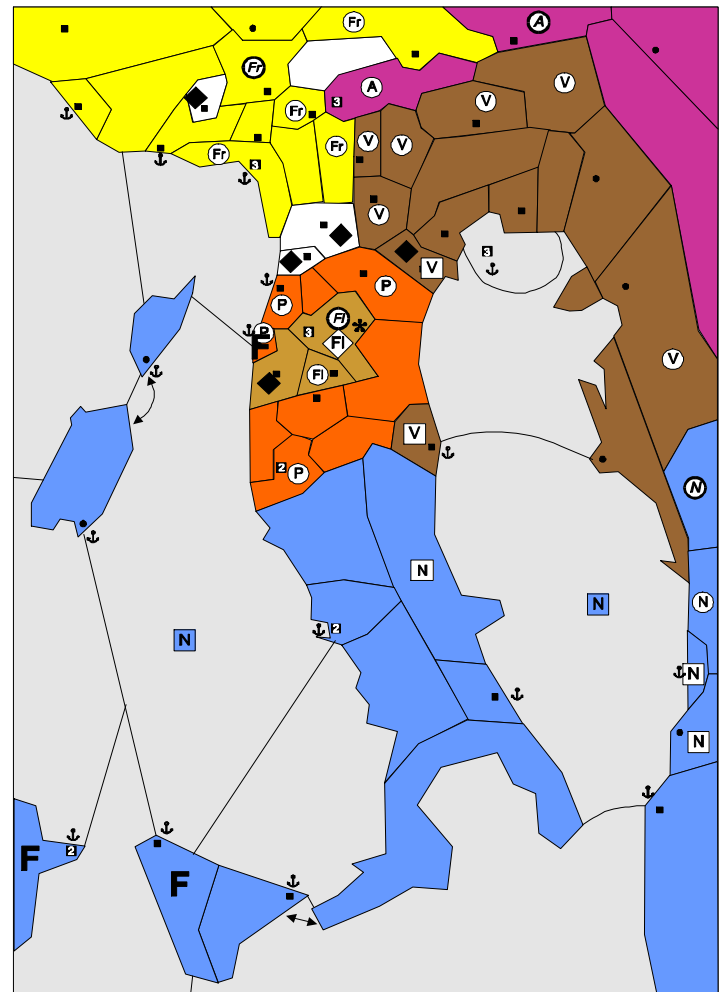
Variable income die roll was 3.

	Variable	Provinces	Seas	Cities	Gross
AUS	3	4	0	5	12
FLO	6	3	0	4	13
FRA	5	12	0	11	28
NAP	5	14	2	9	30
PAP	3	8	0	5	16
VEN	6	15	1	12	34

Game Summary

	1454	1455	1456	1457	1458
Austria:	3	3	5	3	3
Florence:	3	2	3	2	2
France:	3	4	3	6	9
Milan:	3	1	0	0	0
Naples:	4	6	7	8	10
Papacy:	4	4	5	6	5
Turks:	3	4	2	2	0
Venice:	4	6	8	10	10

Dogfight



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

Dogwood**Epoch VII Empire Selection and Russia****Epoch VII Manchu Dynasty, Netherlands, and France due: 12/5 Tuesday****Epoch VII Empire Selection****Royal Manticoran Historical Society** (Wilson) keeps**The Horde** (Geggus) passes to Marching Through the Ages**Retropolis** (Cain) keeps**Marching Through the Ages** (Lewis) passes to The Time Traveler**The Time Traveler** (Anderson) passes to Arachnids**Arachnids** (Bolduc) passes to Turanians**Turanians** (Nichols) passes to The Horde**Epoch VII**

Royal Manticoran Historical Society (Wilson) RUSSIA: Army and Capital North European Plain (Holy Roman Empire army eliminated), army Baltic Seaboard (vs. Anglo-Saxons; R: 6, 6; A: 2; wins), Central Europe (vs. Timurid Emirates; R: 6, 4; T: 1; wins, city eliminated), Northern Gaul (vs. Spain; plays Surprise Attack; R: 6, 6; S: 6; R: 6, 1; S: 1; wins), fleet North Sea (vs. Marching Through the Ages; RMHS: 5, 1; MTtA: 1; wins), army Albion (vs. Holy Roman Empire; R: 2, 1; H: 6; loses), Albion (vs. Holy Roman Empire; R: 5, 4; H: 1; wins), Western Steppe (vs. Timurid Emirates; R: 6, 4; T: 2; wins), Turanian Plain (vs. Ottoman Turks; R: 6, 1; O: 6; R: 6, 2; O: 1; wins, city eliminated), Tarim Basin (vs. Ottoman Turks; R: 3, 3; O: 6, 4; loses), Tarim Basin (vs. Ottoman Turks; R: 6, 1; O: 6, 2; R: 6, 3; O: 4, 3; wins), Hindu Kush (vs. Mongols; R: 3, 3; M: 2, 1; wins). Builds Monument North European Plain. Points: Dominance in Northern Europe (8) and Eurasia (4), Presence in China (3), India (3), Southern Europe (2), Southeast Asia (2), and North America (3), 2 Capitals (4), 6 Monuments (6), and 2 Seas (2) for 37 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	The Horde (yellow)	50	120
Dennis Cain	Retropolis (red)	54	127
Andy Lewis	Marching Through the Ages (green)	56	143
Kevin Wilson	Royal Manticoran Historical Society (purple)	55	156
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, Brasil.

The Horde: SCYTHEANS: Army Caucasus. CHOLA: Army and city Eastern Ghats, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan. TIMURID EMIRATES: Armies Dalmatia, Dnieper.

Marching through the Ages: 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. PORTUGAL: Army, city, and Monument Northern Andes, army and Monument Shatts Plateau, armies Southern Andes, Patagonia, South Africa.

Royal Manticoran Historical Society: Fleets Western Mediterranean, North Sea. GUPTAS: Two armies Sumatra. FRANKS: Army and Monument Southern Apennines, army Northern Apennines. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard. RUSSIA: Army, Capital, and Monument North European Plain, army and Monument Central Europe, Albion, Turanian Plain, Tarim Basin, armies Baltic Seaboard, Northern Gaul, Western Steppe, Hindu Kush.

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. 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: Army Ireland. REBELLION: Army Crete. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Zagros, Upper Tigris, army and city Balkans, army Eastern Anatolia, Persian Plateau.

Event Cards**Epoch VII Empire**

Salty Dog
Seafarers of Catan
Turns 12.5 to 13.5
Deadline Turns 13.6 to 14.6 12/5, Tuesday

Turn 12

Chris rolls a 3. Chris gains 1 grain. Trades 3 grain for 1 lumber at the ? port and **Ward** rolls a 12. Kevin and Dave each gain 1 lumber. Passes. builds a road from E11 – E10.

Turn 13

Kevin rolls a 10. Dave, Bill, Chris, and Ward each gain 1 brick, and Kevin gains 2 wool. Kevin trades 2 wool to Ward for 2 ore. Passes.
Dave rolls an 8. Kevin gains 1 wool, Dave gains 1 brick (from the gold field), Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 2 wool, and Ward gains 1 grain and 2 lumber. Trades 3 grain for 1 lumber and 3 grain for 1 wool at the ? port, builds roads from H19 – H20 – H21, and a settlement at H21. During the special build turn, Bill builds a road from G20 – H20, Ward builds a settlement at C18, and Kevin builds a ship from H5 – H4.
Cary rolls a 7. Moves the Robber to the 8 Pasture and steals a brick from Chris. Passes.
Bill 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 2 ore. Trades 3 lumber for 1 grain. Passes.
Chris rolls an 8. Dave gains 2 ore (from the gold field), Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain, and Ward gains 1 grain and 2 lumber. Passes.

Open Trades

None

Turn 11 Rolls

Ward 10

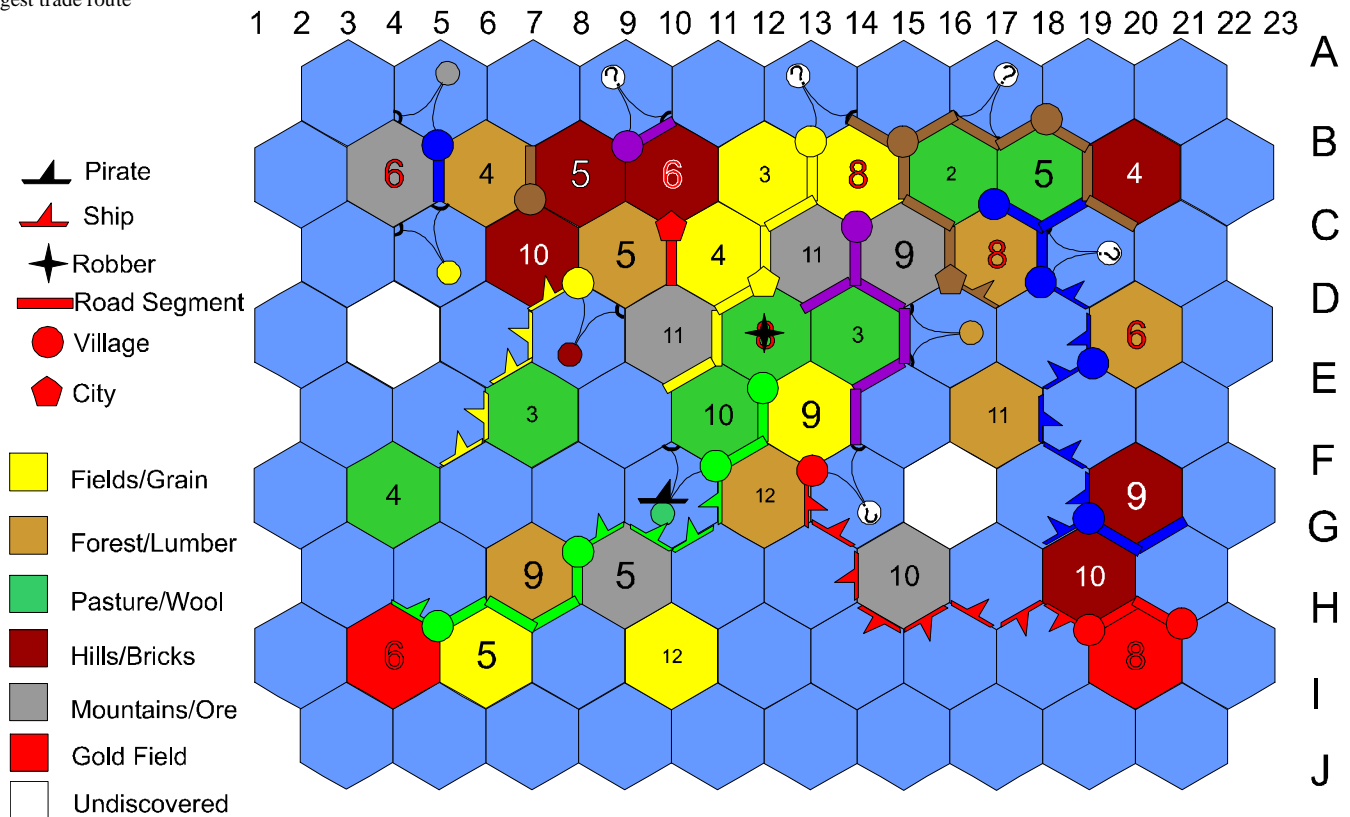
Turn 12 Rolls

Kevin 9 Dave 5 Cary 5 Bill 5 Chris 4 Ward 10

The Players

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

* Longest trade route



Dog Chow**Age of Renaissance****Turn 3, Phase 7 and Turn 4, Phases 1 through 3****Deadline Turn 4 Phases 4 through 6 12/5, Tuesday****Turn 3, Phase 7: Purchase Tokens**

London buys 12 tokens
Barcelona buys 28 tokens

Genoa buys 6 tokens
Venice buys 7 tokens

Hamburg buys 30 tokens
Paris buys 33 tokens

Turn 4, Phase 1: Draw Cards

Done. No surplus or shortage removed.

Phase 2: Buy Cards

Genoa buys a card for \$10 ()

Phase 3: Play Cards

Genoa plays Long Bow, Enlightened Ruler, and Desiderius Erasmus (20: O, Q)

Venice plays Black Death in area V (Genoa has 4 dominances reduced to tokens, and Barcelona has 1 dominance reduced to a token)

London plays Ibn Majid (20: T, V) and a Papal Decree (no Exploration advances)

Barcelona passes

Hamburg Timber (Hamburg gains \$27, Barcelona gains \$12, and Venice gains \$3)

Paris plays Crusades (Misery increases to 60, places dominance in Cairo)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	60	28	\$108	4	11	10	E, I, N, O, R, S, V
Cary Nichols	Hamburg	30	30	\$86	5	10	6	E, N
Bob Robles	London	40	12	\$35	3	8	6	A, E
Dennis Cain	Venice	20	7	\$78	2	9	4	A
Steve Koehler	Genoa	40	6	\$91	1	9	4	A, N, R, V
Michael Longdin	Paris	60	33	\$38	6	7		E, I, W

Players are listed in reverse tie breaking order.

Played Leaders

Desiderius Erasmus (20: O, Q) (Protected, played by Genoa)

Ibn Majid (20: T, Y) (no protection, played by London)

Cards**Commodity Log**

Commodity	Bob	Cary	Michael	Steve	Paul	Dennis
Stone (2)	--	1	2	3	1	1
Wool (3)	4	--	--	1	2	--
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	--	--	--
Silk (10)	--	--	--	1	1	1
Spice (11)	--	--	--	--	--	--
Gold (12)	--	1	--	--	--	--
Ivory (12)	1	--	1	--	--	1

Shortage, Surplus

Sled Dog**Kremlin****End of Game Statements**

Bill Scharf (Trotskyite Internationalists) Sorry for the short game guys....nothing is more boring than when someone wins on a walkthrough....

I took the most obvious strategy...1) party chief, 2) KGB Head, 3) Defense Minister....and enough other guys on the board that I wouldn't have problems with pesky problems like putting things to a vote.

You need the Party Chief to win, The KGB is the major clearinghouse to get other characters off the board, and the Defense Minister can hold trials, get rid of 1

candidate a turn, and prematurely age other characters...good for sickness and early death...but thats a long term thing.

Imagine my surprise when I ended up with all three. Usually two or more players have the same idea, and end up with controlling only one, maybe two... (Or none...more than once my 10 was someone else's 10 (and they won the dice off), my nine was someone else's ten....well, you get the point).

Well, I hope your next game is more interesting. I enjoy this game, since it

features guessing what your opponents will do, making adjustments for what you think they think you will do, and so on ad infinitum.

Thanks for running it Chris.

Chris Geggus (Soviet Precocious Youth) Have we started yet? If so, I wasn't

ready - honest! Congrats to Bill. Wins will happen like that sometimes and that is the main area where the game can and should be criticised. However, that's all part of the game and Bill won fair and square.

Sirius

Merchant of Venus

Turns 5.5 to 7.5

Turns 7.6 to 9.6 12/5, Tuesday

Turn 5

5th: **Chris Geggus (Qossuth/Atlantis)** Rolls Used: 5 * 3
Rumble Port(s) – Rumble Port(p).

Buys 2 Mulch Wine for \$40 and a shield for \$60. Receives \$10 in port commissions.

6th: **Bob Robles (Dell/Dells Without Names)** Rolls Used: 5 6
A – R – Poisonport(o) – B – Paintfall(o) - Paintfall(s).
Buys Chicle Liquor for \$40.

Turn 6

1st: **Andy Lewis (Humans/Mystery Machine 4)** Rolls Used: 2 2 6
B – R – B – Y – B – R – B – Y – R – B – Rainfall(o).

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

Terror Station (s) – Terror Station (o) – B10 - ? (it's TeleGate 6) – R – B – Y – Airhome – A – R10 – Asteroid City East.

Discovers Whynoms (from the cup: Voll Silk at 1b, Bionic Perfume at 1a, Demand for Spice at 4b, and Voll Silk at 1b). Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Finest Dust at 4a and Immortal Grease at 6). Trades in IOU for \$80 credit and uses the credit plus \$130 cash to buy 2 Impossible Furniture.

3rd: **Paul Bolduc (Eepeeep/R. Olivaw)** Rolls Used: 5 * 4

Ice Station(s) – Ice Station(o) – ? (it's an R40 penalty marker) – B – Y – R – B – R – Y – Aerie – A – R20 - ? (it's a B10 penalty marker) – Asteroid City West.

Sells Melf Pelts for \$110 (from the cup: Fare to Base at 4a). Buys Impossible Furniture for \$110.

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

Goliath(s) – Goliath(o) – B – (R) – B – Y – B – (R) – B – Y – (R) – Cobble Port(o) – Cobble Port(s).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Mulch Wine at 3 and Melf Pelts at 5). Buys Cobble Port for \$200 and picks up Fare.

5th: **Chris Geggus (Qossuth/Atlantis)** Rolls Used: 4 * 3

Rumble Port(p) – R – B – Y – B – R – B – Y – B – R – Jewel Port(o) – Jewel Port(s).

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Demand for Grease at 7b and Demand for Dust at 7a). Buys Yellow Drive for \$80.

6th: **Bob Robles (Dell/Dells Without Names)** Rolls Used: 2 5
Paintfall(s).

Buys Chicle Liquor for \$40.

Turn 7

1st: **Andy Lewis (Humans/Mystery Machine 4)** Rolls Used: 1 3 6
Rainfall(o) – Rainfall(s).

Buys Rainfall port for \$200.

2nd: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile)** 3 4 4
(uses Auto Pilot)

Asteroid City East – R10 – A – Airhome – Y – B – R – TeleGate 6 – Y10 – R – A – R.

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

Asteroid City West – B10 – R20 – A – Aerie – R – B – Y – B – R10 – B10

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

Buys Designer Genes for \$60.

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

Cobble Port(s) – Cobble Port(p) – (R) – B – (R) – B – Y – B – (R) - Base. Drops off fare for \$150 (from the cup: Fare to 4a at Base). Picks up fare to 4a.

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

Jewel Port(s) – Jewel Port(o) – B – Jellybeast Landing(o) – A – (Y) – R – B – (Y) – R - ? (it's TeleGate 5).

Currently available:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 3 Voll Silk

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

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

4a (Dell): 5 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)

4b (Humans): 4 Rock Videos, 3 Demand for Space Spice (+\$40)

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

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

7a (Zum): 2 Chicle Liquor, 3 Demand for Finest Dust (+\$50)

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

8 (Whynoms): Nothing

9a (Cholos): 3 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

Base: Nothing

1. Mystery Machine 4 \$25
Normal Scout
8: 1 4 6/9: 1 6 6

Hold1	Hold2	Hull
Space Spice 2/\$80	Glorious Junk 2/\$200	

Draw \$200 Rainfall \$200

2. VOOM \$210
Fast Scout
8: 4 6/9: 1 4 (Double 1)

Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	RELIC Auto Pilot 4 \$80

4b \$90

3. R. Olivav \$40
Rocket Scout
8: 5 6/9: 1 4 (Use 1 * 4)

Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Designer Genes 9a/\$120	Shield (\$60)

1a \$120 9a \$90 4a \$60 5 \$90

4. Space Revolver \$330
Sports Scout
8: 2 2 3 5/9: 2 3 4 6 (Use 3)

Hold1	Hold2	Hull
	Red Olive (\$120)	Shield (\$60)

Cobble Port \$200 Fare to 4a \$140

5. Atlantis \$90
Torch Scout
8: 2/9: 1 (Times 3)

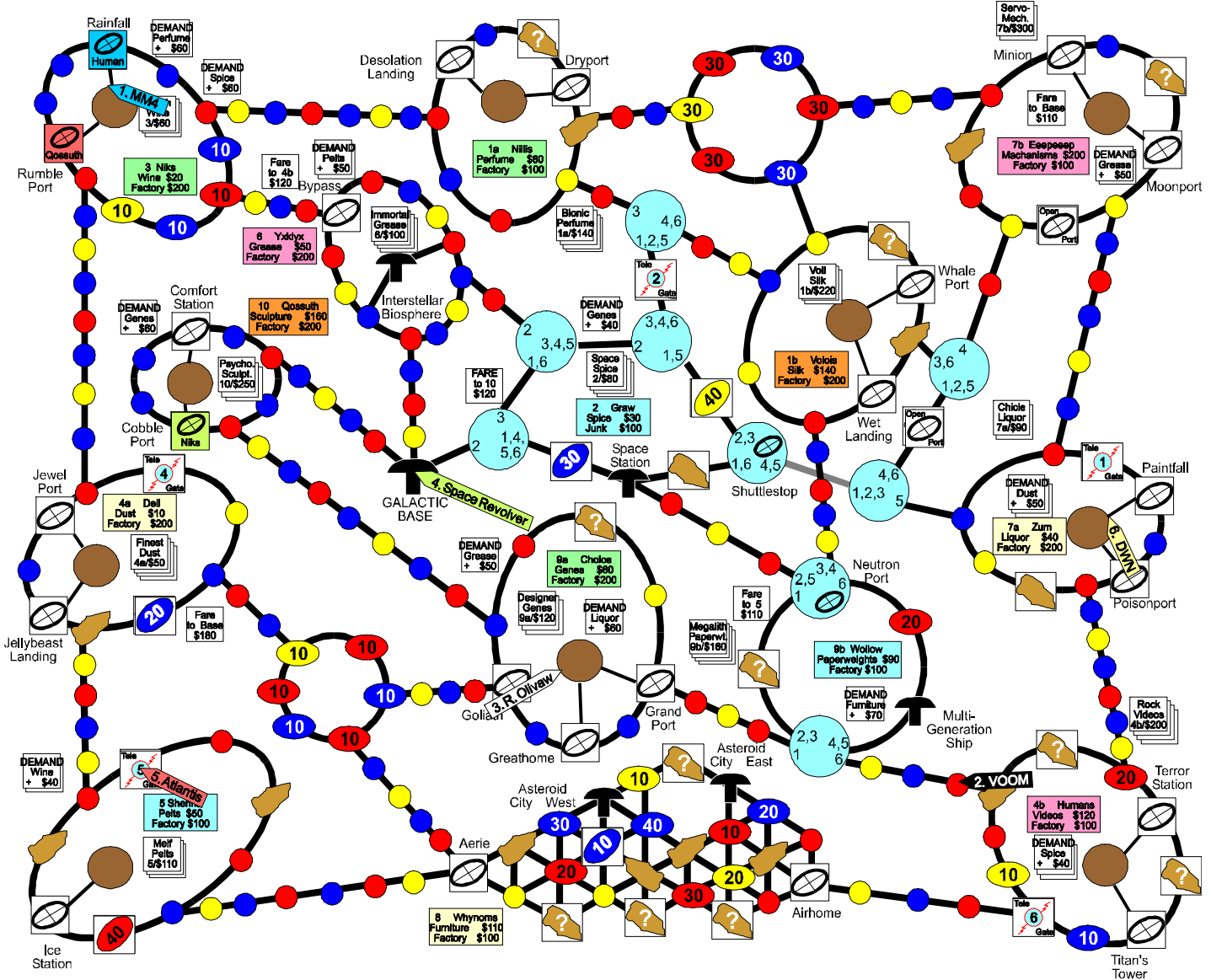
Hold1	Hold2	Hull
Mulch Wine 3/\$60		Yellow Olive (\$80)

Rumble Port \$200 Shield (\$60)

6. Dells Without Names \$60
Scow Scout
7: 2 3 4 5/8: 2 2 5 5/9: 1 5 5 (Use 2)

Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Relic Shield (\$60)

7b \$100



Outlaw Dogs

Turn 4

Turn 5 due 12/5, Tuesday

Actions

Segment 1

Border Rider: Card 6 – Cock/Aim/Shoot (aim at G), segment 1 of 2
Gun Artist: Card 5 – Cock/Aim/Shoot (aim at D), segment 1 of 2
Innocente: Card (3) – Turn (right, to face D5), segment 1 of 1
Drifter: Card 6 – Cock/Aim/Shoot (aim at G), segment 1 of 2

Segment 2

Border Rider: Card 6 – Cock/Aim/Shoot (aim at G), segment 2 of 2
Gun Artist: Card 5 – Cock/Aim/Shoot (aim at D), segment 2 of 2
Innocente: Card 6 – Cock/Aim/Shoot (aim at D), segment 1 of 2
Drifter: Card 6 – Cock/Aim/Shoot (aim at G), segment 2 of 2

Segment 3

Border Rider: Card 5 – Cock/Aim/Shoot (aim at G), segment 1 of 2
Gun Artist: Card 6 – Cock/Aim/Shoot (aim at D), segment 1 of 2
Innocente: Card 6 – Cock/Aim/Shoot (aim at D), segment 2 of 2
Drifter: Card (B3) – Shoot (at G, effective aim time 4, effective range

4, card 58, CRIT, killed), segment 1 of 1

Segment 4

Border Rider: Card 5 – Cock/Aim/Shoot (aim at E8), segment 2 of 2
Innocente: Card 7 – Shoot (at D, effective aim time 4, shotgun bonus 3, range 3, card 72, HEAD, STUN 6), segment 1 of 1. STUN cards drawn: 2, 14, 15, 46, 9, 107. 2 WOUND, DROP. Delay cards from DROP: 89, 74, 100. LOSE AIM, 2 delay points, WILD SHOT.
Drifter: Card 5 – Cock/Aim/Shoot (cock W44), segment 1 of 2

Segment 5

Border Rider: Card 7 – Shoot (passes), segment 1 of 1.
Innocente: Passes
Drifter: Delay

End of Turn

Drifter: Loses 2 delay points.

Westerners

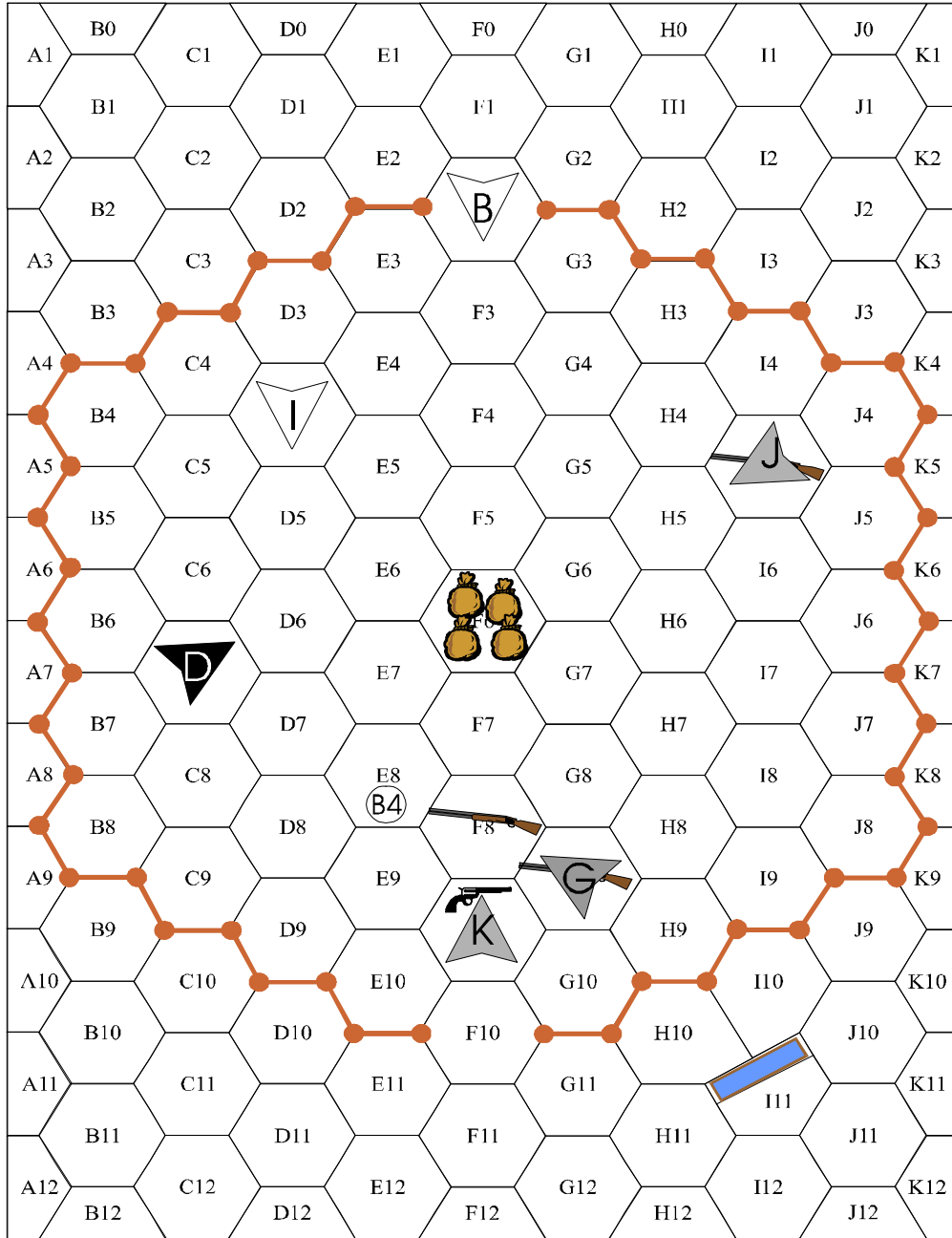
Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	The Kid (K)	F9>F8	2, 2	1H +3, OH -1		0	Dead
B	Andy Lewis	Border Rider (B)	F2>F3	3	1H +2, 2H +2		20	4 AIM in E8
C	Dave Partridge	Gun Artist (G)	G9>F8		1H +3, 2H +3, OH 0		0	Dead
D	Jerry Roalstad	Innocente (I)	D4>D5	7, 8	1H +2		25	
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2	2	18	Down
F	Mike Scott	El Jefe (J)	H5>G6		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	Empty	C45: OOOOOO SW38: OOOOOO
Innocente	C45, C45, Knife	Empty	Empty	R10 (uncocked)	R10: ☞☞ C45: OOOOOO C45: OOOOOO
Drifter	C44, C32, Knife	Empty	Empty	W44 (uncocked)	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☞
 On the ground in G9, W44: OOOOOOOOOOOOOO☞☞☞

Outlaw Dogs



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

Doberman
Turn 2b
Turn 3a due 12/5, Tuesday

Cards

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

BIBCO plays Waste Disposal, reducing waste to 1.
 PIT plays Growth, increasing Growth from 16 to 17
 GOO plays Innovation, spending \$5 and improving Rationalization to 4/3.
 100%Trash plays Growth, increasing Growth from 15 to 16
 BIBCO plays Raw Materials, selling 5 raw materials to himself for \$8.
 PIT plays an Order, using 5 raw materials, and generating \$17 and 5 waste.
 GOO plays Hiring/Firing, firing 1 worker
 100%Trash plays an Order, using 4 raw materials, and generating \$16 and 5 waste.
 BIBCO plays Innovation, spending \$5 and improving Raw Materials to 4/3.
 100%Trash, BIBCO, and PIT all pay \$5 for maintenance, GOO pays \$4.

PIT plays Waste Disposal, reducing waste to 2.
 GOO passes.
 100%Trash plays Waste Disposal, reducing waste to 2.
 BIBCO passes
 PIT plays Waste Removal, reducing his waste to 1, and increasing 100%Trash's and GOO's waste to 3 and BIBCO's waste to 5.
 GOO passes
 100%Trash passes

Press

PIT – GOO: Yeah, stra-TEE-GEE.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$18	10	6	16	5	Bribery
Dave Partridge	BIBCO	4	\$13	0	5	15	5	
Richard Weiss	PIT	1	\$22	0	0	17	5	
Eric Brosius	GOO	2	\$15	0	0	14	4	Waste Disposal

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	3	20
Dave Partridge	5/1	4/3	4/3	2	29
Richard Weiss	5/1	5/1	5/1	1	31
Eric Brosius	4/3	5/1	5/1	3	27

Available Cards

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

Discards

Raw Materials	Growth	Raw Materials	Waste Disposal	Growth	Innovation	Growth
Raw Materials	Order	Hiring/Firing	Order	Innovation	Waste Disposal	Waste Removal
Waste Disposal	Advisor	Order				

Jackal

Turn 4
Turn 5 due 12/5, Tuesday

Planning

Dutch maintain 4 ships (\$16) and buy 3 Soldiers (\$30) for \$46.
Swedes maintain 3 ships (\$12), buy 1 ship (\$12) and 3 soldiers (\$30) for \$54.
French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Portuguese maintain 4 ships (\$16) and buy 1 soldier (\$10) for \$26.
English maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Spanish maintains 4 ships (\$16) and buys 5 soldiers (\$50) for \$66.

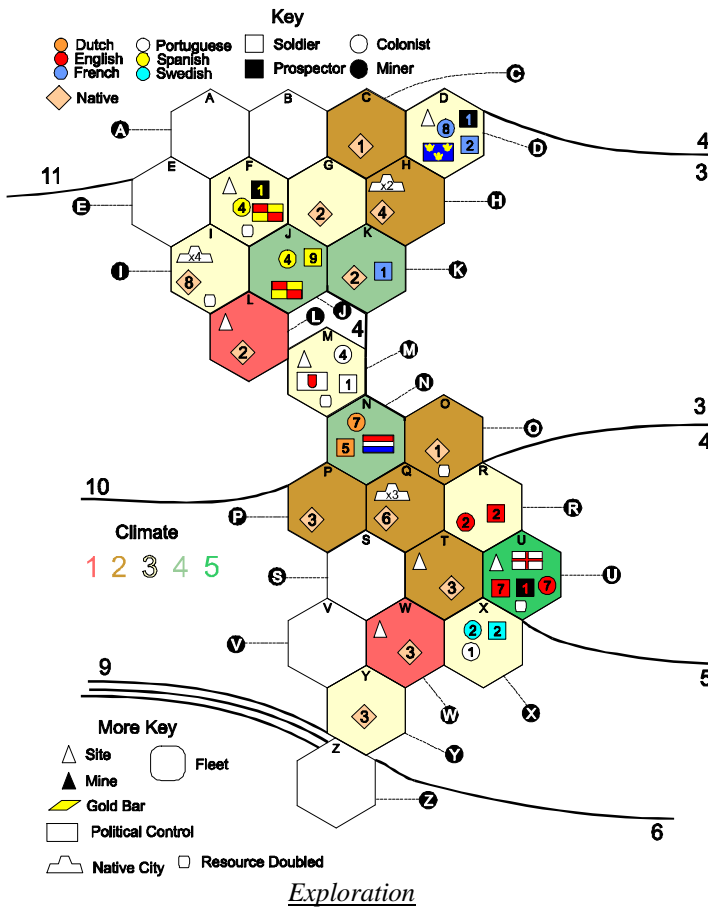
Outbound Naval Movement

Dutch Move to N. Dice: 5, 5, 6, 6. No losses.
Swedes Move to X. Dice: 1, 2, 4, 5, 6. Loses 1 solder. Drops off 2 soldiers and

2 colonists. Move to W. Die: 6.
French Move to D. Dice: 2, 3, 5. No losses. Drop off 3 soldiers and 4 colonists, move to K: Die: 6. No losses.
Portuguese Move to M. Dice: 2, 2, 5, 6. No losses.
English Move to R. Dice: 1, 1, 2, 4. Loses 1 ship containing 1 colonist and 1 soldier, and 1 colonist and 1 soldier in addition.
Spanish Move to J. Dice: 2, 2, 3, 5. No losses.

Mining

None



No discoveries.

Land Movement

- Dutch** moves 1 soldier from N to Q. It is a climate 2 area with the x3 city and 6 natives. Move 3 soldiers and 4 colonists from fleet to N.
- Swedes** move 2 colonists and 2 soldiers from anchorage dot to X. Moves 2 colonists from fleet to W.
- French** move 2 soldiers from D to C, 4 colonists and 3 soldiers from anchorage dot to D, and 1 soldier from fleet to K. It is a climate 4 area with 2 natives. 1 soldier in C prospects.
- Portuguese** move 4 colonists and 1 soldier from fleet to M. It is a resource rich climate 3 area with 1 site and 1 native.
- English** move 2 colonists from R to U, 2 soldiers and 2 colonists from fleet to R.

S.O.B.

Spanish move 1 soldier and 3 colonists from J to F. Soldier prospects. Moves 3 colonists and 5 soldiers from fleet to J.

Combat

None

Native Combat

French: 1 soldier killed in C. **Portuguese:** 1 native killed in M.

Native Uprisings

Climate is a 1. Uprising W (2 colonists killed).

Survival

Climate is a 5.

French lose 1 soldier in C. **Dutch** lose 1 soldier in Q.

Political Control

Spanish gain political control of F. **Portuguese** gain political control of M. **Dutch** gain political control of N.

Homebound Naval Movement

- Dutch:** Dice: 1, 3, 3, 6. No losses.
- Swedes:** Dice: 1, 1, 1, 5, 5. Loses 1 ship.
- French:** Dice: 1, 5, 6. Loses 1 ship.
- Portuguese:** Dice: 1, 5, 5, 6. No losses.
- English:** Dice: 1, 2, 5, 6. No losses.
- Spanish:** Dice: 4, 4, 5, 6. No losses.

Income

- Dutch:** Political Control: \$40, resources: \$7.
- Swedes:** Political Control: \$20, resources: \$2.
- French:** Political Control: \$40, resources: \$8.
- Portuguese:** Political Control: \$40, resources: \$9.
- English:** Political Control: \$40, resources: \$16.
- Spanish:** Political Control: \$60, resources: \$12.

Turn 5 Initiative

Spanish, Swedes, French, Dutch, Portuguese, English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$56	12	4	4
English	Bob Robles	\$95	10	3	4
French	Andy Lewis	\$84	16	3	4
Portugese	Brendan Whyte	\$51	18	4	4
Spanish	Andy York	\$96	13	4	5
Sweedish	Cary Nichols	\$22	17	3	4

Flea Collar

Kremlin

Game Start

Influence Allocation and Turn 1, 12/5, Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Natasha Nogoodnik (V)	55, weak	
Foreign Minister	Wassily Protzky (U)	56	
Defense Minister	Ludmilla Patina (S)	58, weak	
Ideology Minister	Ulan Putschnik (Y)	52	
Industry	Antonj Talksalott	67	

Office	Politician	Condition	Influence
Minister	(J)		
Economy Minister	Diwan Palavarian (G)	70	
Sport Minister	Lech Schukrutoff (B)	75	

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

Candidates: C, E, F, L, Z

People: D, G, H, I, K, M, N, O, P, Q, R, T, W, X

Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	
Brendan Whyte	
Pasquale Giovine	

Player	Faction Name
Mike Scott	
Dale Horsely	
Cary Nichols	

Pedagoguery

The earth's magnetic field is something we take pretty much for granted. When you take out a compass, you pretty much expect the needle to point north. However, the geologic record provides evidence that this constancy is an illusion. Hundreds of times over the last 150 million years, the polarity of our magnetic field has reversed, flipping the north and south magnetic poles. How does this field arise and what causes it to reverse? While we have a good general idea of the first question, answers to the second are somewhat elusive. We are getting closer to finding the answers, however.

When Maxwell formulated his laws of electromagnetism, one of the fundamental principals was the fact that electricity and magnetism are inextricably linked. Take an electric charge and move it, it gives rise to a magnetic field. Similarly, a magnetic field will cause the motion of a charged particle to bend. It is this principal that allows the dynamo within the earth to produce a magnetic field. The field is produced in the region of the outer core, that area within the earth from 2900km to 5100km below the surface which is composed primarily of molten iron and nickel. Iron and nickel are, of course, conductive. This is the first requirement for a planetary dynamo: a conductive fluid.

The necessary condition second is a supply of energy to move the fluid. This is supplied from a number of sources. There is still some residual heat from the creation of the earth trapped in the core. Then there is the heat released by the decay of radioactive elements. This means that the core is hotter at the bottom than it is at the top. The hotter fluid at the bottom is less dense than the overlying fluid, making it buoyant, so it rises. When it gets to the top, it cools down, becoming denser, and therefore it sinks. This process is called thermal convection, and it drives the motion of the core fluid. The constant release of heat from the inner core to the mantle also means that as the outer core cools, iron crystallizes out onto the inner core, causing the inner core to gradually get larger. As the iron crystallizes, it releases its latent heat, providing more heat to the surrounding outer core.

The third necessary condition for a dynamo is the rotation of the earth. As the earth spins, the Coriolis effect, the same thing that causes hurricanes to spin, deflects the rising fluid into a helical path, as if it were following the coils of a giant spring. It is this constant spiral motion of the conductive inner core fluid that produces the earth's magnetic field, at least in the broad terms. However, computer simulations of the core flow are known to be deficient. They do a good job of modeling large scale smooth, or laminar flow, but it is thought that much of

the flow is actually chaotic or turbulent, which is much more difficult to model. And it is that turbulence that probably serves as the engine that periodically causes the polarity of the field to reverse.

Picture if you would the magnetic field of the earth. Magnetic field lines stream out of the southern hemisphere, curve around the earth and plunge back in in the north. If you could look at the field down at the inner core-mantle boundary, however, you would see something somewhat different. There would be patches in both hemispheres where the magnetic flux is reversed from what it is elsewhere in that hemisphere. These reversed flux patches arise when turbulent flow pushes magnetic field loops up above the outer core. As the loops rise, the twist around in a helical path, and when they break the surface, they cause the patches because each loop will contain an outward and an inward pointing section of magnetic flux. Normally, these patches stay buried in the mantle, but if the effect becomes large enough, they can break the surface of the earth, and if they become large enough they can cause a reversal of polarity. This is accomplished by a general weakening of the existing field by the reversed patches, which themselves eventually grow to replace the prior field.

How long would it take for such a reversal to complete? Computer models seem to indicate that, from the surface, the process would take from about 1000 to 3000 years. During the transition period, the surface field would be chaotic and shifting – not at all suitable for navigation. Although the surface field would settle down by then, it would take longer for the field at the core to complete its transition, and until it did, we would observe minor shifts in the field at the surface. Whether these simulations are accurate enough to reliably depict the reality is an open question.

So are we due for a reversal? It is not clear. The current period of stability is longer than average for the last 30 million years or so. Satellite observations of the magnetic field indicate that it is possible, however. In 1980 observations of the earth's magnetic field showed a large reverse flux patch in the southern hemisphere. It started in southern South America, catching southern Brazil, Uruguay, Argentina, and Chile and stretched across the Antarctic Sea to just catch the southern tip of Africa. In 2000, those observations showed that the patch had grown, becoming roughly Y-shaped by merging with a smaller patch over Antarctica and taking in more of South Africa. It is unclear, however, whether this is the start of a reversal, and it may not become clear for hundreds of years.

Next issue: Is it possible to create a black hole in the laboratory?

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
Dirty Deeds Done Dirt Cheap ²	Dave Partridge

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

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
Salty Dog	

¹GMed 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
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
Prairie Dog	Gunslinger	Paul Bolduc

¹GMed by Andy Lewis



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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, 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