

Notes from Hades

I hope all of you had a wonderful holiday season. I was quite happy to spend it at home. My parents flew down from north Idaho for Christmas, and a good time was had by all. We also got a chance to visit the newly remodeled Griffith Observatory, which was quite nice. It's amazing how they were able to add so much onto it without changing the exterior at all. A whole new large exhibit area was built underground, and they actually had to lift the existing reinforced concrete building off its foundations to build it. We unfortunately did not get to see a planetarium show, because children under 5 years old are only allowed at the first show of the day, and by the time we got there, that show was sold out. The boys still enjoyed the experience, however, and I'm pretty sure we'll go back.

One nice thing about all of the travel I've been doing is that I build up a lot of comp time – so much so that I still had all of my vacation time unused by the end of November. So, I was able to take my two weeks, plus a week of comp time, and take most of December off. It was nice to be able to have the first week (while the boys were still in school) to relax and finish my Christmas shopping, although I did have to spend part of that time installing a new garage door opener, since our old one died on us.

As expected, this issue sees the conclusion of Dogwood, and Andy Lewis pulls out another victory. This one was quite close – the difference between first place and third place was a mere 4 points. Congratulations to Andy. It also means that a new game will be starting up, and that game will be Hound, the new Outpost game. There's still room for one more.

I am also contemplating stating up a play-by-email game of Republic of Rome. If I get enough interest, I might do so, depending on other demands on my time. So, if you are interested, let me know.

The next deadline is **Tuesday, February 27 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

Hound. Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, Eric Brosius, Michael Longdin, and Cary Nichols, will take up to 1 more. **Starts next issue!**

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, Dale Horsely, Jerry Roalstad, and Lynn Mercer. This game is full.

Bulldog. Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, Dave Partridge, Michael Longdin, Andy York, and Dave Hooton, need up to 1 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, Dennis Cain, and Steve Koehler, will take 1 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 and Andy Lewis, will take up to 4 more.

Gunslinger. Scenario to be determined. Will take up to 7.

Kremlin. Will start after Flea Collar ends. Will take up to 6.

Silverton. Will start after Terrier ends. Will take up to 6.

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

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

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

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

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

None received this issue.

Off the Leash

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

Deadline for Fall 1469: 2/27 Tuesday

The Venetian position continues to be eroded by the combined French and Neapolitan forces.

Spring 1459 Retreats

Venice A Bergamo retreats OTB

Expenditures

France spends 12 ducats to disband Venice A Austria.

Outstanding Debt

Spring 1470: 5 ducats due from Venice (4 borrowed)

Orders

FRANCE : A Tyrolea to AUSTRIA, A COMO supports A Turin to Tyrolea, A Turin to TYROLEA, A Pavia to MILAN, A Parma to CREMONA, A BERGAMO supports A Mantua to Verona, A MANTUA to Verona, A MODENA to Mantua, A BOLOGNA supports A Modena to Mantua, F Ligurian Sea to TYRRHENIAN SEA, F Gulf of Lions to SARDINIA, F MARSEILLES to Gulf of Lions, G MILAN supports A Pavia to Milan

NAPLES : A Pistoia to PISA, A ROME supports A Capua to Spoleto, A Capua to SPOLETO, F NAPLES supports French F Ligurian Sea to Tyrrhenian Sea, F Salerno to OTRANTO, F GULF OF NAPLES supports F Salerno to Otranto, F PALERMO supports French F Ligurian Sea to Tyrrhenian Sea, F MESSINA to Ionian Sea

VENICE : A Austria supports A Carinthia to Tyrolea (nsu), A CARINTHIA to Tyrolea, A TRENTO supports A Ferrara to Verona, A FERRARA to Verona, A FLORENCE holds, A (EM) Arezzo to SIENNA, A Spoleto to URBINO, A AQUILA to Spoleto, F LOWER ADRIATIC supports F Ionian Sea, F IONIAN SEA supports F Lower Adriatic (cut), F CENTRAL MEDITERRANEAN supports F Ionian Sea, F WESTERN MEDITERRANEAN to Gulf of Lions

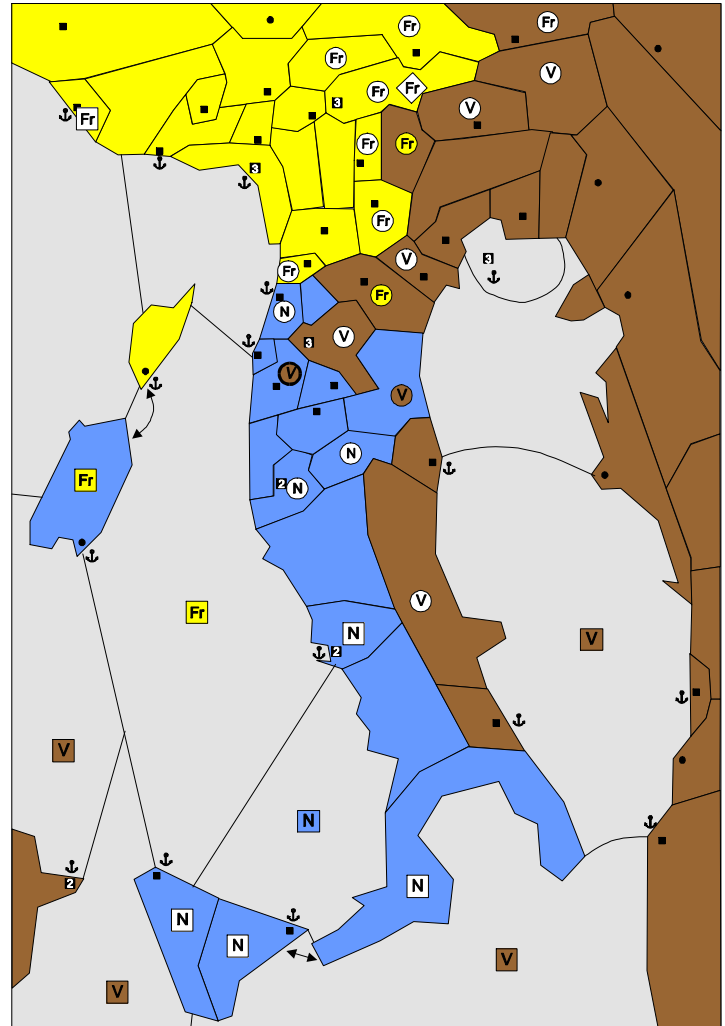
Your treasury:

Press

France – Naples: I hope that your Pistoia supported my Bologna; next turn I support your Pistoia in Florence from there. My three fleets should be now in order to attack Venice in Mediterranean from Sardinia, unless you asked some different support.

Naples – France: I was expecting you to move from LS so he could not get behind you... but I supported per you press. Then you did what I had expected... so we're still stood off. Get into SAR and into the TS however you can. I will support

Off the Leash



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison as I can.

Venice: Damn leaks in the dam up north.

Dogfight

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory
Miller Number 2005Apw10
Summer 1458**

Deadline for Fall 1458 2/27, Tuesday

France and Naples both press in on Venice while Austria continues to hold on. Florence looks to have one last chance against the Pope.

Spring 1458 Retreats

Austria retreats A Milan to garrison

Florence retreats A Florence to Pistoia, A Arezzo to garrison

Venice retreats F Ancona to Urbino

Summer 1458 Plague

Poor Year – Row Only: Turin (French A destroyed), Sienna (Autonomous garrison destroyed), Messina, Padua, Austria, Ferrara (Venetian F and Autonomous garrison destroyed)

Expenditures

Austria spends 3 ducats to counterbribe A Carinthia.

Orders

AUSTRIA : A (EM) CARINTHIA supports G Milan convert to A, A Hungary to AUSTRIA, G MILAN convert to A

FLORENCE : A (EM) Pistoia to BOLOGNA, G FLORENCE convert to A, G AREZZO convert to A

- FRANCE : A TYROLEA supports A Como to Milan, A (EM) Como to MILAN, A PAVIA supports A Parma, A PARMA supports A Como to Milan, A MODENA supports A Parma, F Gulf of Lions to LIGURIAN SEA
- NAPLES : A (EM) BOSNIA supports F Lower Adriatic to Dalmatia, A Herzegovina supports F Lower Adriatic to Dalmatia (cut, DISLOADED, retreat Ragusa, Albania, OTB), A AQUILA to ANCONA, F Lower Adriatic to DALMATIA, F Ionian Sea to LOWER ADRIATIC, F TYRRHENIAN SEA holds, F ANCONA to UPPER ADRIATIC
- PAPACY : A PISA supports A Florence, A Bologna supports A Florence (cut, DISLOADED, retreat Lucca, garrison, OTB), A FLORENCE besieges, A (EM) AREZZO besieges, A ROME holds
- VENICE : A Milan to Parma (DISLOADED, retreat Bergamo, OTB), A CREMONA supports A Milan to Parma, A Bergamo to VERONA, A TRENTO supports A Bergamo to Verona, A MANTUA supports A Milan to Parma, A CROATIA supports A Dalmatia (NSO), A (EP) Dalmatia to HERZEGOVINA, F UPPER ADRIATIC supports F Urbino to Bologna (cut), F URBINO to Bologna

Your treasury:

Press

Florence – Pope: All right, you outmaneuvered me that last turn but I will still hang on as I retain Pisa at minimum. Meanwhile, everyone else grows big and some nibble at you.

Florence – Venice: I am undone if you attacked Bologna and bounced me out.

France – Austria: Keep up the pressure, you should be able to start taking back your Provinces from Venice.

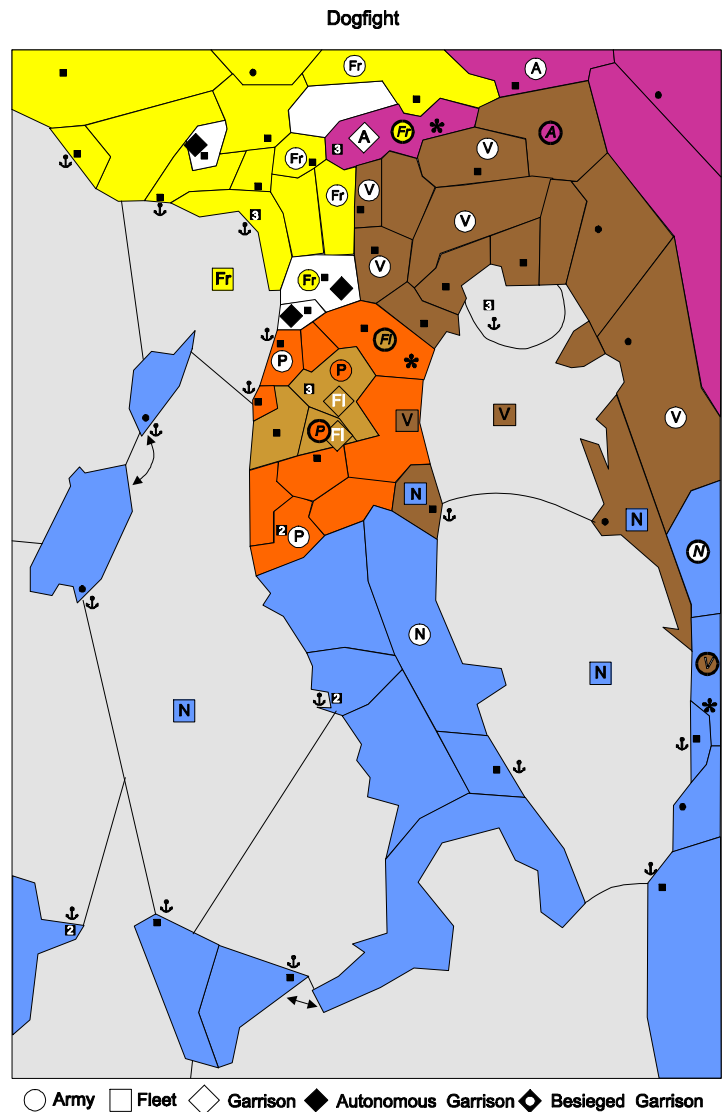
France – Naples: I'll keep pushing against Venice from the North, and with Austria's help we'll drive these boys back into the Sea.

Naples – France: You could go in LS through Provence, isn't it? We shall see where you are now.

Naples – Pope: I attacked Ancona to eliminate venetian fleet there that menaced my LA. As soon as possible I shall leave it to you again.

Venice – All: All of us north of the Rome, Ancona, L.A. line are really in trouble. We are fighting among ourselves to gain centers, monies, and thus armies.... while Naples has doubled in size and will eat us up. Too Bad....

S.O.B.



Dogwood

Epoch VII Britain, United States, and Germany End of Game Statements due: 2/27 Tuesday

Epoch VII

The Horde (Geggus) BRITAIN: Plays Siegecraft and Elite Troops. Army and Capital Albion (French army retreats to Northern Gaul), army Northern Gaul (vs. France; B: 6, 5, 1; F: 6, 1; B: 4, 3, 1; F: 3, 1; B: 5, 3, 1; F: 4, 1; wins), Western Gaul (vs. France; B: 6, 5, 2; F: 2; wins, Capital reduced to city), fleet Atlantic, army Western Iberia (vs. Spain; B: 5, 3, 1; S: 5, 2; B: 5, 3, 3; S: 1, 1; wins, city eliminated), Pyrenees (vs. Spain; B: 3, 1, 1; S: 2; wins, Capital reduced to city), Southern Iberia (vs. Spain; B: 4, 2, 1; S: 4; B: 3, 1, 1; S: 1; wins), Lower Rhine (vs. France; B: 5, 4, 2; F: 2; wins, city eliminated), Central Europe (vs. France; B: 4, 3, 1; F: ; B: 5, 3, 3; F: 1; wins), Baltic Seaboard (vs. Netherlands; B: 5, 4, 1; N: 1; wins), North European Plain (vs. Russia; B: 5, 1, 1; R: 2; wins, Capital reduced to city), fleet Indian Ocean, army Arabian Peninsula (vs. Arabs; B: 4, 4, 3; A: 5, 3; loses, Elite Troops lost), Arabian Peninsula (vs. Arabs; B: 5, 3; A: 2, 2; wins, Capital reduced to city), Persian Salt Desert (vs. Safavids; B: 6, 4; S: 5, 4; wins, Capital reduced to city), Zagros (vs. Ottoman Turks; B: 4, 1; O: 2; wins), Upper Tigris (vs. Ottoman Turks; B: 6, 2; O: 5; wins), Deep South (vs. civil war; B: 4, 3; C: 6, 4; loses), Deep South (vs. civil war; B: 5, 1; C: 5, 1; B: 6, 3; C: 5, 2; wins), Madagascar. Builds Monuments Pyrenees and Persian Salt Desert. Points: Dominance in Middle East (2), India (6), Southern Europe (4), Northern Europe (8), Eurasia (4), Presence in North America (3), and Sub-Saharan Africa (2), 1 Capital (2), 6 cities (6), and 11 Monuments (11) for 48 points.

Arachnids (Bolduc) UNITED STATES: Army and Capital Appalachia (French army retreats to Great Lakes), army Deep South (vs. Britain; U: 6, 3; B: 4; wins), fleet Caribbean, army Guiana Highlands (vs. Mayans; U: 4, 3; M: 5, 3; loses), Guiana Highlands (vs. Mayans; U: 5, 3; M: 3, 2; wins), Mexican Valley (vs. France; U: 5, 3; F: 4, 1; wins, city eliminated), Central America (vs. Mayans; U: 4, 2; M: 4, 2; U: 5, 4; M: 4, 2; wins, Capital reduced to city), Pacific Seaboard (vs. Aztecs; U: 5, 4; A: 2; wins), Northern Andes (vs. civil war; U: 3, 2; C: 4, 2; loses), Northern Andes (vs. civil war; U: 5, 1; C: 2, 1; wins). Builds Monument Appalachia. Points: Dominance in North America (6), Presence in North Africa (1), Middle East (1), Southern Europe (2), Northern Europe (4), South America (2), and Sub-Saharan Africa (2), 2 Capitals (4), 2 cities (2), 3 Monuments (3), and 3 Seas (3) for 30 points.

Marching Through the Ages (Lewis) GERMANY: Plays Fanaticism. Army and Capital Baltic Seaboard (British army retreats to North European Plain), army North European Plain (vs. Britain; G: 6, 4; B: 1; G: 6, 6; B: 4; wins, city eliminated), fleet North Sea (vs. Turanians; MTtA: 4, 1; T: 4; wins), Atlantic, Indian Ocean, army

Lower Indus (vs. Safavids; G: 6, 3; S: 4, 1; wins), South Africa (vs. Portugal; G: 6, 5; P: 3, 2; wins), Western Iberia (vs. Britain; G: 4, 1; B: 2, 1; wins), Central Europe (vs. Britain; G: 4, 2; B: 1; wins), Arabian Peninsula (vs. Britain; G: 2, 2; B: 6, 3; loses). Builds Monument Baltic Seaboard. Points: Presence in Middle East (1), China (3), India (3), Southern Europe (2), Northern Europe (4), Southeast Asia (2), Eurasia (2), North America (3), and Sub-Saharan Africa, 1 Capital (2), 1 city (1), 5 Monuments (5), and 1 Sea (1) for 29 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy Lewis	Marching Through the Ages (green)	66	172
Dennis Cain	Retropolis (red)	69	169
Chris Geggus	The Horde (yellow)	70	168
Dave Anderson	The Time Traveler (orange)	78	166
Paul Bolduc	Arachnids (blue)	75	161
Kevin Wilson	Royal Manticoran Historical Society (purple)	55	156
Cary Nichols	Turanians (black)	81	145

Notes

Congratulations to Andy on his narrow victory!

Positions

Turanians: Two fleets Red Sea, fleets Atlantic Ocean, Indian Ocean, Sea of Japan. **ARABS:** Army and Monument Nile Delta, army and fort Nubia, armies Upper Nile, Middle Tigris. **CRUSADERS:** Army, fort, and Monument Levant. **SPAIN:** Two armies Central Massif, army Brasil. **JAPAN:** Army and Capital Honshu, army and Monument Hokkaido, army Korean Peninsula. **NETHERLANDS:** Armies Scandinavia.

The Horde: Fleets Atlantic Ocean, Indian Ocean. **SCYTHEANS:** Army Caucuses. **CHOLA:** Army and city Eastern Ghats, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan. **TIMURID EMIRATES:** Armies Dalmatia, Dnieper. **BRITAIN:** Army, Capital, and Monument Albion, army, city, and Monument Western Gaul, Pyrenees, Arabian Peninsula, Persian Salt Desert, army and Monument Lower Rhine, Zagros, Upper Tigris, armies Northern Gaul, Southern Iberia, Madagascar.

Marching through the Ages: Fleets North Sea, Atlantic Ocean, Indian Ocean. **NORTH AMERICAN MIGRANTS:** Army West Indies. **HSUING-NU:** Army Yellow River. **T'ANG DYNASTY:** Army and fort East Indies. **JEW:** Army, city, and fort Palestine. **MING DYNASTY:** Armies Si-Kyang, Mekong. **GERMANY:** Army, Capital, and Monument Baltic Seaboard, army and Monument North European Plain, Central Europe, Western Iberia, Lower Indus, army South Africa.

Retropolis: Fleets Atlantic Ocean, Pacific Ocean. **CHOU DYNASTY:** Two armies Irrawaddy. **HAN DYNASTY:** Army Eastern Steppe. **BYZANTINES:** Armies Danubia, Pindus, Morea. **PORTUGAL:** Armies Southern Andes, Patagonia. **FRANCE:** Army, city, and Monument Checkiang, two armies Great Lakes, armies Congo Basin, East Africa, Australia, New Guinea.

Royal Manticoran Historical Society: Fleet Western Mediterranean. **GUPTAS:** Two armies Sumatra. **FRANKS:** Army and Monument Southern Apennines, army Northern Apennines. **RUSSIA:** Army and Monument Turanian Plain, Tarim Basin, armies Western Steppe, Hindu Kush.

The Time Traveler: Fleets Bay of Bengal, South China Sea. **GOLD COAST KINGDOM:** Army, city, and fort Gold Coast. **MONGOLS:** Armies Mongolia, Wei River. **MUGHALS:** Army and Capital Ganges Valley, armies Ganges Delta, Malay Peninsula. **CIVIL WAR:** Army and Monument Shatts Plateau. **MANCHU DYNASTY:** Army and Capital Manchurian Plain, army and Monument Yangtse Kian, Szechuan, army Great Plain of China.

Arachnids: Fleets Black Sea, Eastern Mediterranean, Caribbean. **SUB-SAHARAN MIGRANTS:** Army Central Africa. **ROMANS:** Army Libya. **ANGLO-SAXONS:** Army Ireland. **REBELLION:** Army Crete. **OTTOMAN TURKS:** Army, Capital, and Monument Western Anatolia, army and city Balkans, army Eastern Anatolia, Persian Plateau. **UNITED STATES:** Army, Capital, and Monument Appalachia, army and city Central America, army and Monument Northern Andes, armies Deep South, Pacific Seaboard, Mexican Valley, Guiana Highlands.

Salty Dog

Seafarers of Catan

Turns 15.1 to 16.1

Deadline Turns 16.2 to 17.2 2/27, Tuesday

Turn 15

Kevin rolls an 8. Dave gains 1 ore and 1 brick, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain, and Ward gains 1 grain and 2 lumber. Trades 1 wool for 2 ore with Cary.

Dave rolls a 7. Dave discards 3 lumber, 3 grain, 2 ore. Bill discards 4 lumber. Chris discards 4 grain, 1 wool, and 1 lumber. Ward discards 1 grain, 1 wool, 2 brick, 3 lumber, and 1 ore. Dave moves the robber to the 6 Gold Field and takes 1 lumber from Kevin. Dave builds road from C10 – C11 – B11. During the special build turn, Chris builds a settlement at E10 and a road from E10 - E9.

Cary rolls a 6. Dave gains 2 brick, Cary gains 1 brick, Bill gains 1 ore and 1

lumber. Cary trades 3 brick for 1 lumber and builds a ship from E15 – E16.

Bill rolls a 7. Moves the Robber to the 4 Hills and steals a grain from Cary.

Chris rolls an 8. Kevin gains 2 wool, Dave gains 2 wool, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain, and Ward gains 1 grain and 2 lumber. Passes. Ward rolls an 8. Kevin gains 2 wool, Dave gains 1 wool and 1 lumber, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain, and Ward gains 1 grain and 2 lumber. Ward upgrades the settlement at B15 to a city, and builds roads from E17 – E16 – F16. During the special build turn, Dave builds a settlement at B11.

Turn 16

Kevin rolls a 3. Dave and Chris each gain 1 grain, Cary gains 1 wool. Passes.

Open Trades

Chris offers 1 grain for 1 ore

Turn 16 Rolls

Dave 12 Cary 4 Bill 5 Chris 7 Ward 9

Turn 17 Rolls

Kevin 11 Dave 8

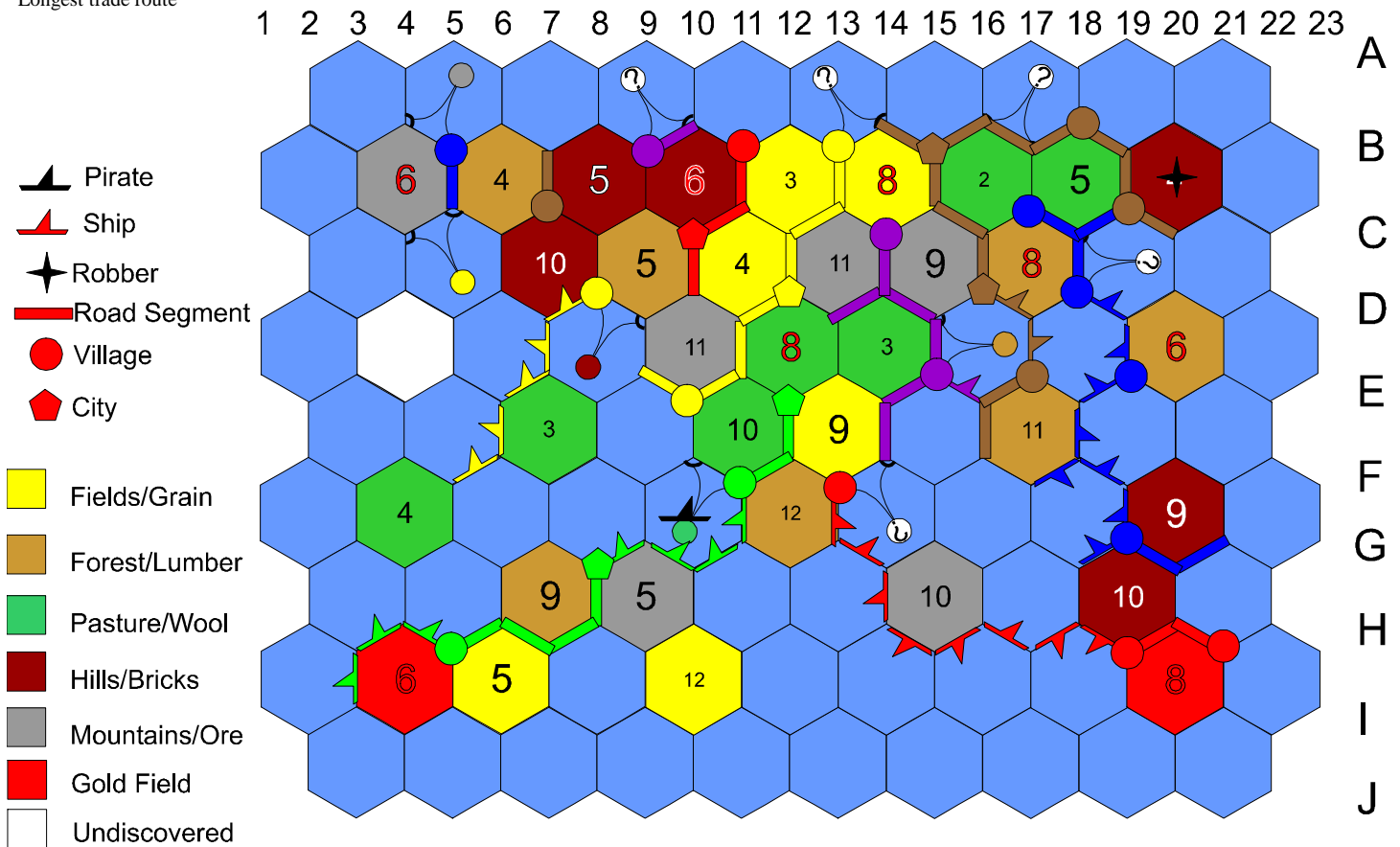
Notes

Remember that during a special build turn, you may only build – you may not trade. Also, the winner is the first one to gain 12 victory points, not 10.

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green		6			2	1 Knight	8*
Dave Partridge	Red	1	2	2	2	1		6
Cary Nichols	Purple	3	1	1		1		3
Bill Scharf	Blue	3		1	5	2		5
Chris Geggus	Yellow	3					2 Knights, 1 Unknown ()	5
Ward Narhi	Brown				4		1 Knight	8

* Longest trade route



Dog Chow

Age of Renaissance

**Turn 4, Phase 7 and Turn 5, Phases 1 through 3
Deadline Turn 5 Phases 4 through 6 2/27, Tuesday**

Turn 4, Phase 7: Buy Tokens

Paris buys 0 tokens
London buys 4 tokens

Venice buys 19 tokens
Barcelona buys 20 tokens

Hamburg buys 30 tokens
Genoa buys 34 tokens

Turn 5, Phase 1: Draw Cards

Done

Phase 2: Buy Cards

Genoa buys:

Phase 3: Play Cards

Paris plays Prince Henry (20: T, X) and Nicolaus Copernicus (20: A, X)

London plays Fur (Genoa gains \$28, Hamburg and Paris each gain \$7) and Mysticism Abounds (Barcelona Misery increases to 90, Hamburg to 80, London to 70, Venice to 50, Genoa to 80, and Paris to 100).

Venice plays Metal (Hamburg gains \$54, London, Genoa, Barcelona, and Venice each gain \$24, shortage removed) and Timber (Barcelona and Hamburg each gain \$27 and Venice gains \$3)

Barcelona plays William Caxton (gains \$20 rebate) and Grain (Barcelona gains \$16, everyone else gains \$4)

Hamburg plays Walter the Penniless (20: R) with \$10 protection.

Genoa plays Gunpowder

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	90	20	\$181	4	19	10	A, E, F, I, J, N, O, R, S, V
Cary Nichols	Hamburg	80	30	\$160	5	10	8	E, F, N
Bob Robles	London	70	4	\$89	2	8	8	A, E, V
Dennis Cain	Venice	50	19	\$82	3	8	4	A, E, I, V
Steve Koehler	Genoa	80	34	\$118	6	15	4	A, F, I, N, O, R, V
Michael Longdin	Paris	100	0	\$96	1	7		E, I, W

Players are listed in reverse tie breaking order.

Played Leaders

Prince Henry (20: T, X; protected, played by Paris)

Nicolaus Copernicus (20: A, X; no protection, played by Paris)

William Caxton (20: O; no protection, played by Barcelona)

Walter the Penniless (20: R; \$10 protection, played by Hamburg)

Commodity Log

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

Cards

Shortage, Surplus

Sirius

Merchant of Venus

Turns 10.1 to 12.1

Turns 12.2 to 14.2 2/27, Tuesday

Turn 10

1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 5 5 6**
Jewelport(o) – B – Jellybeast Landing(o) – Jellybeast Landing(s).
 Sells Living Toys for \$180 (from the cup: Finest Dust at 4a). Buys Finest Dust for \$10.

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

A – Wet Landing(o) – Wet Landing(s).
 Sells Impossible Furniture for \$180 (from the cup: Demand for Genes at 10). Buys a Combined Drive for \$300.

3rd: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 1 * 4**
Comfort Station(s) – B – R – B - Y.

4th: **Dennis Cain (Niks/Space Revolver) Rolls Used: 1 5 6**
Jellybeast Landing(s) – Jellybeast Landing(o) – B – Jewelport(o) – (R) – TeleGate 4 – TeleGate 1 – (R) – B – Y – B – (R) – B – Y – Open Port.
 Attempts to sell Mulch Wine, but the Eeepeeeps won't buy it. Buys Factory for \$100 and trades in Scout for a Clipper for \$90.

5th: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 4 * 3**
R40 – Ice Station(o) – Ice Station(s).
 Buys Melf Pelt for \$50.

6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 5**
Moonport(s) – Moonport(o) – Y – B – R – B – Y – B – R – TeleGate 1.

Turn 11

1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 2 3**
Jellybeast Landing(s).
 Sells Mulch Wine for \$60 (from the cup: Melf Pelt at 5). Buys Finest Dust for \$10.

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

Wet Landing(s).
 Buys Voll Silk for \$140.
 3rd: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 3 * 4**
Y – B – R – Base – NC3 – NC3 – NC3 – TeleGate 2 – NC3 – R – Y – A – Dryport(o).

4th: **Dennis Cain (Niks/Space Revolver) Rolls Used: 5 5 6 6**

Open Port – Y – (R) – NC6 – A – Wet Landing(o) – (R) – B – (R) – B – Y – NC6 – (R20) – Multi-Generation Ship – NC6 – Y – B – (R) – A – ? (it's a Y20 penalty marker) – (R20) – Terror Station(o) – Terror Station(s). Sells Mulch Wine for \$60 (from the cup: Glorious Junk at 2). Buys Factory..

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

Ice Station(s) – Ice Station(o) – A – R – TeleGate 5 – TeleGate 6 – (Y10) – R – A – (Y20) – R20 – (Y) – B – R – B – (Y) – B – R – Poisonport(o) -

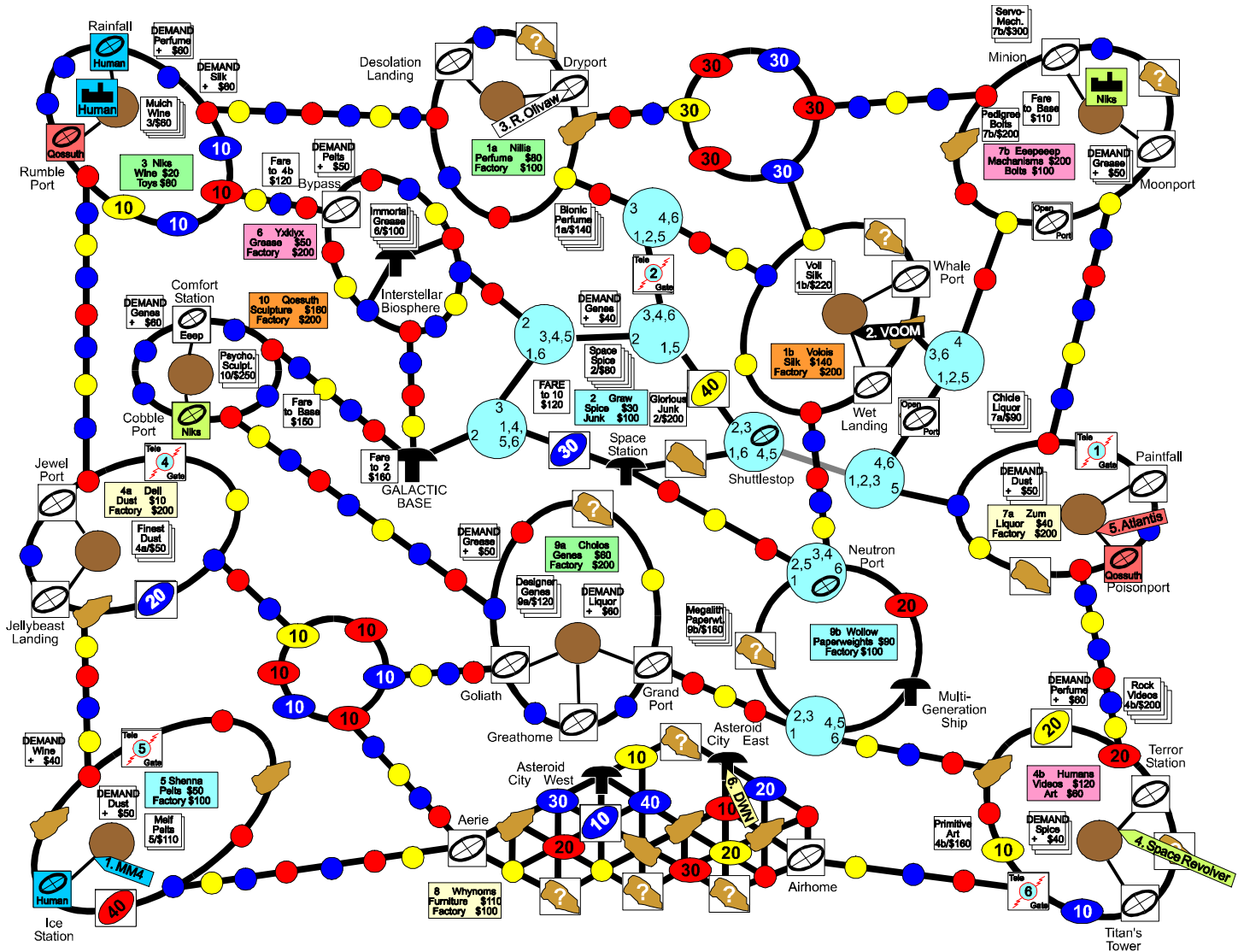
Poisonport(s).

Sells Melf Pelt for \$110 (from the cup: Immortal Grease at 6). Buys Poisonport for \$200.

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

TeleGate 1 – TeleGate 6 – R – B – Y – Airhome – R10 – Asteroid City East.

Sells Chicle Liquor for \$90 (from the cup: Mulch Wine at 3).



Turn 12

1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 4 4 5

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

Currently available:

- 1a (Nillis): 5 Bionic Perfume
- 1b (Volois): 2 Voll Silk
- 2 (Graw): 5 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40), Glorious Junk
- 3 (Niks): 4 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60)
- 4a (Dell): 5 Finest Dust
- 4b (Humans): 4 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art
- 5 (Shenna): 2 Melf Pelts, 1 Demand for Mulch Wine (+\$40), 1 Demand for Finest Dust (+\$50)

Sells Finest Dust for \$50 plus \$50 demand (from the cup: Fare to Base at 10 and Demand for Grease at 9a). Buys Ice Station for \$200.

- 6 (Yxklyx): 5 Immortal Grease, 2 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)
- 7a (Zum): 3 Chicle Liquor, 3 Demand for Finest Dust (+\$50)
- 7b (Eeeppeep): 2 Servo-Mechanism, 3 Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50), Pedigree Bolts
- 8 (Whynoms): Nothing
- 9a (Cholos): 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)
- 9b (Wollow): 4 Megalith Paperweights
- 10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60), Fare to

Base (\$150)

Base: Fare to 2 (\$160)

1. Mystery Machine 4 \$235
 Normal Scout
 13: 3 6 6//14: 5 5 6
 Hold1 Hold2 Hull
 Finest Dust 4a/\$50 Finest Dust 4a/\$50 Shield (\$60)
 Graw \$200 Rainfall \$200 Niks \$200 Ice Station \$200

2. VOOM \$140
 Fast Scout
 12: 3 4//13: 4 6//14: 2 4 (Double 1)
 Hold1 Hold2 Hull
 Voll Silk 1b/\$220 Fare to 5 \$110 RELIC Auto Pilot 4 \$60
 4b \$90 Comb. Drive (\$300)

3. R. Olivaw \$113
 Rocket Scout
 12: 4 5//13: 1 5 (Use 1 * 4)
 Hold1 Hold2 Hull
 Psychotic Sculpture 10/\$250 Shield (\$60)
 5b \$90 9a \$90 4a \$60
 Comfort Station \$200

4. Space Revolver \$80
 Sports Clipper
 12: 2 2 5 6//13: 1 2 2 5 (Use 2*)
 Hold1 Hold2 Hull
 Red Drive (\$120) Shield (\$60)
 Fare to Base \$180
 Cobble Port \$200 Eeeppeep \$100 Human \$100

5. Atlantis \$42
 Torch Scout
 12: 1//13: 5 (Times 3)
 Hold1 Hold2 Hull
 Melf Pelts 5/\$110 Yellow Drive (\$80)
 Rumble Port \$200 Poisonport \$200 Shield (\$60)

6. Dells Without Names \$150
 Scow Scout
 12: 1 2 5 5//13: 3 4 4 6 (Use 2)
 Hold1 Hold2 Hull
 Chicle Liquor 7a/\$90 Relic Shield (\$60)
 7b \$100

Outlaw Dogs

Turn 6

Turn 7 due 2/27, Tuesday

Actions

Segment 1

Border Rider: Card 5: Cock/Aim/Shoot (aim at I), segment 1 of 2
Innocente: Card 1: Advance (straight ahead), segment 1 of 2

Segment 2

Border Rider: Card 5: Cock/Aim/Shoot (aim at I), segment 2 of 2
Innocente: Card 1: Advance (straight ahead), segment 2 of 2

Segment 3

Border Rider: Card 6: Cock/Aim/Shoot (aim at I), segment 1 of 2
Innocente: Card 8: Load (loads R10), segment 1 of 3

Segment 4

Border Rider: Card 6: Cock/Aim/Shoot (aim at I), segment 2 of 2
Innocente: Card 8: Load (loads R10), segment 2 of 3

Segment 5

Border Rider: Card (B3): Shoot (at I), segment 1 of 1, effective aim time = 6, effective range = 1, card 82: BE becomes GUN (due to Move status). STUN 3 (8 wound points), GUN HAND (R10 is moved to OTHER HAND box), SERIOUS 1, GUN ARM 3. Cards 76, 67, and 92 drawn.
Innocente: Card 8: Load (loads R10), segment 3 of 3

End of Turn

Innocente loses 4 delay points. At the start of turn 7, he will draw 1 delay point from the SERIOUS 1 (card 42)

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		0	Dead
D	Jerry Roalstad	Innocente (I)	D5>D6	7, 8	1H +2	5	17	SERIOUS 1, GUN ARM 3
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2		0	Dead
F	Mike Scott	El Jefe (J)	H5>G6		2H +2		0	Dead

Press

Drifter – All: As I slowly die, I raise my head to say " Why me, why me? What coward shoots the cripple? " I slump back - dead.

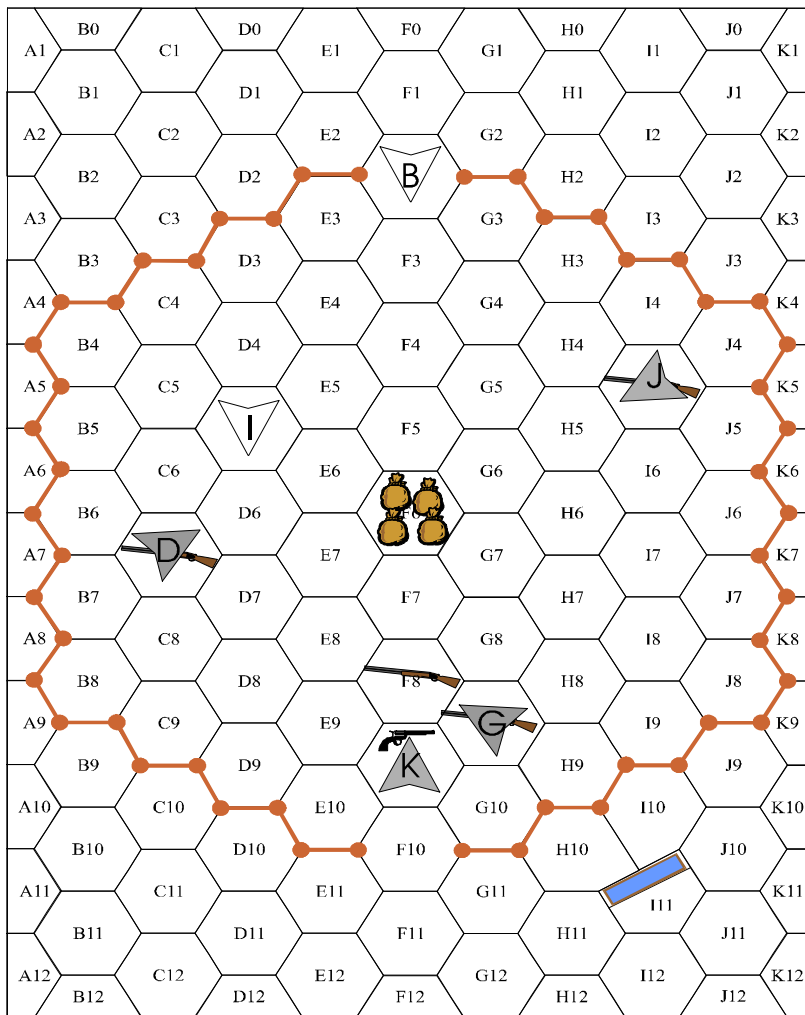
Weapons











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 (uncocked)	H44: OOOOOOOOOO⊗⊗⊗ C45: OOOOOO R41d: OO
Gun Artist	C45, SW38	Empty	Empty	Empty	C45: OOOOOO

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Innocente	C45, C45, Knife	Empty	R10 (open)	Empty	SW38: OOOOOO R10: OO C45: OOOOOO C45: OOOOOO
Drifter	C44, C32, Knife	Empty	Empty	Empty	C44: OOOOOO C32: OOOOOO
El Jefe	C44, C44, Knife	Empty	Empty	Empty	C44: OOOOOO C44: OOOOOO

On the ground in F8: W44: OOOOOOOOOOOOOOOO
 On the ground in F9: C45: OOO@#@
 On the ground in I5: W44: OOOOOOOOOOOOOOO@
 On the ground in G9, W44: OOOOOOOOOOOOO#@#@
 On the ground in C7, W44: OOOOOOOOOOOOO@

Outlaw Dogs



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

Doberman
Turn 3b
Turn 4a due 2/27, Tuesday

Cards

100%Trash	BIBCO	PIT	GOO
Waste Disposal	Raw Materials	Innovation	Advisor
Order	Waste Removal	Raw Materials	Order
Innovation	Order	Advisor	Innovation

PIT plays Raw Materials, placing 5 raw materials up for bid. GOO bids \$5, 100%Trash bids \$9, and BIBCO and PIT pass.

GOO plays Waste Disposal, reducing waste to 0.

100%Trash plays Innovation, paying \$5 and improving Raw Materials to 3/6.

BIBCO plays Raw Materials, placing 5 raw materials up for bid. PIT passes,

GOO bids \$5, 100%Trash and BIBCO pass.

PIT discards Innovation

GOO plays Innovation with an Advisor, paying \$10 and improving Raw Materials and Waste Reduction both to 4/3.

100%Trash plays an Order, producing \$16 and 5 waste, and using 3 raw materials.

BIBCO plays Waste Removal, reducing his waste to 1, and increasing

100%Trash's waste to 9, PIT's to 2 and GOO's to 1.

PIT passes.

GOO plays an Order, producing \$14 and 4 waste, and using 4 raw materials.

100%Trash plays Waste Disposal, reducing his waste to 6.

BIBCO plays an Order, producing \$15 and 4 waste, and using 4 raw materials

GOO pays \$4, 100%Trash, BIBCO, and PIT each pay \$5.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	2	\$15	10	8	16	5	Bribery
Dave Partridge	BIBCO	3	\$28	0	1	15	5	
Richard Weiss	PIT	4	\$26	0	0	17	5	Advisor
Eric Brosius	GOO	1	\$10	0	1	14	4	

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	3/6	5/1	6	21
Dave Partridge	5/1	4/3	4/3	5	36
Richard Weiss	5/1	5/1	5/1	2	33
Eric Brosius	4/3	4/3	4/3	5	28

Available Cards

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

Accident card is drawn. No effect. Deck was reshuffled before last card draw.

Discards

Jackal

Turn 6
Turn 7 due 2/27, Tuesday

Planning

English maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Portuguese maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.

Dutch maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.

Spanish maintain 4 ships (\$16) and buy 5 soldiers (\$50) for \$66.

Swedes maintain 3 ships (\$12), buy 1 ship (\$12), and 4 soldiers (\$40) for \$64.

French maintain 3 ships (\$12), buy 1 ship (\$12), and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

English Move to Y. Dice: 1, 1, 2, 4, 4. 2 colonists lost..

Portuguese Move to N. Dice: 1, 4, 4, 6. Loses 1 soldier.

Dutch Move to N. Dice: 2, 3, 4, 6. No losses. Drops off 4 colonists and 4

soldiers. Move to M. Die: 1. No losses.

Spanish Move to J. Dice: 1, 3, 4, 6. No losses.

Swedes Move to W. Dice: 2, 4, 4, 6, 6. No losses.

French Move to K. Dice: 5, 5, 5. No losses.

Mining

None

Exploration

English discover a mine in U.

Land Movement

English move 2 soldiers from T to S (it's a climate 2 area with 2 sites) and 4 soldiers and 2 colonists from fleet to Y. 1 colonist in U mines.

Portuguese move 4 colonists and 1 soldier from fleet to N.
Dutch moves 4 colonists and 4 soldiers from anchorage dot to N, and 2 soldiers from fleet to M.
Spanish move 1 colonist from F to A (it's a climate 3 area with 1 site and 2 natives), 1 colonist from F to B (it's a climate 1 area with 1 site and 2 natives), 1 colonist in F mines, 6 soldiers move from F to I, 5 soldiers and 3 colonists move from J to I, and 5 soldiers and 3 colonists move from fleet to J.
Swedes move 4 colonists and 4 soldiers from fleet to W. 1 soldier prospects.
French move 4 soldiers and 4 colonists from fleet to K.

Combat

Portuguese attack the Dutch in N. Portuguese lose 1 soldier. Dutch attack the Portuguese in N. Portuguese lose 6 colonists.

Native Combat

Spanish: 6 soldiers and 6 natives killed in I. **English:** 4 soldiers killed in Y.

Native Uprisings

Climate is a 2. Uprisings in W (2 colonists eliminated) and Y (2 colonists eliminated).

Survival

Climate is a 1.
Spanish lose 1 colonist each in A, B, and F, 1 colonist and 1 soldier in I, and 1 soldier in J. **French** lose 1 colonist each in D and K. **Dutch** lose 1 colonist in M and 1 soldier in N. **English** lose 1 colonist in R and 2 soldiers in S. **Swedes** lose 1 colonist in X, and 2 colonists and 4 soldiers in W. **Portuguese** lose 1 colonist in X.

Political Control

Spanish lose political control of F. **French** gain political control of K.

Homebound Naval Movement

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

Income

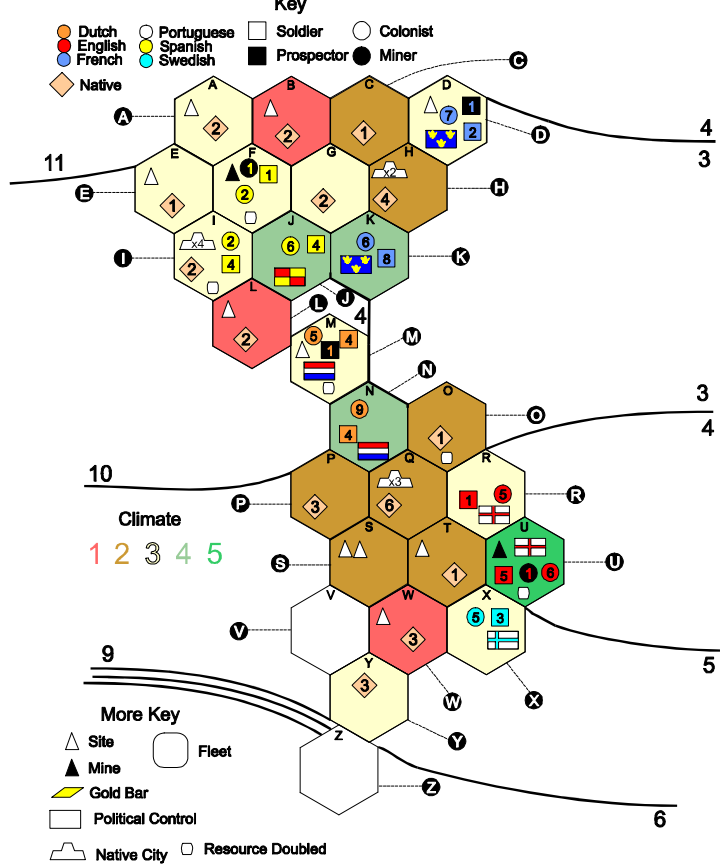
- English:** Political Control: \$90, resources: \$34.
- Portuguese:** Political Control: \$30, resources: \$0.
- Dutch:** Political Control: \$90, resources: \$38.
- Swedes:** Political Control: \$60, resources: \$10.
- French:** Political Control: \$90, resources: \$26.
- Spanish:** Political Control: \$60, resources: \$28.

Press

Portuguese send and appeal to the Pope against the truculent Calvinist usurpers.

Turn 7 Initiative

Swedes, Dutch, Spanish, French, Portuguese, English



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$164	9	3	4
English	Bob Robles	\$229	7	4	4
French	Andy Lewis	\$154	12	4	4
Portuguese	Brendan Whyte	\$39	18	3	4
Spanish	Andy York	\$198	7	4	3
Swedes	Cary Nichols	\$94	21	4	4

Flea Collar

Kremlin

Game Start

Influence Allocation, 1/16, Tuesday

Influence Declaration

TCC immediately declares 10 IP on Protzky and 8 IP on Patina.
 MLI immediately declares 1IP on Nogoodnik.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Natasha Nogoodnik (V)	55, weak	1 (MLI)
Foreign	Wassily Protzky (U)	56	10 (TCC)
Defense	Ludmilla Patina (S)	58, weak	8 (TCC)
Ideology	Ulan Putschnik (Y)	52	
Industry	Antonj Talksallott (J)	67	
Economy	Diwan Palavarian (G)	70	

Office	Policitian	Condition	Influence
Sport	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	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists

Intrigue Cards

Player	Faction Name
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

**Terrier
Silverton**

Turn 1, Phases I-III

Turn 1, Phases IV- VI and Turn 2, Phases I-III, 2/27, Tuesday

Move Prospectors and Surveyors

Brown (Partridge) surveys Denver to Colorado Spring and prospects the deck.

Blue (Bolduc) surveys Denver to Colorado Springs and prospects the deck.

Red (Scharf) surveys El Paso to Rincon and prospects #105

Aqua (Lewis) surveys Salt Lake City to Provo and prospects #36

Green (Longdin) surveys Pueblo to Walsenburg and prospects #92

Orange (Hooton) surveys Santa Fe to Lamy and prospects #102

Dispute Resolution

Brown draws #67 (Caolville coal) and Blue draws #119 (Farmington coal). They each have first right of refusal to be exercised at the beginning of next turn. No disputes. Brown spends \$160, Blue spends \$160, Red spends \$200, Aqua spends \$200, Green spends \$220, and Orange spends \$160.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$1640	9		S, P
Paul Bolduc	Blue	Denver	\$1640	9		S, P
Bill Scharf	Red	El Paso	\$1600	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$1600	9		S, P
Michael Longdin	Green	Pueblo	\$1580	9		S, P
Dave Hooton	Orange	Santa Fe	\$1640	9		S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
105	Silver City	Red	Silver	N	\$40
36	Eureka	Aqua	Silver	N	\$50
92	Raton	Green	Coal	N	\$40
102	Hillsboro	Orange	Silver	N	\$40

Available Claims

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
98	Pinos Altos	Gold	\$160	\$60
37	Eureka	Silver	\$60	\$40
67	Coalville	Coal	\$60	\$30
119	Farmington	Coal	\$80	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	

#	Type	Route	Payoff	Cost	Notes
3	A	Denver – Colorado Springs	\$50	\$105	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
2	A	Salt Lake City – Provo	\$20	\$50	
4	A	El Paso – Deming	\$60	\$135	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	6	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Pedagoguery

In physics, certain values are special. The speed of light. The mass of the electron. Planck's constant. All of these values have special meaning in various equations. However, none of our current theories can tell us why they take on these particular values. In addition, scientists assume that they are truly constant – that they do not vary over space and time. But, is that actually the case?

There is one class of theories that can potentially explain why physical constants have the values that they do, and that is string theory. The problem is, in string theory, the values of these constants depends on the specific topography of the “curled up” 7 extra spatial dimensions. String theory allows over 10⁵⁰⁰

different values for the standard constants, and so far, none of the variations of string theory has been able to satisfactorily single out one set of values. More disturbingly, string theory allows for the possibility that the topology of those extra dimensions can change over time, or that they settled into a different topologies at different places in the universe.

Another problem arises when we try to measure these constants. Many of them are fundamentally built into our measurement systems. How can you accurately measure something when your ruler also changes? For example, atoms could be gradually increasing in size, but we would never know, since our rulers would

increase in size along with everything else. So, we have to concentrate on constants that are dimensionless, in other words pure numbers. An example would be the ratio of the electron mass to the proton mass. The constant that most scientists working in this area concentrate on is called the fine structure constant: α . The fine structure constant is a combination of the speed of light (c), the charge on the electron (e), Planck's constant (h), and something called the vacuum permittivity (ϵ_0). It identifies the relativistic and quantum qualities of the electromagnetic interactions between charged particles in a vacuum. It has been accurately measured to be $1/137.03599976$. Slight differences in its value would have quite measurable effects. For example, the larger the value of α , the less stable small nuclei are, because the electromagnetic force repelling the protons would overwhelm the strong nuclear force holding the nucleus together. A value as high as 0.1 would blow apart a carbon nucleus.

Nuclear reactions are also very sensitive to α . A difference of just 4% would mean that the nuclear reactions responsible for the production of carbon in stars would be impossible, and there would be no elements in the universe heavier than helium (except for trace amounts of lithium produced in the big bang).

Using tests like this, we can rule out drastic changes in α . What about smaller changes? Well, in the 1970s, scientists from the French atomic energy commission noticed some strange things about some uranium ore from a mine at Oklo in Gabon. It appeared to contain the waste products of a nuclear fission reaction. As it turns out, about two billion years ago, conditions in that area were just right for a natural nuclear reactor. Scientists in Russia were able to determine that the existence of the natural reactor depended quite sensitively on the precise value of α , and were thus able to determine that α had not changed by more than one part in 10^8 over the last two billion years.

It was a start, but the universe is a lot older than two billion years. Are there

tests that can reach even further back in time? As it turns out, meteorites can provide the answer. The abundance ratios arising from the radioactive decay of different isotopes depends on the precise value of α . By analyzing the decay products, particularly the result of beta decay of rhenium into osmium, researchers were able to constrain any change in α to no more than two parts in one million over the last 4.5 billion years, or the life of the solar system.

To probe any further back requires us to enter the realm of astronomy. The value of α has an effect on the energy levels of electrons in atoms. The precise value of those energy levels determines the spectral lines emitted and absorbed by that atom. Therefore, by careful analysis of spectra from distant objects, we can see if the spectral lines of elements have shifted. The precise pattern of the shift will vary from element to element, meaning that if enough lines are considered, a very clear picture of the potential evolution of α can be obtained.

Well, a couple of different teams have conducted such research. By looking at the spectra of quasars, some of the brightest and most distant objects in the universe, they find absorption lines caused by gas clouds the light has passed through between the quasar and us. Analyzing the redshift of the lines gives us the distance of the gas cloud and us, and a detailed analysis of the lines can give a limit to the potential change of α . The results have been inconclusive. One team found that the variation must be less than 1 part per million over the last 6 to 10 billion years. Another team, using a larger sample, found that α had been increasing by an average of 6 parts per million over the past 6 to 12 billion years.

While the jury is still out on this, the possibility is rather intriguing. If α can vary over the life of the universe, how about other constants? And since α is based on four other physical constants, how are they changing individually (if they are changing at all)? These and many other questions still remain to be answered.

Next issue: Why does matter have mass?

Best In Show (Selected)

Machiavelli

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

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
Dogwood	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

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

Addresses

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John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Richard Weiss Rcweiss@cox.net
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		Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	
			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