

### Notes from Hades

**W**ell, it has been another busy few weeks. I took another trip, once again to Paris. This time, however, I was able to finally visit the Louvre. Since I arrived at my hotel at about 8:30 am, and I couldn't check in until 1:00 pm, I had to do something with my time. The Louvre is an enormous place, and a few hours is not enough to see everything. I started with the Italian paintings, where the Mona Lisa is, of course. Near that are a number of large French paintings, which I also saw. I was able to see a number of the famous pieces: the Venus de Milo, the Winged Victory of Samothrace, and a number of Rembrandts and Reubens. There was an interesting section that showed the foundations of the original medieval (and much smaller) Louvre. After about three hours, I was on complete art overload, plus I was exhausted from the flight, so I checked into my hotel and took a nap. Beyond that, it was a short trip – I returned on Wednesday (after arriving on the prior Sunday).

Only a few days after my return, it was Celeste's turn. She only went as far as Tampa, Florida, however, for a family reunion. It was the first time she, her sisters, her brother, and their cousins had all gotten together since Celeste was 6, so it was quite an event.

Two games end this issue. The Drifter finally puts Innocente out of his misery in Outlaw Dogs, and the Spanish treasury carries the day in Jackal. Congratulations to Andy Lewis and Andy York.

The next deadline is **Tuesday, August 21 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

**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, Dave Hooton, and Chris Geggus. **Starts this issue!**

**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 Steve Koehler, will take 2 more.

**Malamute.** New World. Have Dennis Cain, Andy Lewis, Andy York, Dave Partridge, and Cary Nichols, will take up to 1 more. **Starts next issue!**

**Cats and Dogs.** History of the World. Have Andy Lewis, Kevin Wilson, Dave Partridge, Dave Anderson, Paul Bolduc, Michael Longdin, and Dennis Caon. **Starts next issue!**

**Sand Flea.** Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, Paul Bolduc, Michael Longdin, and Ward Narhi, will take up to 1 more (2 if one player plays the Bene Tleilaxu).

**Canus Domesticus.** Republic of Rome. This will be run as a pbem game through the website, and will not be synchronized with the zine. Have Ward Narhi, Dave Partridge, Paul Bolduc, and Michael Longdin. Will take 1 or 2 more.

### Wish List

**Gunslinger.** Scenario to be determined. Have Paul Bolduc and Chris Geggus, will take up to 5 more.

**Kremlin.** Will start after Flea Collar ends. Have Ward Narhi, will take up to 5 more.

**Silverton.** Will start after Terrier ends. Have Dave Partridge, Michael Longdin, and Ward Narhi, will take up to 3 more

**Robo Rally.** Will take up to 8.

**Machiavelli.** Will take up to 8.

**History of the World.** Have Chris Geggus, will take up to 6 more.

**Merchant of Venus.** 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.

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

None this issue.

### Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat  
Miller Number 2001Fpw10  
Summer 1470

Deadline for Fall 1470: 8/21 Tuesday

Venice moves northward against France, while Naples grabs what he can.

#### Spring 1470 Retreats

Naples A Pisa retreats to Piombino

Venice A Verona retreats to Treviso

#### Outstanding Debt

Spring 1472: 21 ducats due from Venice (14 borrowed)

#### Orders

FRANCE : A AUSTRIA supports A Milan to Tyrolea, A Slavonia to CROATIA, A Trent to CARINTHIA, A Verona to FRIULI, A Bologna to FERRARA, A Mantua to VERONA, A Milan to TYOLEA, A Lucca to Pisa (DISLOGED, retreat Pistoia, garrison, OTB), F Sienna supports F Western Mediterranean to Tyrrhenian Sea (DISLOGED, retreat Patrimony, OTB), F Marseilles to GULF OF LIONS, F Gulf of Lions to LIGURIAN SEA, F Western Mediterranean to TYRRHENIAN SEA

NAPLES + : A Piombino to SIENNA, A PERUGIA supports A Piombino to Sienna, A Spoleto to CAPUA, A Naples to AQUILA, F Ionian Sea to DURAZZO, F Otranto to IONIAN SEA, F Salerno to OTRANTO, F Palermo to GULF OF NAPLES, F Central Mediterranean to TUNIS, G PALERMO convert to F

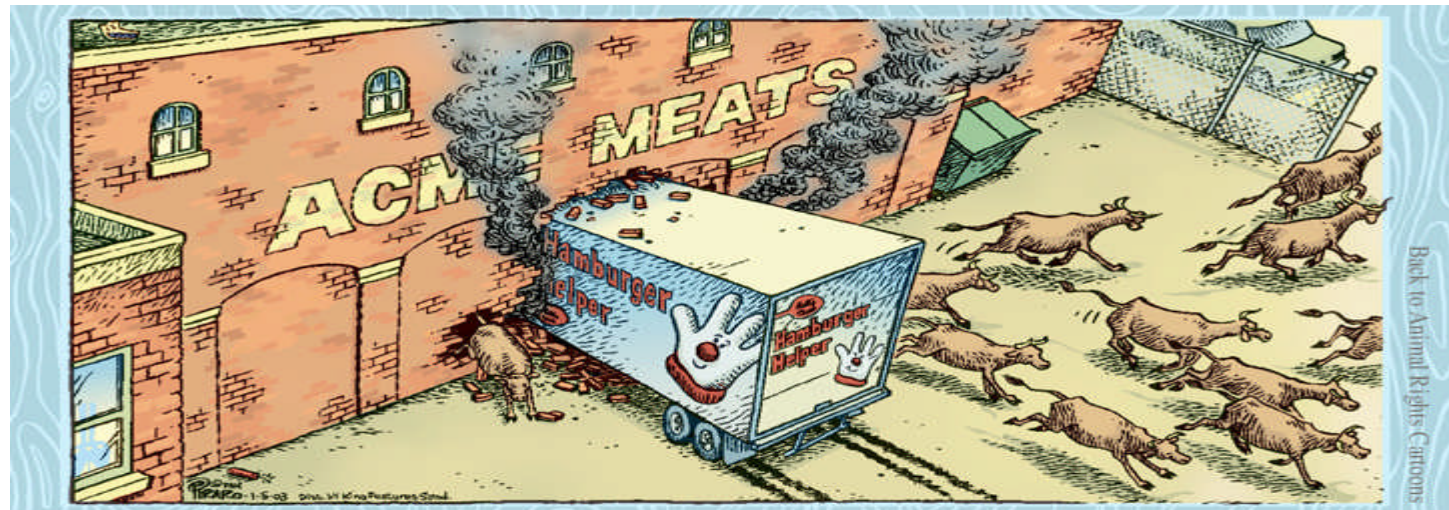
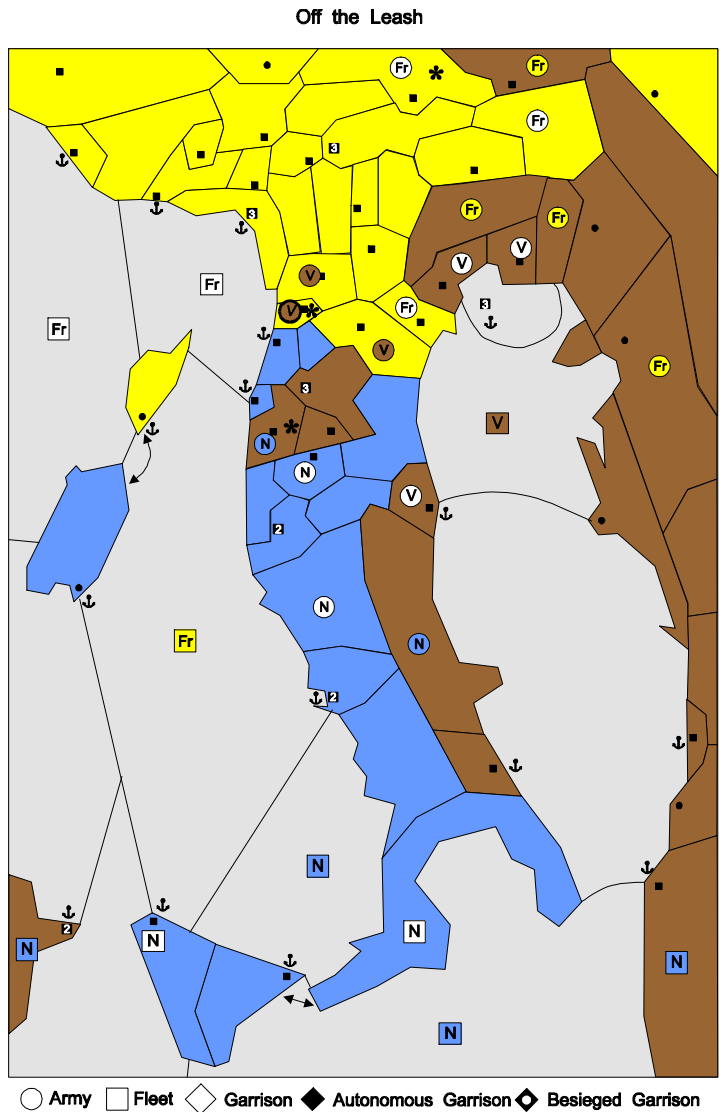
VENICE : A Tyrolea to Austria (DISLOGED, retreat Como, Swiss, Turin, garrison, OTB), A TREVISO supports A Urbino to Padua, A MODENA holds (u), A Florence to BOLOGNA, A (EM) Pisa to LUCCA, A Urbino to PADUA, A Aquila to ANCONA, F UPPER ADRIATIC transports A Urbino to Padua

#### Press

**France – Naples:** It seems that venetian units are without control. Please, take Tunis and go up on the east coast to conquer the Turkish Empire and weaken him: Durazzo, Albania and so on. I shall stop where I am with my fleets and am going south on the home centers of Venice. We shall see in dalmatia and we can make a two player victory without Venice.

**Naples – All:** Welcome back our Venice Doge... quite some moves, there, hey? OK, my friend France, your units are now needed up north it looks like. I'll try to be a bit better in the strategy department.... we'll see what happens now... good luck...

**Venice – Naples:** AS promised, moving north. Are you giving what up til now has been a very interesting and well played game to France or will you make him work for it?



## Dogfight

### Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory Miller Number 2005Apw10 Summer 1459

Deadline for Fall 1459 8/21, Tuesday

It becomes a free-for-all, with Naples attacking Naples and Venice, Austria attacking France, Venice attacking Naples and the Pope, the Pope attacking Naples, and Naples attacking Venice, the Pope, and France.

#### Spring 1458 Retreats

Austria retreats A Milan to garrison  
Venice retreats F Slavonia to Carniola

#### Orders

AUSTRIA : A HUNGARY holds, G MILAN converts to A  
FLORENCE (CD): No units  
FRANCE : A SWISS to TURIN, A TYROLEA supports A Milan, A Turin to PAVIA, A (EM) MILAN supports A Parma to Cremona (cut), A Parma to CREMONA, A MODENA to Mantua, F Ligurian Sea to CORSICA, F Gulf of Lions to SARDINIA  
NAPLES : A (EM) Slavonia to CARNIOLA, A Spoletto to URBINO, A Capua to ROME, A RAGUSA holds, F VENICE supports F Ancona to Upper Adriatic, F Upper Adriatic to PADUA, F Ancona to UPPER ADRIATIC, F TYRRHENIAN SEA supports F Sienna to Piombino, F Western Mediterranean to GULF OF LIONS, F Sienna to PIOMBINO  
PAPACY : A Pisa to SIENNA, A Pistoia to BOLOGNA, A FLORENCE supports A Pisa to Sienna, A (EM) Arezzo to PERUGIA  
VENICE : A Trent to VERONA, A BERGAMO supports G Trent convert to A, A Carniola holds (DISLOADED, retreat Croatia, Istria, Carinthia, OTB), A MANTUA to Bologna, F FRIULI holds (u), G TRENT convert to A

Your treasury:

#### Notes

A French/Naples draw has been proposed. Please submit votes with your orders:  
NVR = No, NMR = Yes.

#### Press

**Austria – Naples:** Thanks for the offer. I will take you up on it in the future.

**Florence – Pope:** Hmm, it is unfolding exactly as I predicted. Like Venice said, it could have been a good game...

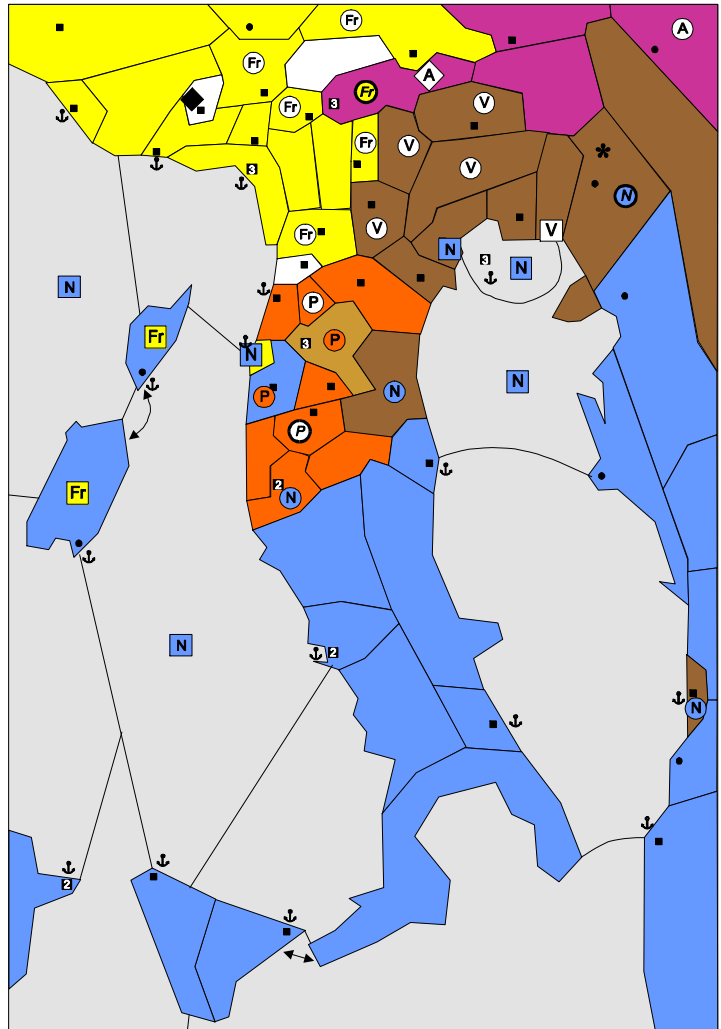
**France – Austria:** The end is near, we fought a good fight, but lets put on our puckering-up lips to kiss butt to the new Naples Emperor for life.

**France – Naples:** I've always wanted an Island Estate, please forgive my fleet Captains in trying to take one or two Islands for me. If I remember right, you owe me one for your Captain's Inland move in taking Marseille. The Celebration may be early, but let me be the first to congratulate you on your victory.

**France – The Pope:** You'll be having to move your home to Florence after the Fall Campaign, Rome will be now under Naples's control.

**France – Venice:** I believe the Germans will make the same error, fighting on

#### Dogfight



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

Multiple fronts is a loosing situation. You should have taken our Peace Treaty.

**Pope – Venice:** Too bad. I wish we could have a better game. It was just Frances and Naples to win almost from the beginning.

**Venice – Pope:** Told you so!

## Salty Dog

### Seafarers of Catan End of Game Statements

**Ward Narhi** Congrats to Kevin. I plotted many ways to try and take the longest road from him but never could do it. I missed a turn so that slowed my momentum.

**Bill Scharf** 5 of my seven resource collectors were next to six and eights, I was on a three to one port as well...sixes were extremely rare however...so having the ore port was pointless. I played well given the resources I had to work with...congrats to Kevin on his win.

**Dave Partridge** Congratulations to Kevin on a good win. He pinned me down very early on with his placement of the Pirate and I'm actually rather happy that I managed to get as close to the win as I did. I haven't played this variant enough to know, but I wonder if it's telling that the two top positions went to the players who ran down to the Gold hexes?

**Cary Nichols** Congrats, Kevin!

**Chris Geggus** Well played to Kevin. As much as I like Settlers, I do think that pbm loses a big chunk of the game with the bartering phase. Not easy to do by mail.

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

**Genoa** buys 25 tokens  
**London** buys 9 tokens

**Venice** buys 11 tokens  
**Hamburg** buys 26 tokens.

**Barcelona** buys 29 tokens  
**Paris** buys 15 tokens

**Turn 7, Phase 1: Draw Cards**

Done.

**Phase 2: Buy Cards**

Genoa, Hamburg, and Barcelona each buy a card.  
Your card is:

**Phase 3: Play Cards**

**London** plays Cloth (Genoa gains \$45, Venice gains \$20, and Hamburg and Paris each gain \$5)

**Venice** plays Leonardo da Vinci (20: B, P, Q)

**Paris** plays Ivory/Gold as Ivory (\$10 each to London, Paris, Genoa, and Barcelona)

**Genoa** plays Bartolome de las Casas (30: Y) (\$10 protection) and Famine (Barcelona Misery increases to 150, Hamburg to 125, London to 125, Venice to 100, Genoa to 100, and Paris to 225)

**Hamburg** plays Civil War on Genoa (Genoa must lose \$48 or 13 tokens, Misery increases to 50 Genoa reduced to token), Revolutionary Uprisings (Barcelona Misery increases to 90, Hamburg to 90, London to 90, Venice to 70, Genoa to 80, and Paris to 150), Christopher Columbus (30: U, T), and Metal (Barcelona and Hamburg each gain \$6, surplus removed)

**Barcelona** plays Andreas Vesalius (20: B, D), Metal (\$24 each to Barcelona and Hamburg, \$6 each to London and Genoa), Rebellion in China.

**The Players**

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	150	29	\$120	6	16	O2	3	A, E, F, I, J, K, N, O, R, S, T, V, X, Y
Cary Nichols	Hamburg	125	26	\$135	5	13	10	4	A, E, F, G, I, J, N, O, R, S, V
Bob Robles	London	125	9	\$91	1	8	8	1	A, E, F, I, J, V, W
Dennis Cain	Venice	100	11	\$100	2	10	10	0	A, E, F, I, R, S, V
Steve Koehler	Genoa	100	25	\$146	4	14	O1	6	A, B, C, E, F, I, J, K, N, O, R, S, T, V, X
Michael Longdin	Paris	225	15	\$105	3	8		4	E, I, J, W, X

Players are listed in reverse tie breaking order.

**Played Leaders**

Leonardo da Vinci (20: B, P, Q): Protected, played by Venice

Bartolome de las Casas (30: Y): \$10 protection, played by Genoa

Christopher Columbus (30: U, T): No protection, played by Hamburg

Andreas Vesalius (20: B, D): \$10 protection, played by Barcelona

**Cards****Commodity Log**

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

**Shortage, Surplus**

**Sirius**  
**Merchant of Venus**  
**Turns 18.5 to 20.5**  
**Turns 20.6 to 22.6 7/3, Tuesday**

Errata

The map was incorrect last turn in that it did not show the results of the Eeepeeep turn 18. It has been corrected.

Turn 18

5<sup>th</sup>: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 3 \* 3**

**R – B – (Y) – B – R10 – B10 – (Y) – B – R – Goliath(o) – B – R.**

6<sup>th</sup>: **Bob Robles (Dell/Dells Without Names) Rolls Used: 2 6**

**R40 – Ice Station(p).**

Sells Finest Dust for \$50 (from the cup: Demand for Dust at 5). MM4 gains \$5 port commission.

Turn 19

1<sup>st</sup>: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 4 5 6**

**Goliath(s) – Goliath(p).**

Sells Custom Hives for \$220 (from the cup: Finest Dust at 4a). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Finest Dust at 4a and Demand for Wine at 4a). Buys Factory for \$200 and 2 Designer Genes for \$120. Gains \$74 in port commissions.

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

**Interstellar Biosphere – B – (Y) – (R) – Bypass(p).**

Sells Melf Pelts for \$110 plus \$100 demand (from the cup: Space Spice at 2 and Demand for Pelts at 6). Sells Melf Pelts for \$100 plus \$100 demand (from the cup: Voll Silk at 1b and Demand for Perfume at 3). Sell Melf Pelts for \$110 plus \$50 demand (from the cup: Melf Pelts at 5 and Mulch Wine at 3). Buys Factory for \$200, Shinig Slime for \$100, 3 Immortal Grease for \$150, and picks up Fare. Gains \$50 in factory commissions and \$103 in port commissions.

3<sup>rd</sup>: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 3 \* 4**

**Asteroid City West – Y10 – A.**

Picks up Relic Yellow Drive.

4<sup>th</sup>: **Dennis Cain (Niks)**

Transfers Pedigree Bolts from Space Revolver to Space Howitzer

**Space Howitzer Rolls Used: 4 6**

**Paintfall(s) – Paintfall(o) – TeleGate1 – TeleGate6 – (R) – B – (Y) – Airhome – A – (R10) – Asteroid City East.**

Sells Pedigree Bolts for \$200 (from the cup: Demand for Grease at 7b). Buys Factory for \$100.

**Space Revolver Rolls Used: 4 4 6 6**

**Paintfall(s) – Paintfall(o) – TeleGate1 – TeleGate6 – (R) – B – (Y) – Airhome – A – (R10) – Asteroid City East.**

Buys Other Shoes for \$80. Gains \$40 factory commission.

5<sup>th</sup>: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 2 \* 3**

**R – B – (Y) – B – R – B – (Y) – R – Cobble Port(p).**

Sells Impossible Furniture for \$180 (from the cup: Mulch Wine at 3). Sells Megalith Paperweight for \$160 (from the cup: Fare to 9a at Base). Buys Factory for \$160, Infinite Puzzles for \$120, and an Agent for \$80. Picks up Fare to Base. Space Revolver gains \$70 in port commissions, and Atlantis gains \$60 in factory commissions.

6<sup>th</sup>: **Bob Robles (Dell/Dells Without Names) Rolls Used: 4 6**

**Ice Station(p) – A – R – TeleGate 5 – TeleGate 6 – R – B – Y – Airhome – A.**

Turn 20

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

**Goliath(p) – B – R – B – Y – B – R – B – Y – R – Cobble Port(p).**

Sells Designer Genes for \$120 plus \$120 demand (from the cup: Immortal Grease at 6 and Immortal Grease at 6). Sells Designer Genes for \$120 plus \$60 demand (from the cup: Demand for Spice at 3 and Designer Genes at 9a). Buys Psychotic Sculpture for \$160. Space Revolver gains \$58 in port commissions.

2<sup>nd</sup>: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 5 5 (uses Auto Pilot)**

**Bypass – (R) – B – (Y) – (R) – B – (R) – NC5 – NC5 – (Y40) – NC5 – NC5 – B – (R) – B – (Y) – B – (R) – B.**

3<sup>rd</sup>: **Paul Bolduc (Eeepeeep/R. Olivaw) Rolls Used: 4 \* 4**

**A – (Y10) – Asteroid City West – B10 – R20 – A – Aerie.**

Sells Pet Monsters for \$150 (from the cup: Mulch Wine at 3). Buys

Impossible Furniture for \$110. Gains \$26 in port commissions.

4<sup>th</sup>: **Dennis Cain (Niks)**

**Space Revolver Rolls Used: 3 3 5 5**

**Asteroid City East – R10 – A – Airhome – Y – B – R – TeleGate 6 – B10 – Titan's Tower(o) – Titan's Tower(s).**

Buys Titan's Tower port for \$200.

**Space Howitzer Rolls Used: 3 5**

**Asteroid City East – R10 – A – Airhome – Y – B – R – TeleGate 6 – B10 – Titan's Tower(p).**

5<sup>th</sup>: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 5 \* 3**

**Cobble Port(p) – R – B – R – B – (Y) – B – R – Galactic Base – NC5 – B30 – Space Station.**

Sells Infinite Puzzles for \$250 (from the cup: Demand for Silk at 3). Buys Glorious Junk for \$100. MM4 gains \$50 factory commission.

Currently available:

**1a (Nillis):** 2 Bionic Perfume

**1b (Volois):** 5 Voll Silk

**2 (Graw):** 6 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40)

**3 (Niks):** 5 Mulch Wine, 2 Demand for Space Spice (+\$60), 2 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60)

**4a (Dell):** Fare to Base (\$180), 3 Finest Dust, 1 Demand for Mulch Wine (+\$60)

**4b (Humans):** 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

**5 (Shenna):** 2 Demand for Mulch Wine (+\$50), 1 Demand for Finest Dust (+\$50), Melf Pelts

**6 (Yxklyx):** 2 Immortal Grease

**7a (Zum):** 3 Chicle Liquor, 1 Demand for Finest Dust (+\$50)

**7b (Eeepeeep):** 2 Servo-Mechanism, 4 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50)

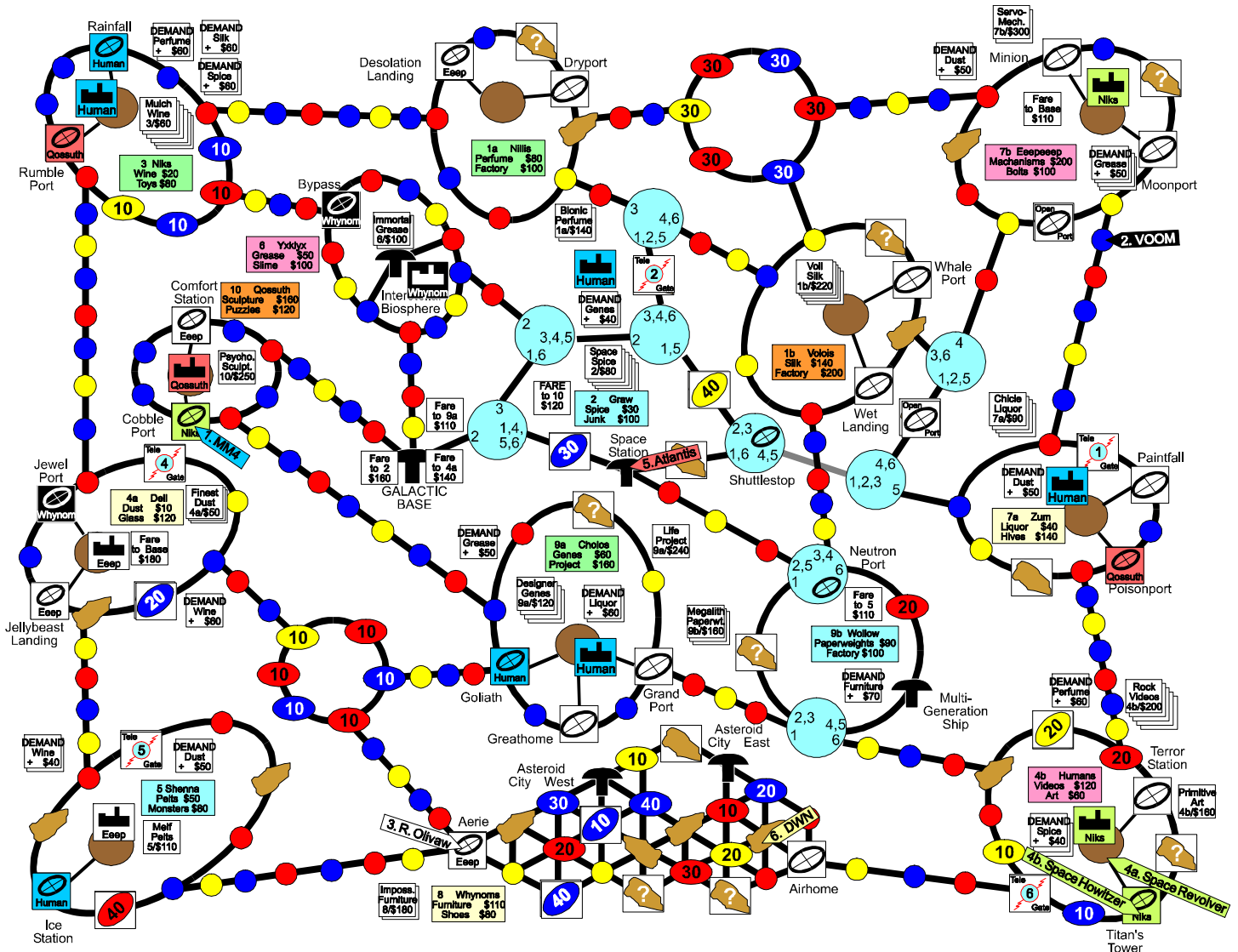
**8 (Whynoms):** 2 Impossible Furniture

**9a (Cholos):** 4 Designer Genes, 2 Demand for Chicle Liquor (+\$60), Life Project

**9b (Wollow):** 3 Megalith Paperweights, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

**10 (Qossuth):** Psychotic Sculpture

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



**1. Mystery Machine 4** \$654  
Normal Scout  
21: 2 3 6//22: 2 4 5

Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250		Shield (\$60)

Graw \$200	Rainfall \$200	Niks \$200	Ice Station \$200
Zum \$200	Goliath \$200	Cholos \$200	

**2. VOOM** \$365  
Fast Freighter  
21: 1 4//22: 3 4 (Use 1 x 2)

Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Immortal Grease 6/\$100	RELIC Auto Pilot 4 \$80

Hold4	Hold5
Shining Slime 6/\$200	Comb. Dive (\$300)

Fare to 4b \$120

4b \$90	Jewelport \$200	Bypass \$200	Yxklyx \$200
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**3. R. Olivaw** \$219  
Rocket Scout  
21: 3 4//22: 1 1 (Use 1 \* 4)

Hold1	Hold2	Hull
Imposs. Furniture 8/\$180		Shield (\$60)

Shenna \$100	9a \$90	RELIC Yellow Drive \$80
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Comfort Station \$200	Desolation Landing \$200	
Dell \$200	Aerie \$200	Jellybeast Landing \$200

**4b. Space Howitzer**  
Sport Freighter  
21: 3 6 6//22: 3 3 4 (Use 2)

Hold1	Hold2	Hold3	Hull

Hold4	Hold5
Red Drive (\$120)	
Yellow Drive (\$80)	

Cobble Port \$200	Eeep \$100	Human \$100	Whynoms \$100
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**4a. Space Revolver** \$38  
Sports Clipper  
21: 1 2 5 6//22: 2 3 6 6 (Use 2\*)

Hold1	Hold2	Hull
Other Shoes 8/\$160		Shield (\$60)

Cobble Port \$200	Eeep \$100	Human \$100	Whynoms \$100
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**5. Atlantis** \$350  
Torch Scout  
21: 4//22: 1 (Times 3)

Hold1	Hold2	Hull
Glorious Junk 2/\$200	Qossuth Agent \$80	Yellow Drive (\$80)

Fare to Base \$150	Shield (\$60)
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Rumble Port \$200	Poisonport \$200
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**6. Dells Without Names** \$230  
Scow Scout  
20: 1 1 3 5//21: 2 3 4 5//22: 5 5 6 (Use 2)

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

7b \$100
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**Outlaw Dogs****Turn 10****End of Game Statements due 8/21, Tuesday**ActionsSegment 1

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

Segment 2

**Border Rider:** Card 5: Cock/Aim/Shoot (aim at I), segment 2 of 2  
**Innocente:** Delay

Segment 3

**Border Rider:** Card 6: Cock/Aim/Shoot (aim at I), segment 1 of 2  
**Innocente:** Delay

Segment 4

**Border Rider:** Card 6: Cock/Aim/Shoot (aim at I), segment 2 of 2  
**Innocente:** Delay

Segment 5

**Border Rider:** Card (B3): Shoot at I (net aim = 8, effective range = 1, BE becomes VITAL, DEAD), card 4 drawn.  
**Innocente:** Pass

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)	D6>D7	7, 8	1H +2		0	Dead
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

**Innocente – Border Rider:** For Pete's sake, pull the trigger, its the piece of metal under your rifle!!

Final Victory Point Tally

Character	Victory Points	Total
The Kid	-8 (killed)	-8
Border Rider	+1 (shared kill of El Jefe) +2 (killed Drifter) +2 (killed Innocente) +2 (hold field) +2 (survive) +20 (4 money bags)	29
Gun Artist	+2 (killed The Kid) -8 (killed)	-6
Innocente	-8 (killed)	-8
Drifter	+1 (shared kill of El Jefe) +2 (killed Gun Artist) -8 (killed)	-5
El Jefe	-8 (killed)	-8

Congratulations to Andy on his victory.

**Doberman****Turn 5b****Turn 6a due 8/21, Tuesday**Cards

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

100%Trash plays Waste Removal, lowering his waste to 11; BIBCO goes to 6, PIT goes to 4, and GOO goes to 7.

BIBCO plays Growth with an Advisor to increase his Growth to 17

PIT plays Raw Materials, auctioning off 5 raw materials. They go to GOO for \$4.

GOO plays Raw Materials, putting 4 raw materials up for bid. They go to BIBCO for \$4

100%Trash fills an Order, gaining \$17 and 5 waste, using 2 raw materials.

BIBCO passes

PIT plays Waste Disposal, reducing his waste to 1

GOO plays Waste Disposal, reducing his waste to 4

100%Trash plays the Advisor, paying off his loan.

BIBCO passes

PIT discards Bribery

GOO passes

100%Trash and BIBCO each pay \$5 for maintenance, GOO and PIT each spend \$4.

Press

**Pit Boss to (not even good) Trash:** Enjoy the accident. 18 cards in the deck. One the Accident. 15 to lay. 4 Orders, 3 Raw Materials, 3 Growth, 3 H/F, only 1 innovation. Hmm, I'd say mathematical odds are agin ya. I know u got an EPA dude in your pocket, but still u gotta pay.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	4	\$13	0	4	17	5	
Dave Partridge	BIBCO	1	\$14	0	13	17	5	Order
Richard Weiss	PIT	2	\$29	0	0	19	4	Bribery
Eric Brosius	GOO	3	\$4	0	5	15	4	Innovation

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	2/10	5/1	16	35
Dave Partridge	5/1	4/3	4/3	6	31
Richard Weiss	5/1	5/1	5/1	1	36
Eric Brosius	4/3	4/3	3/6	4	29

Available Cards

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

Accident card was drawn. 100%Trash plays his Bribery card, thus paying a total of \$11 and avoiding a downgrade of his factory. Deck was reshuffled for last drawn card..

Discards**Jackal****Turn 10****End of Game Statements due 8/21, Tuesday**Planning

**Portuguese** maintain 5 ships (\$20), buy 1 ships (\$12) and 8 soldiers (\$80) for \$112.  
**Spanish** maintain 4 ships (\$16), buy 6 ships (\$72) and 6 soldiers (\$60) for \$148.  
**Dutch** maintain 3 ships (\$12) for \$12.  
**Swedes** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.  
**French** maintain 1 ship (\$4) for \$4.  
**English** maintain 4 Ships (\$16) and buy 4 Soldiers (\$40) for \$56.

Outbound Naval Movement

**Portuguese** Move to Y. Dice: 1, 3, 5, 6, 6. Loses 1 ship containing 1 colonist and 1 soldier.  
**Spanish** Move to J. Dice: 1, 2, 3, 5. No losses.  
**Dutch** Move to O. Dice: 1, 2, 2. No losses.  
**Swedes** Move to X. Dice: 3, 5, 5, 5, 6. No losses. Drops off 1 colonist and 2 soldiers. Moves to V. Dice: 1, 2, 3, 4, 5. Loses 1 colonist. Drops off 1 colonist and 2 soldiers. Moves to S. Die: 2. No losses.  
**French** Move to D. Dice: 2, 4, 6. No losses.  
**English** Move to X. Dice: 1, 1, 3, 4, 6. Loses 1 ship containing 1 colonist and 1 soldier, plus 1 additional soldier.

Mining

Swedes mine 2 gold in S.

Exploration

Portuguese discover a mine in Z.

Land Movement

**Portuguese** move 3 colonists and 2 soldiers from Y to Z, 3 colonists and 7 soldiers from fleet to Y.  
**Spanish** move 1 gold J to fleet, 3 soldiers and 3 colonists from J to F, 3 colonists from J to I, 5 colonists and 6 soldiers from fleet to J.  
**Dutch** moves 1 colonist from N to M, 2 colonists from O to N, 4 colonists from fleet to O.  
**Swedes** move 2 gold to fleet, 2 soldiers and 1 colonist from fleet to S, 1 colonist and 2 soldiers from anchorage dot to V, and 1 colonist and 2 soldiers from anchorage dot to X.  
**French** move 2 soldiers from G to F, 1 colonist from K to G, and 2 colonists from fleet to D.  
**English** move 1 soldier from U to R and 2 soldiers and 3 colonists from fleet to X.

Combat

**Portuguese** attack the Portuguese in Z. Portuguese lose 1 soldier, English lose 2 colonists. **Swedes** attack the English in X. Swedes lose 2 soldiers and English lose 2 soldiers and 3 colonists.

Native Combat

None

Native Uprisings

Climate is a 2. No uprisings.



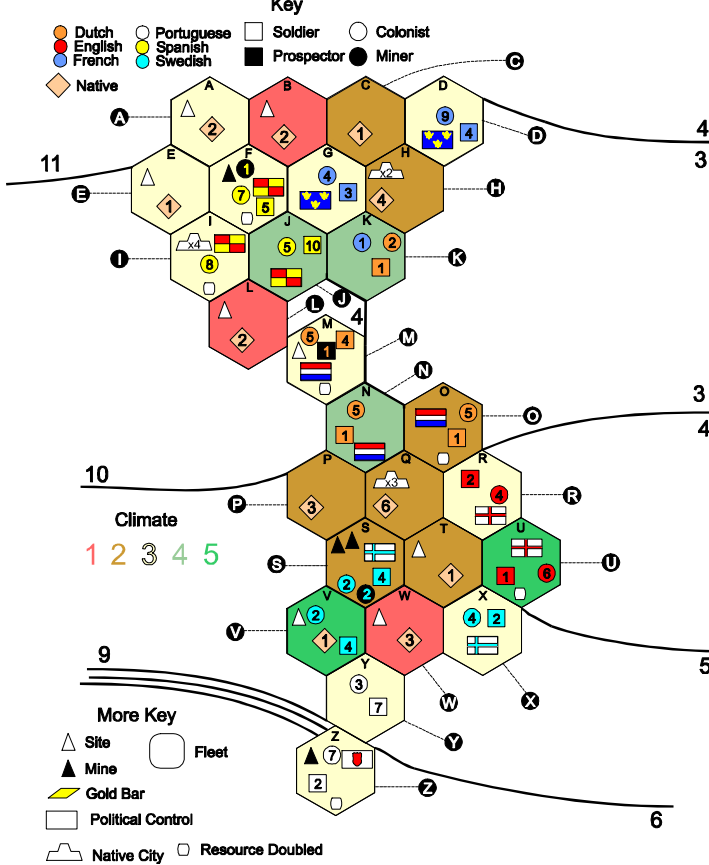
Survival

Climate is a 5.

Dutch lose 1 soldier in O. Swedes lose 1 soldier in S.

Political Control

Dutch gain political control of O. Swedes gain political control of S and X.



Homebound Naval Movement

Portuguese: Dice: 1, 1, 4, 5, 6. Loses 2 ships..

**S.O.B.**

**Spanish:** Dice: 2, 3, 3, 5. No losses.

**Dutch:** Dice: 3, 4, 5. No losses.

**Swedes:** Dice: 2, 2, 3, 3, 3, 4, 4, 6, 6. No losses.

**French:** Dice: 1, 5, 6. Loses 1 ship.

**English:** Dice: 2, 3, 4, 6, 6. No losses.

Income

**Portuguese:** Political Control: \$80, resources: \$51.

**Spanish:** Political Control: \$160, gold: \$40, resources: \$105.

**Dutch:** Political Control: \$160, resources: \$81.

**Swedes:** Political Control: \$120, gold: \$80, resources: \$24.

**French:** Political Control: \$120, resources: \$42.

**English:** Political Control: \$120, resources: \$54.

Press

**Dateline: New Portugal:** Some pesky southern Indians have been eliminated for the common good of humanity, while the evil English have had their nose bloodied, and will get a right royal pummeling if they try it on again in future. We stout-hearted and well-insulated-against-the-cold Portugeese will brook no opposition to our conquest of the southern regions. We call upon all right-minded civilised peoples, and even the Dutch, to assist us in teaching the English to say please, and to take no for an answer. Our final word to the hegemonists in London is "Don't make me come to U"!

**Dave – Andy:** Sorry about that but I couldn't win the money race and had to go for political control in turn 9 before the game ended this turn. You were the only other one who seemed to have a shot at a PC win. Had to roll the dice and take a shot at it. Of course a climate roll of 1 ruined that even if I hadn't lost a colonist on the trip.

Final Scores

Country	Player	Money
Spanish	Andy York	\$990
French	Andy Lewis	\$741
English	Bob Robles	\$621
Dutch	Dave Partridge	\$619
Swedes	Cary Nichols	\$374
Portuguese	Brendan Whyte	\$147

Congratulations to Andy York on his win!

**Flea Collar**

**Kremlin**

**Turn 2 Funeral Commission through Parade**

**Turn 3 Cure through Health, 8/21, Tuesday**

Funeral Commission

REDS declares 4 more IP on Purgemoff. MLI declares 6 IP on Purgemoff. KGB declares 1 IP on Schukrutoff. Acting Foreign Minister Purgemoff nominates Natasha Nogoodnik as the new Party Chief. Since there cannot be more than two votes against, (the nominee and nominator must vote for) the nomination succeeds.

Replacement Phase

KGB plays Rising Star in the Party (46) and demands that K be promoted to Ideology Minister. TCC plays Blackmail (20) and demands that C be promoted to a second level position. Natasha Nogoodnik promotes Purgemoff to KGB Head, K (Eduard Boremtodev) to Ideology, and C (Alexej Goferbok) to Industry, and demotes Patina to Economy. Ages to 80. Schukrutof advances to Foreign Minister and Goferbok to Defense Minister by age. LWT declares 7 IP on Purgemoff and 2 IP on Schukrutoff.. Purgemoff promotes I (Anatol Mischif) to Industry Minister and Z (Viktor Wasolin) to Sport Minister. Purgemoff ages to 73. Schukrutoff promotes T, W, X, and Y to candidate. Schukrutoff ages to 81. MLI declares 1 IP on Goferbok and promotes O to candidate. Goferbok ages to 75

Rehabilitation Phase

KGB declares 2 IP on Schukrotoff.. Purgemoff rehabilitates L, E, U, and J, aging to 93.

Parade Phase

Natasha Nogoodnik attempts to wave (dr = 5) and fails. Ages to 81.

Politburo

Office	Politician	Condition	Influence
Party Chief	Natasha Nogoodnik (V)	81, +, ?	<b>1 (MLI)</b>
KGB Head	Andrej Purgemoff (F)	93	5 (REDS), 6 (MLI), <b>7 (LWT)</b>
Foreign	Lech Schukrutoff (B)	81 ++, ?	<b>3 (KGB),</b> 2 (LWT)
Defense	Alexej Goferbok (C)	75, strong	<b>1 (MLI)</b>
Ideology	Eduard Boremtodev (K)	66	
Industry	Anatol Mischif (I)	68	
Economy	Ludmilla Patina (S)	67, +	<b>8 (TCC)</b>

Office	Politician	Condition	Influence
Sport	Viktor Wasolin (Z)	50	

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

Alexej Goferbok is currently **Blackmailing (20)** Natasha Nogoodnik.

**Candidates:** O, T, W, X, Y

**People:** D, E, G, H, J, L, M, N, P, Q, R, U

**Siberia:**

**Kremlin Wall:** A, G

### Players

### Undeclared Influence

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

### Intrigue Cards

## Terrier

### Silverton

#### Turn 4, Phases IV- VI and Turn 5, Phases I-III

#### Turn 5, Phases IV- VI and Turn 5, Phases I-III, 8/21, Tuesday

### Turn 4

### Operations

**Brown** (Partridge) gains \$130 from passenger revenue.

**Blue** (Bolduc) no operations.

**Red** (Scharf) operates #98 (\$60, 1 gold), trades #106 plus \$240 to Orange for #102, receives \$60 passenger revenue.

**Aqua** (Lewis) operates #35 (\$50, 3 silver) and #36 (\$50, 2 silver) Delivers 3 silver from Heber City to Salt Lake City for \$600. Gains \$20 from passenger revenue.

**Green** (Longdin) plays his +2 snowplow to the Trinidad to Raton line (dr = 4, success), operates #41 (\$50, 1 silver), delivers 4 coal from Raton to Pueblo for \$160.

**Orange** (Hooton) operates #62 (\$30, 3 lumber), gains \$90 from passenger revenue. Buys a 15 train for \$120.

### Determine Price Changes

Gold: +1 to \$275

Copper: Remains at \$240

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$160	-2 to \$200	Remains at \$200	Remains at \$60	-1 to \$100
Coal:	-1 to \$60	+1 to \$60	-3 to \$20	Remains at \$60	Remains at \$60

### Turn 5

### Move Prospectors and Surveyors

**Brown** (Partridge) surveys Westcliffe to Salida, no prospecting.

**Blue** (Bolduc) prospects passenger line 1.

**Red** (Scharf) surveys Butte Junction to Socorro, no prospecting.

**Aqua** (Lewis) surveys Price to Green River, and prospects #37.

**Green** (Longdin) surveys Salida to Buena Vista and Pueblo to Manitou Junction, prospects #47

**Orange** (Hooton) surveys Albuquerque to San Ysidro and El Vado to Lumberton, and prospects #113

### Dispute Resolution

No disputes. Brown spends \$140, Blue spends \$45, Red spends \$140, Aqua spends \$220, Green spends \$260, and Orange spends \$240.

### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$400	9, 15		S, S, P+1
Paul Bolduc	Blue	Denver	\$695	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$265	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$620	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$260	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$150	9, 15		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
105	Silver City	Red	Silver	4	Depleted
98	Pinos Altos	Red	Gold	5	\$60
102	Hillsboro	Red	Silver	2	\$40
36	Eureka	Aqua	Silver	8	\$50
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	0	\$50
37	Eureka	Aqua	Silver	N	\$40
92	Raton	Green	Coal	5	\$40
81	Crested Butte	Green	Coal	5	\$40
41	Leadville	Green	Silver	1	\$50
47	Ouray	Green	Silver	N	\$40
106	Cuba	Orange	Copper	N	\$30
119	Farmington	Orange	Coal	3	\$40
62	Taos	Orange	Lumber	3	\$30
113	Porter	Orange	Lumber	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
1	A	Denver – Boulder	\$20	Blue	
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
46	Telluride	Silver	\$160	\$40
80	Aspen	Coal	\$60	\$30

## S.O.B.

#	City	Type	Claim	Operation
121	York Canyon	Coal	\$100	\$30
68	Scofield	Coal	\$80	\$20
32	Fairplay	Gold	\$100	\$50
108	Lordsburg	Copper	\$140	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
9	B	Denver – Leadville	\$120	\$230	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
10	B	Denver – Aspen	\$130	\$250	
13	B	El Paso – Santa Fe	\$140	\$320	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	8	\$200

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$70

**Hound****Turn 3****Deadline Turn 4, 8/21, Tuesday**Commander Actions

Scharfpost opens the bidding on the Data Library and gets it for 20 (Or2, Or3, Or4, Or5, Wa6).

Bartertown X buys population factor (Or3, Or3, Wa4)

Little Green Men opens bidding on Nodule at 25 and gets it (Or2, Wa6, Wa7, Wa10)

Brosiarium buys a water factory (Wa5, Wa6, Wa9) and a population factor (Or3, Or4, Or4)

FEARLESS buys a water factory (Or1, Or2, Or3, Wa7, Wa7) and moves a population factor from an ore factory to man it.

Roobie-Roo buys a water factory (Or5, Wa7, Wa8) and a population factor (Or2, Wa8).

Miles from Nowhere opens the bidding on Heavy Equipment at 30 and BORG gets it for 31 (Or3, Or5, Or5, Wa9, Wa9). Opens bidding on second Heavy Equipment at 30 and gets it (Or1, Or2, Or3, Or4, Wa4, Wa7, Wa9)

Golden Orb buys population factor (Or4, Wa7)

BORG passes.

HBDC buys a water factory (Or5, Wa7, Wa8) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF	No	6
2	Scharfpost	Bill Scharf	OrF, OrF, WaF	3DL	6
3	BORG	Dave Hooton	OrF, OrF, WaF, WaF	HE	5
4	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF		5
5	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF	DL	5
6	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF		5
7	Bartertown X	Andy York	OrF, OrF, WaF, P	2DL	5
8	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF	HE	5
9	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF		4

	Outpost Name	Commander	Factories	Upgrades	VP
10	HBDC	Kevin Wilson	OrF, OrF, <b>WaF, WaF, WaF</b>		3

BORG is Basic Orbital Research Group. HBDC is Heavenly Bodies Development Corporation. FEARLESS is Forward Extraction and Resource Location Exoterrestrial Space Services

Available Upgrades

Income

New Arrival: Data Library, Heavy Equipment, Nodule, Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	0
Warehouse (Wa)	25	4	3
Heavy Equipment (HE)	30	3	2
Nodule (No)	25	2	4

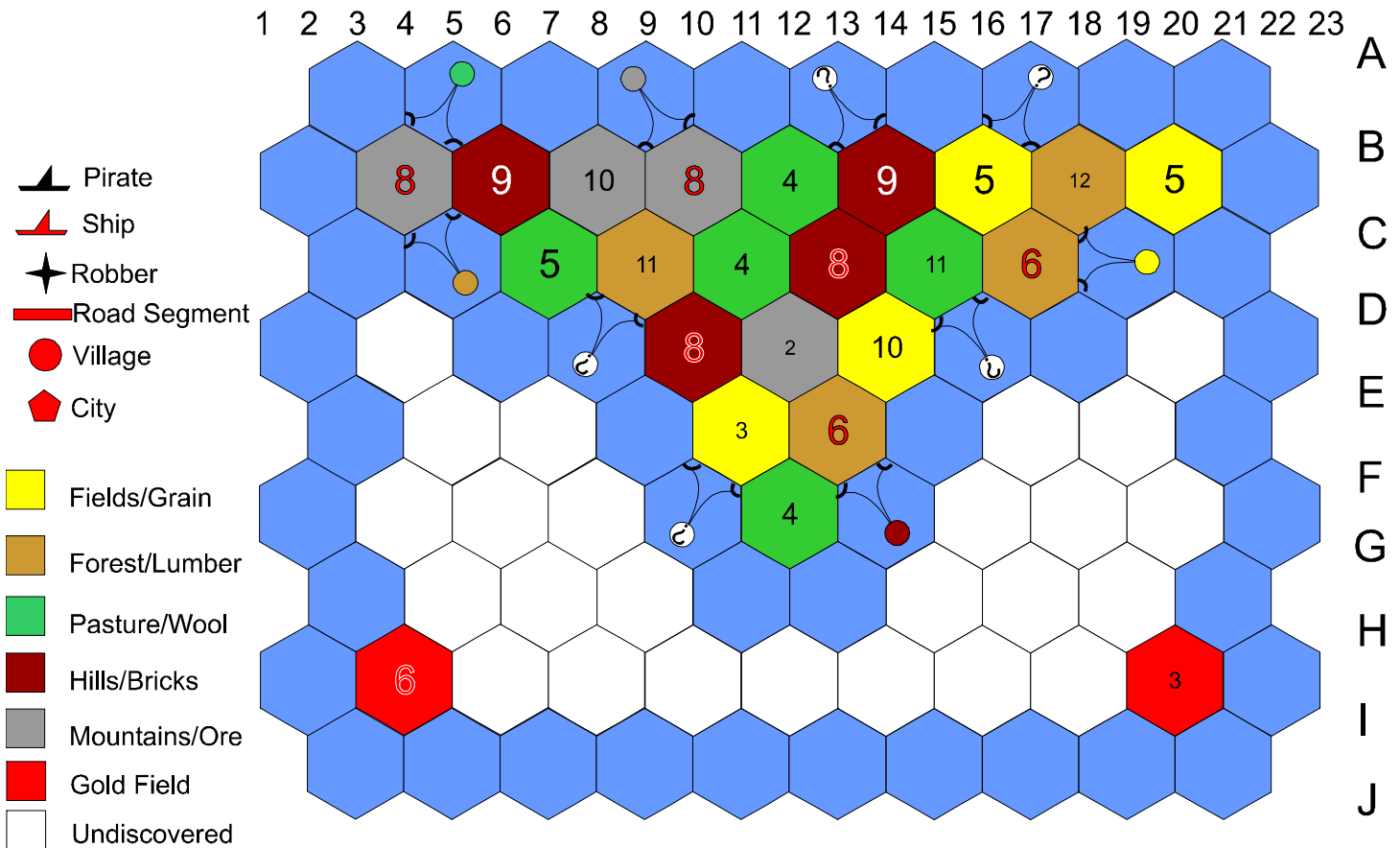
**Bulldog**

**Game Start**

**Deadline Build Phase 1, 8/21 Tuesday**

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Mike Scott	?							
Dave Partridge	?							
Michael Longdin	?							
Andy York	?							
Dave Hooton	?							
Chris Geggus	?							



Notes

- 1) All standard rules apply except as modified below.
- 2) Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.
- 3) In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).
- 4) The following rules cover the orders each player should submit and the activities of the GM:

- A) **Raw Material Production:** The GM will publish the dice rolls of all players for the next turn.
  - B) **Trade:** Each player may specify any trades they wish within the rules. Standing trade offers may be given.
  - C) **Building:** Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.
  - D) **Play Development Card:** If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specify a first and second choice in the event that the Robber was moved in a prior turn.
- 5) The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.
  - 6) The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).
  - 7) Unexplored hexes will be revealed by the first player to build a ship or a road to a vertex. If the revealed hex is a land area, the discoverer will receive the appropriate commodity.

### Pedagoguery

Imagine a gigantic orchestra playing for 14 billion years. At first, all sounds harmonious, but as you listen closely, you notice that the tuba and bass sections are playing a different song very softly. In a way, it appears that this picture describes our universe. When detailed looks are taken at the microwave background radiation, it appears that the lowest frequency modes are much smaller than predicted by the otherwise highly successful inflationary theory.

You have probably seen at some point the standard map of the microwave background radiation: an oval depicting the whole sky, with red and blue speckles on it representing areas that are warmer or cooler than average. That speckling can be represented by what are called spherical harmonics. Harmonics are represented by a series of integers, starting with 0. The 0 harmonic, or  $l = 0$  is what is called the monopole: the whole sphere pulsing in and out. In the context of the microwave background radiation, it represents the average temperature: 2.725 Kelvins. The  $l = 1$  value is what is referred to as a dipole: one hemisphere getting warmer while the other gets cooler. In this context, it represents the motion of the Earth relative to the CBR (Cosmic Background Radiation). When  $l = 2$ , it is called the quadrupole,  $l = 3$  is the octopole, and so on. As  $l$  gets progressively larger, the areas that pulse get progressively smaller. Any pattern on a sphere can be reduced to a series of these harmonics added together. On the Earth, for example, the smaller values of  $l$  would represent oceans and continents, and as the values of  $l$  increased, we would move down to islands, mountain chains, lakes, hills, and so on to progressively smaller and smaller terrain features.

Similar mappings have been done with the CBR. In particular, a probe called the Wilkinson Microwave Anisotropy Probe (WMAP) has taken the most accurate and detailed measurements of the temperature fluctuations of the CBR. These have been compared to the predictions of a particular inflationary theory called the lambda cold dark matter theory. Overall, just like prior probes, the observations are in excellent agreement with the theory. The problem lies with the two lowest modes – the quadrupole and octopole – which are anomalously low in power; well outside theoretical predictions.

There are other strangenesses with these two harmonics. When looking at the correlation of temperatures in separated areas of the sky, theory predicts that there

should be high correlation at low separations (a few degrees), rapidly dropping to zero at about 45 degrees. Between 45 and 125 degrees there should be a slight negative correlation (meaning that areas separated by that amount should tend to have opposite from each other). Above 125 degrees, there should once again be a slight positive correlation. The observed data follows the predictions until we get to separations of about 60 degrees. Above that, there is essentially zero correlation.

Another oddity is that the quadrupole and octopole are aligned with local features. They appear to be closely aligned with the ecliptic, which is the plane of our solar system, as well as the dipole, the motion of our solar system relative to the CBR. Two of the points are also on something called the supergalactic plane, which holds the Milky Way and most of its neighboring galaxies. This alignment is so close that it is highly unlikely to have happened by chance. Does this therefore solve our problem? Is there something in our local neighborhood that masks the harmonics? If anything, it makes our problem bigger, because after subtracting out any local influence, it gives us an even bigger discrepancy between theory and observation. Any interference that canceled out to give us what we observe would be highly unlikely. The other alternative is that the theory is wrong. Indeed, an inflationary theory can be contrived to fit the data, but such a theory would be just that: a contrivance, similar to Ptolemy adding epicycles to his geocentric cosmology to account for the observed retrograde motion of the planets against the stars.

One possible explanation is that the universe has an unusual topology. For example if the universe were finite, and wrapped into a structure resembling a torus or a pretzel, it could produce what we observe. Unfortunately, if the structure were large enough that it was beyond our horizon, it would be very hard for us to verify that it was the case. In the end, the solution will only come from more data. WMAP is continuing to make observations, and it will be joined next year by the European Space Agency's Planck satellite. Between the two of them, they should be able to better ascertain any foreground features that may be masking the background.

Next issue: Why do so many galaxies show spiral structure?

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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.