

Notes from Hades

A lot of activity this time. First of all, I was traveling again (hence the extra week in the deadline), this time to Sweden. And, since my travel was going to take place over my wedding anniversary, I took Celeste with me. My parents were kind enough to come down and look over the boys for the time we were gone. However, nothing seems to go smoothly. The day before we were scheduled to leave, the glass top of our cooktop shattered. Fortunately, no one was near it when it happened, so no one was hurt. Then, on the day we were going to leave, the rear breaks on Celeste's car went out. We were fortunately able to get it fixed before we had to leave.

So we rush to the airport for our flight. We were scheduled to fly from LAX to San Francisco, and from there to Frankfurt, and finally from there to Stockholm. From Stockholm, we were going to take a train to Skövde. Unfortunately, our initial flight was delayed, and as a result, we missed all of our connections. Fortunately we were able to get a flight to Munich and a connection to Stockholm the same day, but it arrived after our train left, and there were no more trains leaving that day. We ended up waiting in train stations and bus terminals until we finally caught a train that left the airport at 3:35 am (originally scheduled for 3:14 am) that got us to Skövde at about 7:20 am.

Why were we in Skövde, you ask? Well, it turns out that Celeste's great grandfather was from that area. After checking into our hotel and grabbing a quick shower and breakfast, we got our rental car and drove to the area where the farm Celeste's great grandfather worked on was located. We found the farm and talked to the family who lives there now. They were very friendly and we talked to them for a couple of hours. They directed us to the museum in Skara where we could find some more information. So, we set out for Skara and there, we found the information we came for and more, since they directed us to the library where they helped people with genealogy research. There, we were able to find even more information about Celeste's family, including a living relative – a 78-year-old cousin named Siv who Celeste's father had actually met when he went to Sweden in the 80's. Sven at the library called up Siv and arranged for us to have lunch at her house the next day.

The next day, we headed back to the farm to thank the people there, then we were off to Husaby where Siv lived. On the way we stopped at the chapel in Våmb, a Medieval fair in Varnham, and the church in Husaby. There were supposedly relatives buried in Våmb, but we couldn't find them. We were able to find the graves of Siv's parents, husband, and daughter in Husaby, however. At lunch, we also met Siv's grandson Emil, who builds sailboats near Gothenborg, on the west coast of Sweden. We had a wonderful time, and Siv even invited us to stay the night, but we had already paid for our hotel, and we had to catch our train back to Stockholm the next morning, so we had to decline.

After our event-packed two days in Skövde, it was back to Stockholm. We arrived at our hotel early Sunday afternoon, and were able to see Skansen, an open air museum/zoo, which was very interesting. I had to work during the week, but Celeste got to explore Stockholm, which she loved. We did have some events during the week. On Wednesday, the whole Forum was invited to the Stockholm City Hall for a buffet. This is the place where the dinner and reception for the Nobel Prizes is held. Truly an incredible place. On Thursday it was our anniversary, so we had dinner at the Gondolin, a restaurant overlooking Gamla Stan, the old part of Stockholm. The Forum wraps up at about midday on Friday, so that afternoon, Celeste and I were able to do some more exploring together, including the Nobel Museum, which was very interesting, if small. Overall, we had a fantastic time in Sweden. If you ever get the opportunity to go, I highly recommended it.

The next deadline is **Tuesday, November 20 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.

Contents

Howling at the Moon	Letter Column	Page 2
Off the Leash	Machiavelli	Page 2
Dogfight	Machiavelli	Page 3
Dog Park	Machiavelli Gamestart	Page 4
Barking Up...	Machiavelli Gamestart	Page 4
Dog Chow	Age of Renaissance	Page 5
Sirius	Merchant of Venus	Page 6
Doberman	Industrial Waste	Page 8
Flea Collar	Kremlin	Page 9
Terrier	Silverton	Page 10
Hound	Outpost	Page 11
Bulldog	Seafarers of Catan	Page 11
Malamute	New World	Page 12
Cats and Dogs	History of the World	Page 13
Pedagoguery		Page 14

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, and Jerry Roalstad. **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, Steve Koehler, Dave Hood, and Robert Koehler. This game is full.

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, Michael Longdin, and Jerry Roalstad. **This game has already started.** Check the website for updates.

Frontier Dog. Gunslinger. Scenario to be determined. Have Paul Bolduc, Chris Geggus, Mike Scott, and Andy Lewis, will take up to 3 more.

Pateel. Kremlin. Will start after Flea Collar ends. Have Ward Narhi, Mike Scott, Bill Scharf, Bob Robles, and Pasquale Giovine, will take up to 1 more.

Hunter. Silverton. Will start after Terrier ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, and Bill Scharf, will take up to 1 more

Barking Up the Wrong Tree. Machiavelli. Have Mike Scott, Cary Nichols, Dave Partridge, Bob Robles, Lynn Mercer, Brendan Whyte, and Berend Renken. **Starts this issue!**

Prosyon. Merchant of Venus. This game will start when Sirius ends. Have Dave Partridge, Bob Robles, Chris Geggus, and Gina Teh. Will take up to 2 more.

Robover. Robo Rally. Have Dave Partridge, Bill Scharf, Chris Geggus, Dave Hooton, and Gina Teh. Will take up to 3 more.

Wish List

History of the World. Have Chris Geggus and Dave Partridge, will take up to 5 more.

Industrial Waste. Will take up to 4.

Outpost. Will start after Hound ends. Will take up to 10.

Machiavelli. This game will start after the next Machiavelli game ends. Have Ward Narhi, will take up to 7 more.

Machiavelli. Gunboat. This game will start after the second Machiavelli game ends. Will take up to 8.

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

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

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

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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

End of Game Statements

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63	'64	'65	'66	'67	'68	'69	'70	'71
Austria:	3	2	3	4	5	4	2	4	0	0	0	0	0	0	0	0	0	0
Florence:	3	6	8	7	6	6	6	7	11	10	8	7	6	0	0	0	0	0
France:	3	7	8	9	10	12	13	10	12	12	14	12	11	12	13	15	20	23
Milan:	3	5	5	2	2	3	0	0	0	0	0	0	0	0	0	0	0	0
Naples:	4	4	5	6	7	7	8	9	8	7	7	10	10	12	12	10	8	12
Papacy:	4	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Turks:	3	5	5	6	4	1	0	0	0	0	0	0	0	0	0	0	0	0
Venice:	4	6	7	6	9	10	14	14	12	15	13	15	15	20	18	18	16	8

The Players

AUSTRIA:	Brendan Whyte (out, Fall 1461)
FLORENCE:	Steve Koehler (out, Fall 1466)
FRANCE:	Pasquale Giovine
MILAN:	Lee McConnell (dropped, Summer 1457), Andy York (out, Fall 1459)
NAPLES:	Mike Scott
PAPACY:	Bob Robles (out, Fall 1457)
TURKS:	Dennis Cain (out, Fall 1459)
VENICE:	Ward Narhi

5th place

4th place

1st PLACE

6th place

2nd place

8th place

6th place

3rd place

Statements

Pasquale Giovine (France): Final comments of the King of Italy, Zinedine the First, called "Tete Dur".

I wish to thank Chris for the GMing.

Incredible to say, I won while the principal candidate arrived third due to his thoughtless behavior during the conclusion of the very long war of position between us, also with some forgotten ducats of loans free to take in this last turn.

About the game, I don't remember very well the beginning of it. Any way I made a no belligerence pact with Florence that worked very well, in fact I was able to consolidate my conquer of Sardinia and Corsica and to attack Milan with the help of Austria and Venice; instead Florence, after the destruction of Papacy, began a war with Naples all along the game until few turn ago without no advantage for him.

After the disappearance of Milan, Austria, Papacy and Turks, Venice and I began the real war for the victory and Venice had many occasions to destroy my resistance in the North, but he never plunged the hit. After some initial won battles, he always stopped the attacks, so I was able to convince Naples to join me against him; moreover Venice attacked Naples in the South and therefore I could easily convince him that the enemy was Venice.

And Venice had fear to win, with 20 cities he left Naples to survive instead to finish him.

Good for me that in these last years was able to penetrate in venetian provinces

and conclude the unification of Italy under the French flag.

Thanks to all again!

Mike Scott (Naples): Quite an interesting game! I really enjoyed this one. Course I always enjoy Gunboat games, but this one had lot's of twists and turns.

I decided to go somewhat slower then I normally do, tho I moved north against the Pope which went somewhat OK, tho France stuck his unit into Rome unexpectedly. Later as the Pope folded, I was hoping that Florence would leave me alone as I saw possibilities with taking Tunis, which I did while Venice took out the rest of the Turk areas, and some where about here Venice also took out Austria.

However I did move against Florence, and some minor moves against France. Then Florence got back at me, taking some areas away, which it took a few turns and lots of luck to move him back out. A few turns later Venice and France joined to squeeze Florence.

And then Venice really attacked me, and only the help of France in both attacking Venice and in helping me kept me in the game. As I started a slow comeback, Venice hit a bad snag, and with France attacking him relentlessly, Venice attempted to get to the Win but France, with my minor moves, stopped that. The we were making good progress - and France really made to much - so he went ahead and took the win.

As always, I always voted against Draws. Sorry to Venice, but I like to see Wins.

Thanks Chris, this one took quite a while, a 2001 game finishing six calendar years later. and sixteen game years. To many breaks in season is the only thing I didn't like.

Looking forward to see who was who, and to play again.

Ward Narhi (Venice): In short, I screwed up big time in this game. I started out nicely, trying to not make enemies with anyone. I kind of lucked out in that Turkey picked a fight with me despite my asking him not to. The luck was nobody really came in to help Turkey out as I crushed him. Next Austria fell to me. After that I was in a bit of a quandary. I had a solid ally in the south in Naples but he limited my growth. I had a slightly antagonistic guy in France stymieing my growth in the north. I *should* have attacked France but I figured had I done that Naples would stab me anyway in order to stop my growth. In retrospect, this was a terrible mistake to attack my long term ally, Naples. I did not think he would remain my ally when I went for the win. One deciding factor in attacking Naples

S.O.B.

was that I could conquer Turkey which seemed smart at the time. The other was that I saw Naples as a larger threat to my supremacy than France at the time. Naples was the second largest power IMO.

The rest of the game was me trying to counter the France/Naples alliance against me. I kind of waffled between throwing everything I had at Naples one year and then trying the same against France the next. Nothing worked. I tried diploming my way out, noting repeatedly that France was getting far too strong and could go for the win. Naples seemed to take my betrayal too seriously to reconsider his single minded attack on me. In the end, I was right when France stabbed Naples for the easy win. Congrats to France but I wish Naples had not just given you the victory and joined me to make you work for it.

Chris Hassler (GM): This has been the longest running game I have ever had in S.O.B. It started in May of 2001, so it was nearly 5 and a half years long. For all that, the players were remarkably consistent. Only one player dropped – Lee McConnell – and I think that may have been for reasons beyond his control. In any event, well played all, and congratulations to Pasquale.

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory Miller Number 2005Apw10 End of Game Statements

Game Summary

	1454	1455	1456	1457	1458	1459	1460
Austria:	3	3	5	3	3	3	2
Florence:	3	2	3	2	2	1	0
France:	3	4	3	6	9	11	12
Milan:	3	1	0	0	0	0	0
Naples:	4	6	7	8	10	13	18
Papacy:	4	4	5	6	5	5	5
Turks:	3	4	2	2	0	0	0
Venice:	4	6	8	10	10	8	4

The Players

AUSTRIA:	Bob Robles	5 th place
FLORENCE:	Ward Narhi (out, Fall 1459)	6 th place
FRANCE:	Jerry Roalstad	2 nd place
MILAN:	Lee McConnell (dropped, Summer 1454), Dale Horsely (dropped, Summer 1455), Cary Nichols (out, Fall 1455)	8 th place
NAPLES:	Pasquale Giovine	1 st PLACE
PAPACY:	Dave Anderson	3 rd place
TURKS:	Dave Partridge (out, Fall 1457)	7 th place
VENICE:	Mike Scott	4 th place

Statements

Pasquale Giovine (Naples): Final comments of the King of Italy, "o re" Maradona the Second (that is better of Pele) .

Again I wish to thank Chris for the GMing.

Great fun of course, and raving change of fronts, alliances and so on, probably due to the rule of Standard Victory that obliges to run to win.

About the game, the early disappearance of Milan gave a good chance to France to expand in an abnormal way, any way congratulations to him.

My initial task to have the immediate dominion of the western seas was obtained in a easy manner, probably due to the feud that involved Papacy and Florence and just so for the disappearance of Milan that distracted France and Venice for the big number of free provinces left by him. Thus Turkey was left alone and I had good game to eliminate him with the northern indifference.

After I had the intuition to attack the biggest one, Venice, instead of weaker neighbouring, and all were happy for this: but Venice had two fronts and I only one against him.

Therefore, slowly but constantly, I gained cities from him and free one in middle Italy and arrived at the end. Too late France perceived the danger: he lost many time to contrast Austria (his ally against Venice?) in Milan, leaving Saluzzo and Lucca without owner and Marseilles always free for me. But Milan is only one city, while the other are three.....

About my last moves against the loyal Pope, they were done only to obtain the last city to win before the counterattack of Venice and France itself. Sorry. Any way, thank you very much to all players for the fun.

Mike Scott (Venice): Don't know why I took Venice, it's not my favorite position, and I sure misplayed it this time.

I tried to take out Austria, only to have France step up and help him. Sure surprised me that it happened as it did in a Gunboat game.

I also tried to help the Turk, who I realized was in real trouble versus Naples... didn't work out, and Naples turned my way, naturally.

I would have like to see others move against Naples, but they had their own

agenda's, and that let Naples get further along, and then he won easily.

Good Game THANKS for GMing Chris!

Jerry Roalstad (France): From the beginning I had two objectives, to ally myself to Austria, and to eliminate Milan as quickly as possible. In the beginning it went well except to get Austria to take Milan, even when I offered my support for him to take it, but then Venice decided to join the land grab, and so we had three powers each holding one of Milan's home provinces. Then Venice offered a deal to let him take out Austria and for me Milan & to consolidate the rest of the provinces. Had I done that, Venice would have surly been in a better position to go against both Naples and I. I had to keep Austria in the game no matter what and that in itself became a frustrating venture. I had to spend ducats to disband Venice's armies to keep Austria in the game, I pushed Venice out of Milan, and when I thought we were now in position for Austria & I to push against Venice, what happened next pushed me to the brink of giving up on the Austria - France alliance. Austria kicked my Army out of Milan, effectively dividing my Armies to offer any help against Venice. I had a choice, keep helping an Ally who was unpredictable, uncooperative, and to cautious or Ally myself to the biggest power in the game? If the Turks had held out against Venice and had I not trashed talked Venice so much, I might have helped Venice to take Austria out. Why oh why Austria were you so obsessed with Milan? We could have pushed Venice to the sea, and yes I could have had a chance to win the race against Naples. I couldn't go against Naples because I didn't have enough Fleets and I was in the middle of a war with Venice. So it was a race to 15 Cities with Naples. I give you credit Venice for offering stiff resistance against the France-Austria Alliance, and if it wasn't for Naples pushing from the south, we would be still at a stalemate. It was

Venice's stiff resistance and Austria's uncooperative moves which cost me the race with Naples. Although like all wars these factors are always keys in winning battles and the war. I want to say to all...thank you for the good game, and please don't take any of my posts serious! I like to mix role playing with my board games and all my trash talking to you Venice and Papacy was just that. Good race Naples, although I think I had to fight the majority of Venice's Armies, which aloud you free access to his soft underbelly, but Venice was in hard spot, and you got the better break. The Papacy, good job to your minor victory against Florence. Finally, to my Austria Ally, if we could have had e-mail access to plan with you, I think we would have done a lot better, this was my first game to post my messages for everyone to read to plan our moves, and so it was hard to make detail plans with you. I had fun, yes at times frustrating turns, but I wouldn't have done anything different. It was a good game we had against Milan & Venice! Cheers All!!!

Dave Anderson (Papacy): DARN!!! Just as I planning my revenge on Naples. The game is over. I was surprised that Venice just collapsed. I was expecting it to be a fight between France and Naples after Venice opened the door by eliminating Milan. Papacy has 2 choices. Florence or Naples. Ducats is more plentiful in Florence than Naples and with the garrisoned cities between Florence and Rome. The ducats is too tempting to resist. Thus begins another game of battling between Florence and the Papacy. The surprising thing was I did not make the first offensive move to fight Florence. Florence moved against me.

Bob Robles (Austria): Congratulations to Naples with a pln to win. I'm just happy to have survived. Thanks to France for trying to support me despite boneheaded moves.

Dog Park

Machiavelli Gamestart

Deadline for Setup Preferences 11/20, Tuesday

Players

Kevin Wilson
Dave Partridge

Bob Robles
Pasquale Giovine

Mike Scott
Dale Horsely

Jerry Roalstad

Notes

Here is the usual pre-game voting. Here are the options:

Scenarios

Scenario I: Balance of Power. Austria is out of play. Scenario VI: Empire and Invaders

Scenario VIII: To the Renaissance

Please indicate your scenario preference, plus your country preference list for each scenario. The scenario with the most votes will be played. The complete list for each can be found at: http://homepages.roadrunner.com/sobhome/Machiavelli_Scenarios.html

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions.

Optional Rules

Natural Disasters (Plague and Famine)

Special Units

Money Lenders

Conquest

Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White

Gray

Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

Barking Up the Wrong Tree

Machiavelli Gamestart

Deadline for Setup Preferences 11/20, Tuesday

Players

Mike Scott
Cary Nichols

Dave Partridge
Bob Robles

Lynn Mercer
Brendan Whyte

Berry Renken

Notes

Here is the usual pre-game voting. Here are the options:

Scenarios

Scenario I: Balance of Power. Austria is out of play. Scenario VI: Empire and Invaders

Scenario VIII: To the Renaissance

Please indicate your scenario preference, plus your country preference list for each scenario. The scenario with the most votes will be played. The complete list for

each can be found at: http://homepages.roadrunner.com/sobhome/Machiavelli_Scenarios.html

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions.

Optional Rules

Natural Disasters (Plague and Famine) Special Units Money Lenders Conquest

Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White Gray Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

Dog Chow

Age of Renaissance

Turn 7, Phase 8 and Turn 7, Phases 1 through 3
Deadline Turn 8 Phases 4 through 6 11/20, Tuesday

Turn 7, Phase 7: Buy Tokens

London buys 8 tokens

Paris buys 30 tokens

Hamburg buys 24 tokens

Venice buys 21 tokens

Genoa buys 34 tokens

Barcelona buys 24 tokens

Turn 8, Phase 1: Draw Cards

Done

Phase 2: Buy Cards

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

Phase 3: Play Cards

London plays Galileo Galilei (protected)

Venice plays Gold (Venice receives \$40, Barcelona, Hamburg, and Paris each receive \$10)

Hamburg plays Timber (Hamburg receives \$27, Barcelona receives \$12, and London and Venice each receive \$3), Wine (Barcelona receives \$20 and Venice receives \$5, surplus removed), Cloth/Wine as Wine (Barcelona receives \$45, Venice receives \$20, and Paris receives \$5), and Stone (Genoa receives \$9, Paris receives \$4, and Barcelona, Hamburg, and Venice each receive \$1).

Barcelona plays Wool (Barcelona and London each receive \$18, surplus removed), Religious Strife (Misery increases: Barcelona to 100, Hamburg to 200, London to 250, Venice to 125, Genoa to 90, and Paris to 250; Papal Decree is now an unplayable Misery burden), Black Death in area VI.

Paris passes.

Genoa plays Enlightened Ruler

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	100	24	\$214	4	17	O3	4	A, B, E, F, I, J, K, L, N, O, R, S, T, U, V, W, X, Y
Cary Nichols	Hamburg	200	24	\$190	3	14	O1	4	A, E, F, G, I, J, N, O, R, S, T, V
Bob Robles	London	250	8	\$113	1	9	8	1	A, E, F, G, I, J, V, W
Dennis Cain	Venice	125	21	\$159	2	7	O1	0	A, B, E, F, I, R, S, T, V
Steve Koehler	Genoa	90	34	\$59	6	12	O2	6	A, B, C, E, F, I, J, K, N, O, R, S, T, U, V, X, Y
Michael Longdin	Paris	250	30	\$92	5	7		5	E, I, J, K, L, V, W, X

Players are listed in reverse tie breaking order.

Played Leaders

Galileo Galilei (20: A, Q), played by London, protected.

Cards

Commodity Log

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

Shortage, Surplus

Sirius
Merchant of Venus
Turns 23.1 to 25.1
Turns 25.2 to 27.2 11/20, Tuesday

Turn 23

- 1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 2 3**
Space Station.
 Sells Psychotic Sculpture for \$250 (from the cup: Finest Dust at 4a).
 Jettisons both Fares (from the cup: Demand for Perfume at 3 and Demand for Grease at 7b). Buys 2 Space Spice for \$60.
- 2nd: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantele 4 4 (uses Auto Pilot)**
Moonport(p) – (Y) – B – (R) – B- (Y) – B – (R) – TeleGate 1 – TeleGate 4 – (Y) – B – (R) – B – (Y10) – (R10) - B10.
- 3rd: **Paul Bolduc (Eepeeep/R. Olivaw)**
Thunderbolt Greaselapper Rolls Used: 4 * 4
Greathome(p) – B – Goliath(p) – B – (Y) – B – R – B – (Y) – R – Cobble Port(p) – B – B – Comfort Station(p).
 Sells Designer Genes for \$120 plus \$120 demand (from the cup: Immortal Grease at 6 and Demand for Grease at 7b). Sells Designer Genes for \$120 plus \$60 demand (from the cup: Demand for Wine at 4a and Demand for Dust at 5). Buys 2 Psychotic Sculpture for \$320. Gains \$74 in commissions.
- 4th: **Dennis Cain (Niks)**
Space Howitzer Rolls Used: 3 3

- Jellybeast Landing(o) – A – (Y) – (R) – B – (Y) – (R) – A – Ice Station(p).**
 Sell Finest Dust for \$50 plus \$100 demand (from the cup: Megalith Paperweight at 9b and Immortal Grease at 6). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Demand for Genes at 10 and Melf Pelts at 5). Sells Finest Dust for \$50 (from the cup: Finest Dust at 4a). Buys 2 Melf Pelts for \$100. Mystery Machine gains \$40 in port commissions.
- Space Revolver Rolls Used: 6 6**
Cobbleport(p) – R – B – R – B – Y – R – Galactic Base – Y – R – B – R – B – Y – R – Bypass – R – B – Y -R10 – B10 – Y10 – R - Rumbleport(p).
 Sells Psychotic Sculpture for \$250 (from the cup: Demand for Dust at 5). Buys Mulch Wine for \$20. Atlantis gains \$27 in port commissions.
- 5th: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 4 * 3**
B – Poisonport(p).
 Buys Transport (Kormoran) for \$240. Glorious Junk and Fare are transferred to the Kormoran. Buys 2 Chicle Liquor for \$80. Receives \$32 in port commissions.
- 6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 4 6**
R – B – Y – NC3 - ? (It's the Gate Lock Relic).
Stops and picks up relic.

Turn 24

- 1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 5 6**
Space Station – B30 – NC2 – Galactic Base – Y – R – B – R – B – Y – R – Bypass – R - B.
- 2nd: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantele 4 4 (uses Auto Pilot)**
B10 – (R10) – B – (Y) – B – (R) – Aerie – (Y) – (R20) – (Y) – A – A – (R10) – Asteroid City East.
 Sells Servo-Mechanism for \$300 (from the cup: Megalith Paperweight at 9b). Sells Servo-Mechanism for \$300 (from the cup: Demand for Grease at 9a). Sells Servo-Mechanism for \$300 (from the cup: Fare to 2 at Base). Hires Agent for \$80.
- 3rd: **Paul Bolduc (Eepeeep/R. Olivaw)**
Thunderbolt Greaselapper Rolls Used: 6 * 4
Comfort Station(p) – B – R – B – (Y) – B – R – Galactic Base – (Y) – R – B – R – B – (Y) – R – Bypass – R – B – (Y) – R10 – B10 – R – (Y) – B – R – B – (Y) – B – R – Desolation Landing(p).
 Sells Psychotic Sculpture for \$250 (from the cup: Finest Dust at 4a). Sells Psychotic Sculpture for \$250 (from the cup: Pet Monsters at 5). Buys Factory for \$100 and 2 Bionic Perfume for \$160. Gains \$76 in port commissions.
- 4th: **Dennis Cain (Niks)**
Space Revolver Rolls Used: 3 3 5 5
Rumble Port(p) – R – B – Y – B – R – B – Y – B – R – Jewel Port(p).
 Drops off Fare for \$140 (from the cup: Demand for Perfume at 4b). Sells

- Mulch Wine for \$60 plus \$120 demand (from the cup: Melf Pelt at 5 and Bionic Perfume at 1a). Buys Finest Dust for \$10. VOOM receives \$33 in port commissions.
- Space Howitzer Rolls Used: 5 6**
Ice Station(p) – (R40) – B – (Y) – B – (R) – B – (R) – (Y) - Aerie.
 Sells Melf Pelts for \$110 (from the cup: Demand for Chicle Liquor at 8). Sells Melf Pelts for \$110 (from the cup: Melf Pelts at 5). Buys Impossible Furniture for \$110. R. Olivaw gets \$33 in port commissions.
- 5th: **Chris Geggus (Qossuth)**
Atlantis Rolls Used: 5 * 3
Poisonport(p) – R – B – (Y) – B – R – B – (Y) – R20 – (Y20) – A – R – B – (Y) – NC5 – Multi-Generation Ship.
 Sells Chicle Liquor for \$90 (from the cup: Demand for Genes at 10). Buy Megalith Paperweight for \$90.
- Kormoran Rolls Used: 5 * 3**
Poisonport(p) – R – B – Y – B – R – B – Y – R20 – Terror Station (o) - ? (It's an Open Port).
 Sells Glorious Junk for \$200 (from the cup: Custom Hives at 7a). Buys 2 Rock Videos for \$240.
- 6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 6**
A – NC6 – R20 – Multi-Generation Ship.
 Sells Impossible Furniture for \$180 plus \$70 demand (from the cup: Other Shoes at 8 and Bionic Perfume at 1a). Buys Megalith Paperweight for \$90.

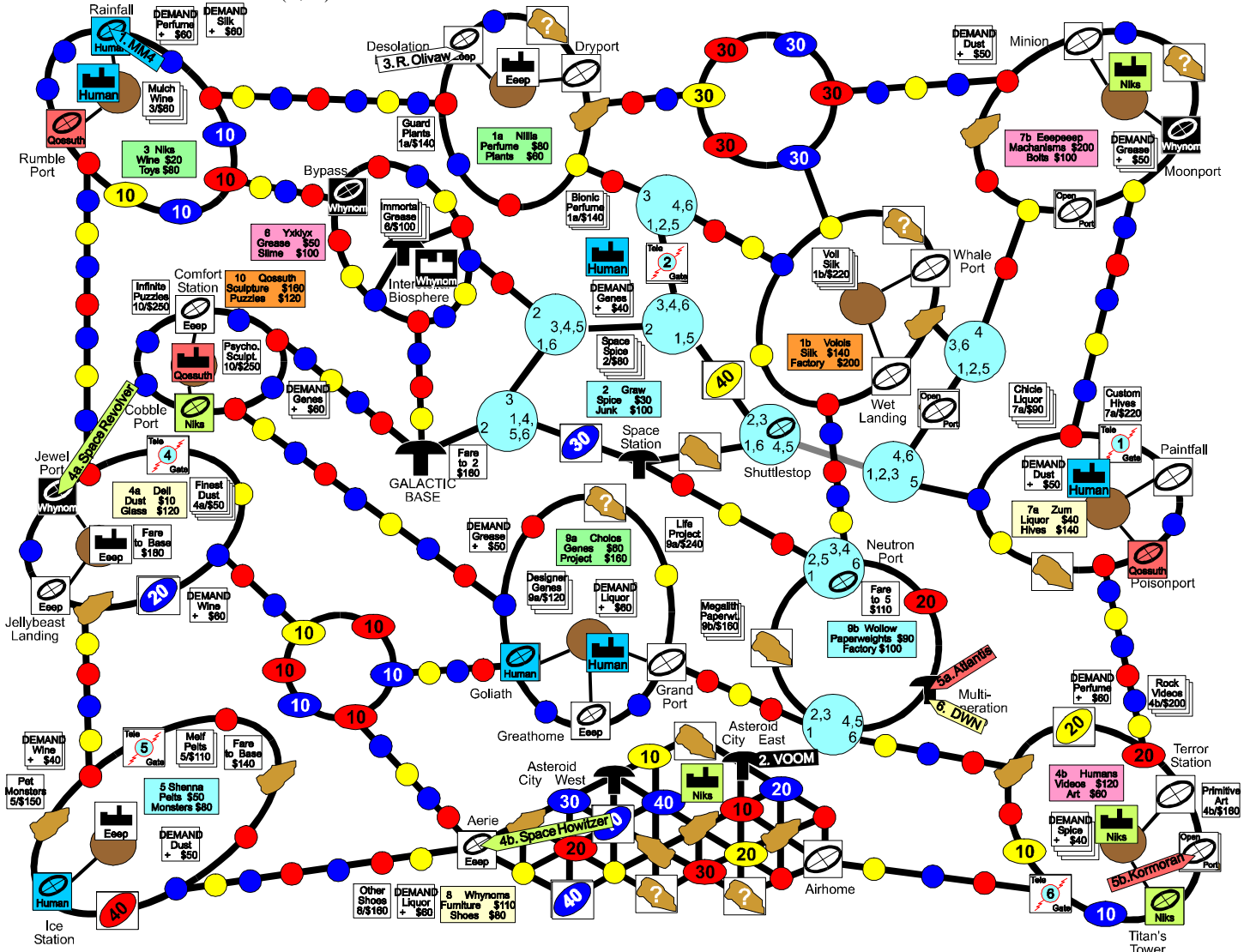
Turn 25

- 1st: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 3 4**
B – Y – R10 – B10 – R- B - Rainfall(p).
 Sells Space Spice for \$80 plus \$120 demand (from the cup: Fare to Base at Currently available:
- 1a (Nillis):** 3 Bionic Perfume, Guard Plants
1b (Volois): 4 Voll Silk
2 (Graw): 4 Space Spice, 2 Demand for Designer Genes (+\$40)
3 (Niks): 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60)
4a (Dell): Fare to Base (\$180), 4 Finest Dust, 1 Demand for Mulch Wine (+\$60)

- 5 and Finest Dust at 4a). Sells Space Spice for \$80 plus \$60 demand (from the cup: Demand for Spice at 4b and Chicle Liquor at 7a). Buys 2 Mulch Wine for \$40. Gains \$38 in port commissions.
- 4b (Humans):** 3 Rock Videos, 4 Demand for Space Spice (+\$40), Primitive Art, 1 Demand for Bionic Perfume (+\$60)
5 (Shenna): 2 Demand for Mulch Wine (+\$50), 1 Demand for Finest Dust (+\$50), Pet Monsters, 2 Melf Pelts, Fare to Base (\$140)
6 (Yxklyx): 4 Immortal Grease
7a (Zum): 4 Chicle Liquor, 1 Demand for Finest Dust (+\$50), Custom Hives

- 7b (Eeepeep):** 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)
- 8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60), Other Shoes
- 9a (Cholos):** 3 Designer Genes, 2 Demand for Chicle Liquor (+\$60), Life Project, 1 Demand for Immortal Grease (+\$50)

- 9b (Wollow):** 3 Megalith Paperweights, Fare to 5 (\$110)
- 10 (Qossuth):** Psychotic Sculpture, Infinite Puzzles, 2 Demand for Designer Genes (+\$60)
- Base:** Fare to 2 (\$160)



1. Mystery Machine 4			\$1622
Normal Scout			
26: 2 4 5/27: 1 3 6			
Hold1	Hold2	Hull	
Mulch Wine 3/\$60	Mulch Wine 3/\$60	Shield (\$60)	
Graw \$200	Niks \$200		
Zum \$200	Goliath \$200		
Cholos \$200	Rainfall \$200	Ice Station \$200	

2. VOOM					\$1523
Fast Freighter					
25: 3 4/26: 4 4/27: 3 4 (Use 1 x 2)					
Hold1	Hold2	Hold3	Hull		
			RELIC Auto Pilot 4 \$80		
Hold4	Hold5				
Fare to Base \$110	Comb. Drive (\$300)				
Whynom Agent \$80	Fare to 4b \$120				4b \$300
Jewelport \$200	Bypass \$200	Yxklyx \$200	Moonport \$200		

3. R. Olivaw			\$734
Rocket Scout			
25: 1 3/26: 3 5 (Use 1 * 4)			
Hold1	Hold2	Hull	
Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140	Shield (\$60)	
		RELIC Yellow Drive \$80	
Shenna \$100			
Comfort Station \$200	Desolation Landing \$200		
Dell \$200	Aerie \$200	Jellybeast Landing \$200	
Greathome \$200	Nills \$100		

4a. Space Revolver				\$880
Sports Clipper				
25: 3 3 5 6/26: 1 3 4 6 (Use 2*2)				
Hold1	Hold2	Hull		
Finest Dust 4a/\$50		Shield (\$60)		
Cobble Port \$200	Titan's Tower \$200			
Eeepeep \$100	Human \$100	Whynoms \$100		

4b. Space Howitzer Sport Freighter 25: 3 4 5//26: 1 5 6 (Use 2) Hold1 Hold2 Hold3 Hull Imposs. Furniture 8/\$180 Hold4 Hold5 Red Drive (\$120) Yellow Drive (\$80)	5a. Atlantis \$39 Torch Scout 25: 5//26: 1 (Times 3) Hold1 Hold2 Hull Chicle Liquor 7a/\$90 Megalith Paperwt. 9b/\$160 Yellow Drive (\$80) Shield (\$60) Rumble Port \$200 Poisonport \$200	5b. Kormoran Torch Transport 25: 2//26: 3 (Times 3) Hold1 Hold2 Hold3 Hull Rock Videos 4b/\$200 Rock Videos 4b/\$200 Fare to Base \$150 Eq.	6. Dells Without Names \$260 Scow Scout 25: 1 4 4 5//26: 1 3 3 6 (Use 2) Hold1 Hold2 Hull Imposs. Furniture 8/\$180 Megalith Paperwt. 9b/\$160 Relic Shield (\$60) RELIC Gate Lock \$100 To \$100
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Doberman

Turn 6b

Turn 7a due 11/20, Tuesday

Cards

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

BIBCO plays Waste Disposal, reducing waste to 3.

PIT auctions off 5 raw materials and gets them for \$3.

GOO auctions off 4 raw materials, and gets them for \$2.

100%Trash plays Growth, improving his growth to 18

BIBCO plays an Order, gaining \$17 and 4 waste, and using 4 raw materials

PIT plays Waste Removal, reducing his waste to 0, and increasing BIBCO and

GOO's waste to 8 and 5, respectively (100%Trash is already at maximum).

GOO plays an Order, gaining \$15 and 3 waste, and using 4 raw materials.

100%Trash plays Innovation and spends \$5 to improve Raw Materials to 1/15

BIBCO plays an Order, gaining \$17 and 4 waste, and using 4 raw materials.

PIT discards Bribery.

GOO plays Waste Disposal reducing his waste to 2.

100%Trash auctions off 1 raw materials and PIT buys it for \$2.

BIBCO passes.

PIT passes.

GOO plays Innovation and spends \$5 to improve Waste Reduction to 2/10

100%Trash passes

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

Press

PIT – SlimeMaster: Please publish a retraction and error announcement. Press from PIT – GOO last issue was a slip on the old goo of the tongue and meant to be sent to Big Industry. BIBCO's purchasing politicians for their pockets and altering the regulatory structure of waste, has placed them in an enviable and controlling position. GOO itself, is still trying to gain traction. After firing workers, I'm having enormous labor issues.

PIT – All: One of the European variant rules for Industrial Waste is that an Advisor cannot be used with Growth, thus slowing those who, like me this game, get to 19 ASAP to control when the game ends. I don't see how that would add much more fun or tactics, because then almost all would innovate almost everything. Does anyone else think that would be an interesting variant to try? P.S. I think David's good play in Doberman will make this the first game I've seen in which the first to 19 Growth did not win. Trust me to break that string.

PIT – All: Another musing about the structure of the game has to do with why rationalization costs the same as the other two innovation tracks and also requires the play of a hiring/firing card. My guess is that rationalizing first and fast turned out to be the winning tactic so much that it had to be slowed. Now it seems too slow to be worthwhile and I've not seen anyone take that as their main tactic. I wonder what it would be like if hiring/firing was not required to reduce workers (only the rationalization card) or else both waste reduction and raw materials require another card as well. Any others have thoughts as to why rationalization is treated differently?

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$3	10	4	16	5	
Dave Partridge	BIBCO	4	\$38	0	5	16	5	Hiring/Firing
Richard Weiss	PIT	1	\$15	0	6	19	4	Growth
Eric Brosius	GOO	2	\$13	0	5	15	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	1/15	5/1	16	22
Dave Partridge	5/1	4/3	4/3	12	42
Richard Weiss	5/1	5/1	5/1	0	29
Eric Brosius	4/3	4/3	2/10	5	37

An Accident was drawn. 100%Trash pays \$10 (taking out a loan to do so) and has his Growth reduced to 16. BIBCO pays \$5 and also has his Growth reduced to 16. Deck will be reshuffled for the turn 8 draw.

Available Cards

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

Discards

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

Flea Collar

Kremlin

Turn 3 Cure through Health

Turn 3 Funeral Commission through Parade, 10/2, Tuesday

Funeral Commission

No activity.

Replacement Phase

MLI declares 2 more IP on Nogoodnik. Nogoodnik shifts Boremtodev to Sport and Wasolin to Ideology. She then demotes Goferbok to Economy, promotes Wasolin to Defense and Mischif to KGB. Nogoodnik ages to 87. Mischif then promotes Oleg Satin (O) to Ideology, and Ulan Putschnik (Y) to Industry. He then promotes Q and U to Candidate. Mischif ages to 72.

Rehabilitation Phase

Plays Rehabilitation by the State President (12) to rehabilitate S.

Parade Phase

Natasha Nogoodnik attempts to wave (dr = 9), fails, and ages to 89.

Special Influence Phase Turn Order

KGB plays Your Agents are Everywhere (54) and declares the order to be: MLI, LWT, HLM, REDS, KGB, TCC

Politburo

Office	Policitian	Condition	Influence
Party Chief	Natasha Nogoodnik (V)	89, ++	3 (MLI)
KGB Head	Anatol Mischif (I)	72, strong, ?	5 (MLI), 4 (TCC)
Foreign	Lech Schukrutoff (B)	82 +, ?	3 (KGB), 2 (LWT), 5 (HLM)
Defense	Viktor Wasolin (Z)	50, ?	1 (REDS), 4 (HLM), 8 (MLI), 7 (TCC)
Ideology	Oleg Satin (O)	62, strong	
Industry	Ulan Putschnik (Y)	52	
Economy	Alexej Goferbok (C)	81, +	2 (MLI), 9 (TCC), 10 (LWT)
Sport	Eduard Boremtodev (K)	66, weak, +, ?	4 (MLI), 5 (TCC)

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

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

Candidates: Q, T, U, W, X

People: D, E, G, H, J, L, M, N, P, R, S (68, +)

Siberia:

Kremlin Wall: A, G, F

Players

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

Undeclared Influence

Terrier
Silverton
Turn 6, Phases IV- VI and Turn 7, Phases I-III
Turn 7, Phases IV- VI and Turn 8, Phases I-III, 11/20, Tuesday
Turn 6

Operations

Brown (Partridge) no operations. Gains \$130 from passenger revenue.

Blue (Bolduc) operates #32 (\$50, 1 gold). Gains \$20 from passenger revenue.

Red (Scharf) delivers 3 silver from Silver City to El Paso for \$300. Gains \$60 from passenger revenue.

Aqua (Lewis) operates #35 (\$50, 2 silver), #36 (\$50, depletes), #37 (\$40, depletes), and #68 (\$20, 4 coal). Gains \$20 from passenger revenue.

Green (Longdin) no operations. Deliver 5 silver from Leadville to Pueblo for \$500.

Orange (Hooton) no operations. Deliver 3 copper from Cuba to Santa Fe for \$720. Gains \$90 from passenger revenue.

Determine Price Changes

Gold: +1 to \$300

Copper: Remains at \$240

Silver: Remains at \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	-1 to \$240	Remains at \$200	+1 to \$100	+2 to \$200
Coal:	+2 to \$120	+1 to \$80	Remains at \$20	+1 to \$100	+1 to \$80

Turn 7

Move Prospectors and Surveyors

Brown (Partridge) surveys Gunnison to Montrose, prospects #48.

Blue (Bolduc) surveys Denver to Platte, prospects #88

Red (Scharf) surveys Silver City to Pinos Altos, no prospecting

Aqua (Lewis) surveys Cisco to Mack and Price to Hiawatha, prospect #73.

Green (Longdin) no surveying or prospecting.

Orange (Hooton) surveys Lumberton to Pagosa Springs and Belen to Socorro, prospect #128

Dispute Resolution

No disputes. Brown spends \$220, Blue spends \$160, Red spends \$120, Aqua spends \$220, and Orange spends \$300.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$240	9, 15		S, S, P+1
Paul Bolduc	Blue	Denver	\$85	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$365	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$1440	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$510	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$640	9, 15		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	N	\$40
32	Fairplay	Blue	Gold	1	\$50
88	Walsenburg	Blue	Coal	N	\$50
105	Silver City	Red	Silver	1	Depleted
98	Pinos Altos	Red	Gold	5	\$60
102	Hillsboro	Red	Silver	2	\$40
108	Lordsburg	Red	Copper	N	\$40
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	4	\$50
37	Eureka	Aqua	Silver	4	Depleted
68	Scofield	Aqua	Coal	4	\$20
73	Hiawatha	Aqua	Coal	N	\$20
92	Raton	Green	Coal	5	\$40
81	Crested Butte	Green	Coal	5	\$40
41	Leadville	Green	Silver	0	\$50
47	Ouray	Green	Silver	N	\$40
106	Cuba	Orange	Copper	0	\$30
119	Farmington	Orange	Coal	3	\$40
113	Porter	Orange	Lumber	3	\$30

#	City	Owner	Type	Goods	Operation
128	South Fork	Orange	Silver	N	\$40

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
74	Elk Springs	Coal	\$60	\$20
46	Telluride	Silver	\$160	\$40
80	Aspen	Coal	\$60	\$30
121	York Canyon	Coal	\$100	\$30
53	Lake City	Silver	\$60	\$30
51	Silverton	Silver	\$60	\$30
65	El Vado	Lumber	\$100	\$30
63	Lumberton	Lumber	\$160	\$50

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

S.O.B.

#	Type	Route	Payoff	Cost	Notes
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 5

Deadline Turn 6, 11/20, Tuesday

Commander Actions

Miles from Nowhere opens the bidding on a Nodule at 25 and FEARLESS gets it for 29 (Or5, Wa7, Wa8, Wa9). Opens the bidding on the second Nodule at 25 and Roobie-Roo gets it for 27 (Or3, Or4, Wa7, Wa8, HE discount). Passes.

Brosiarium buys a water factory (Or5, Wa7, Wa9) and a population factor (Or3, Wa7)

Golden Orb passes.

Bartertown X passes

Scharfpost opens the bidding on a Warehouse at 25 and HBDC gets it for 26 (Wa5, Wa7, Wa9, HE discount). Opens the bidding on a Warehouse at 25 and gets it (Or5, Or5, Wa6, Wa9).

Little Green Men buys a water factory (Wa5, Wa6, Wa9) and a population factor (Or2, Or4, Or5)

BORG buys a titanium factory (Or3, Wa7, Wa9, Ti12), and moves a population factor from an ore factory to man it.

Roobie-Roo passes.

FEARLESS buys a population factor (Wa5, Wa6)

HBDC passes.

The Players

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

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: 2 Nodules, 2 Warehouses

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	5	0
Heavy Equipment (HE)	30	3	0
Nodule (No)	25	2	0

Bulldog

Build Phase 2

Deadline Turn 1.1 to 2.1, 11/20 Tuesday

Initial Placement, Round 2

Chris places at C17, road at C17 – B17.

Dave H. places at C12, road at C12 – C11.

Andy places at D8, road at D8 – C8.

Michael places at F14, road at F14 – E14.

Dave P. places at C5, ship at C5 – C4.

Mike places at E11, road at E11 – E12.

Open Trades

None

Turn 1 Rolls

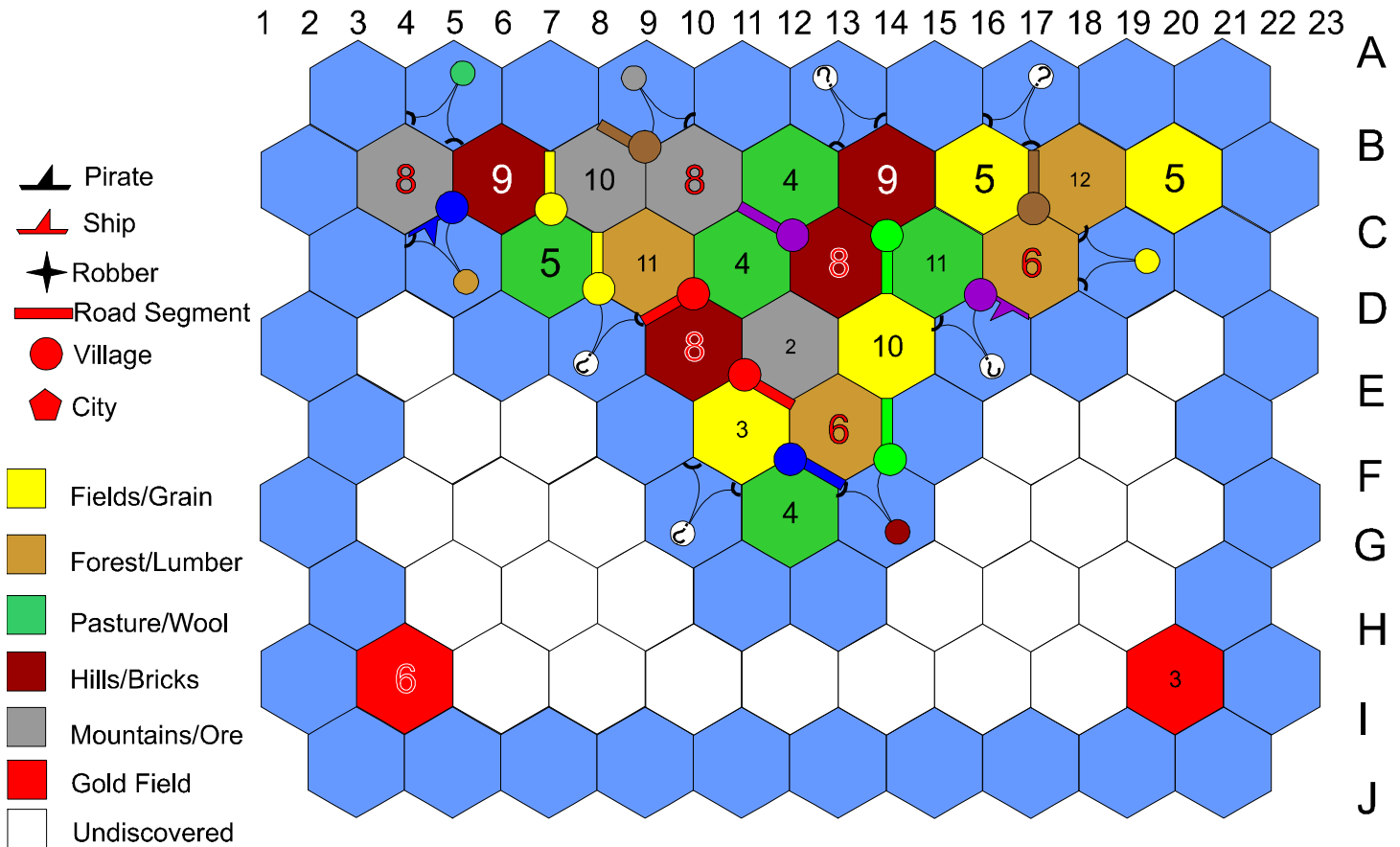
Mike 11 Dave P. 6 Michael 9 Andy 7 Dave H. 11 Chris 9

Turn 2 Rolls

Mike 3

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Mike Scott	Red							
Dave Partridge	Blue							
Michael Longdin	Green							
Andy York	Yellow							
Dave Hooton	Purple							
Chris Geggus	Brown							



Malamute

Turn 1

Deadline Turn 2, 11/20 Tuesday

Variant Vote

The proposal to use the variant passes 4 votes to 1.

Bidding

Andy Lewis bids \$1, selects the Swedes and landing H, \$1 to Dennis Cain

Dave Partridge bids \$0, selects the English and landing O

Andy York bids \$0, selects the Dutch and landing N

Cary Nichols bids \$0, selects the Spanish and landing P

Dennis Cain bids \$0, selects the French and landing C

Non-Player Attitude

Since the Portuguese have no holdings in the New World, his attitude is automatically Exploration. Initial landing is R.

Planning

Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

English buy 4 ships (\$48) and 3 soldiers (\$30) for \$78.

Dutch buy 4 ships (\$48) and 5 soldiers (\$50) for \$98.

Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Portuguese buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

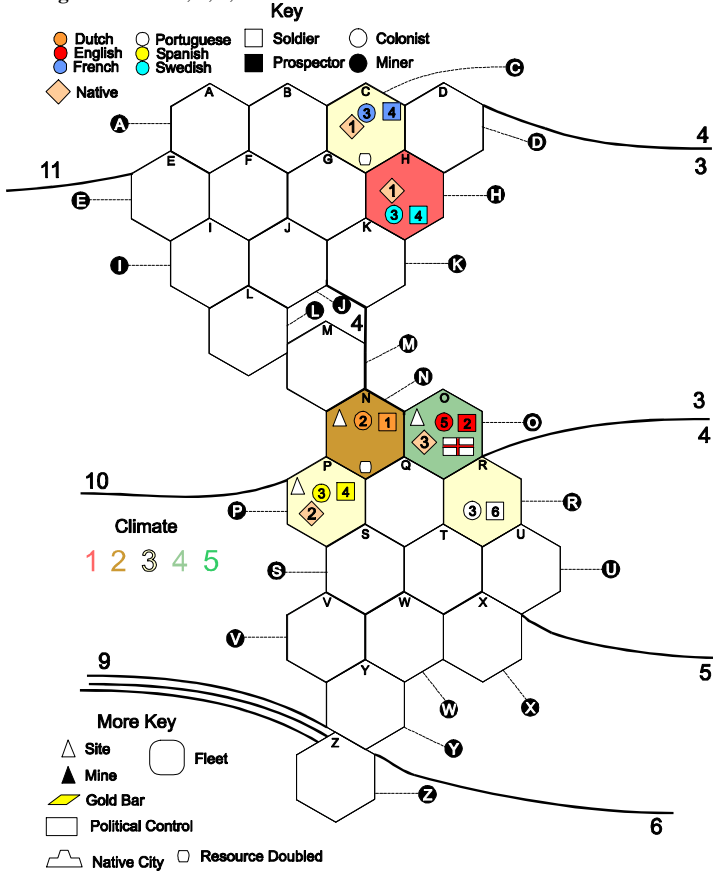
Outbound Naval Movement

Swedes Dice: 2, 4, 5. No losses.

English Dice: 3, 3, 3. No losses.

Dutch Dice: 1, 2, 5, 6. No losses.

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



Land Movement

Swedes move 4 colonists and 4 soldiers into area H. It is a climate 1 area with 1 natives.
English move 3 soldiers and 5 colonists into area O. It is a climate 4 area with 1 site and 3 natives.
Dutch move 5 soldiers and 3 colonists into area N. It is a resource rich climate 2 area with 1 site and 2 natives.
Spanish move 4 colonists and 4 soldiers into area P. It is a climate 3 area with 1 site and 2 natives.
French move 4 colonists and 4 soldiers into area C. It is a resource rich climate 3 area with 1 native.

S.O.B.

Portuguese move 4 colonists and 6 soldiers into area R. It is a climate 3 area.

Native Combat

Dutch: 2 natives and 3 soldiers killed.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 3.

Swedes lose 1 colonist. **English** lose 1 soldier. **Dutch** lose 1 colonist and 1 soldier. **Spanish** lose 1 colonist. **French** lose 1 colonist. **Portuguese** lose 1 colonist.

Political Control

English gain political control of O.

Homebound Naval Movement

Swedes: Dice: 2, 6, 6. No losses.

English: Dice: 2, 4, 4. No losses.

Dutch: Dice: 2, 2, 6, 6. No losses.

Spanish: Dice: 1, 2, 2, 3, 3, 3, 4, 4, 5. Loses 1 ship.

French: Dice: 1, 2, 5, 5. No losses.

Portuguese: Dice: 2, 3, 4, 5. No losses.

Income

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

English: Political Control: \$40, resources: \$5.

Dutch: Political Control: \$20, resources: \$8.

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

French: Political Control: \$20, resources: \$6.

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

Turn 2 Initiative

English, Swedes, Spanish, French, Dutch, Portuguese
 Portuguese attitude is (dr = 8 - 4 = 4) Status Quo.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$98	20	4	4
Swedes	Andy Lewis	\$95	20	4	4
Dutch	Andy York	\$90	19	4	3
English	Dave Partridge	\$127	21	4	5
Spanish	Cary Nichols	\$95	20	3	4
Portuguese	Non-Player	\$63	18	5	4

Cats and Dogs

Epoch 1 Empire Selection and Sumerians

Deadline Epoch I Egypt, Minoans, and Babylonians, 11/20 Tuesday

Epoch I Empire Selection

Royal Manticoran Historical Society keeps

100% Pussycats keeps

Systematic Chaos keeps

Marching through the Ages keeps

Arachnids pass to the Time Traveler

The Time Traveler passes to The Questioner

The Questioner passes to the Arachnids

Epoch I

Systematic Chaos (Cain). SUMERIANS. Plays Population Explosion. Army and Capital Lower Tigris, armies Zagros, Persian Plateau, Hindu Kush, Upper Indus, Lower Indus. Builds Monument Lower Tigris. Points: Dominance in Middle East (4) and India (2), 1 Capital (2), and 1 Monument (1) for 9 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Michael Longdin	100% Pussycats (green)	0	0
Dennis Cain	Systematic Chaos (black)	4	9
Andy Lewis	Marching through the Ages (red)	0	0
Paul Bolduc	Arachnids (blue)	0	0
Dave Anderson	The Time Traveler (orange)	0	0
Dave Partridge	The Questioner (yellow)	0	0

Positions

Systematic Chaos: SUMERIANS: Army, Capital, and Monument Lower Tigris, armies Zagros, Persian Plateau, Hindu Kush, Lower Indus, Upper Indus.

Event CardsEpoch I EmpirePedagoguery

The origin of life remains a mystery. However, some aspects of it are becoming clearer, and with recent evidence that Mars was once warmer and wetter than it currently is, the inevitable question is did life emerge on Mars? Tied to that question is the intriguing possibility that life on Earth is descended from travelers from Mars.

Let us begin at the beginning. Mars, by virtue of its greater distance from the sun, probably cooled and solidified before Earth. Because of this, Mars probably developed oceans before Earth. So, life had the opportunity to evolve on Mars before it had that opportunity on Earth. While there is no guarantee that it actually happened, we are speculating, so let us assume that it did. Given that speculation, life on Mars probably got a head start of as much as a few tens of millions of years. During this time period, there was still a considerable amount of debris left over from the formation of the inner solar system. In addition, Jupiter was still throwing the icy leftovers from the outer solar system inwards, so there was ample opportunity for both planets to get hit, which happened with some frequency. Mars, once again by virtue of its position, got hit more often. And this is where things get interesting.

At this point, life on Mars had probably gotten no more advanced than simple bacteria. In order to shelter from solar radiation, some bacteria probably sheltered within rocks. We find similar organisms on Earth today. We also know that when a large meteorite hits a planet, particularly at a low angle, rocks can be blasted off the planet into solar orbit. We know this for a fact because we have found Martian rocks on Earth. What if one of those rocks contained some Martian bacteria? Could it have survived the journey to Earth? The answer appears to be possibly.

There are three obstacles to be overcome by an organism during the journey. The first is surviving the ejection from Mars into space. The second is surviving the space journey itself, which could last anywhere from less than a year to more than 15 million years. And the final obstacle is surviving entry into Earth's atmosphere and the landing. The first obstacle is surprisingly easy to overcome. The rock that contains the bacteria has to be far enough from the site of the impact not to endure too much shock heating, but close enough to be thrown clear. We have evidence from the Martian rocks that have ended up here that it can be done. The most famous Martian meteorite, ALH84001 showed no minimal of shock

heating. So we know that the possibility exists for life to survive that far.

Life is resilient, but can it survive 15 million years in deep space? Certain bacteria on Earth have the ability to enter a spore state when conditions become too adverse. In this state, they can survive for millions of years. The problem with deep space, however, is radiation. There are several types of radiation to be watchful of. The first is solar ultraviolet. If the bacteria are in the interior of rocks, however, this does not present much of a problem, since the ultraviolet radiation will not penetrate very far into the rock, only a few microns. The real problem for deeper-dwelling microbes is high energy radiation like x-rays and gamma rays, as well as charged particles. The sun is the source of many of these, but cosmic rays are a big source of charged particles. All of these can penetrate deeper into the rock than ultraviolet. In addition, these types of radiation will also generate showers of secondary radiation when they hit an atom within material, so to a point, adding more shielding actually increases the radiation risk. Only a very large meteorite, one that is at least two meters in diameter, could completely shield organisms within itself. However, large rocks tend to take longer making the trip between Mars and Earth, while fist-sized rocks can sometimes make it less than a year. The shorter the journey, the lower the overall radiation dose, and the higher the chances for survival. Some bacteria can survive incredibly high doses of radiation. A species called *Deinococcus radiodurans* can actually survive inside nuclear reactors, for instance. The bottom line is that without further studies, we cannot rule out the possibility that microbes could survive the journey, particularly if it was a short one, on the order of decades or less.

What about entry into Earth's atmosphere? Dust particles have been shown to decelerate fairly gently in Earth's upper atmosphere. Meteorites, however, experience significant friction, and the outer layers typically melt. The heat pulse only has time to travel a few millimeters into the interior of the meteorite, so organisms deeper inside will typically be unscathed. Studies done on Martian meteorites have found that many known single-celled could survive the temperature ranges found.

So, the bottom line. Are we Martians? Possibly, but more study, both here and on Mars, is needed to find out.

Next issue: Is spacetime really a kind of fluid?

Hall of Fame

This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Andy Lewis	16	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood, Outlaw Dogs	Die Macher (2), Merchant of Venus (3), History of the World (5), Modern Art, Liftoff!, New World (3), Gunslinger
Bill Scharf	10	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog	Machiavelli (2), New World (3), Silverton, Liftoff! (2), Dune, Kremlin
Dave Partridge	7	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap	Seafarers of Catan, Outpost, Machiavelli (2), Downfall XIII, New World, Silverton
Pasquale Giovine	6	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight	Machiavelli (6)
Dave Anderson	4	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (3), Slapshot
Chris Geggus	4	Lassie, Dirty Dogs, Dog Tired, Guard Dog	Wembley, Kremlin (3)
Andy York	4	Dog Breath, Running Dogs, Laika, Jackal	Outpost, Dune, Liftoff!, New World
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Paul Bolduc	2	Prairie Dog, Canine	Gunslinger, Dune
Eric Brosius	2	Retriever, Junk Yard Dog	Outpost, Industrial Waste
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Kevin Wilson	2	Dogstar, Salty Dog	Outpost, Seafarers of Catan
Sean Cousins	1	Wolfpack	History of the World
Ray Grib	1	Fleabag	Machiavelli
Kevin Kinsel	1	Mutt	Outpost
Michael Lowrey	1	Canes Venatici	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
Berend Renken	1	Fleabag	Machiavelli
Phil Reynolds	1	New Tricks	Machiavelli
Brendan Whyte	1	Rin Tin Tin	Settlers of Catan



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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.