

Notes from Hades

Happy Easter to everyone! It has been an eventful few weeks for me. While I didn't have to travel this time around, it was only because the meeting was coming to me, so I had to set everything up for everyone. We held the meeting in Long Beach, and while the weather was a bit rainy, it was still better than where most of our guests came from – like Michigan, Ohio, and most of Europe.

Also, we recently had a momentous event: the sixth birthday of my sons, Erik and Scott. Since the boys' favorite TV show is *Mythbusters*, the party was based on that theme. It went well, but it was exhausting dealing with 12 5 and 6 year olds with sugar rushes.

Last issue, I made a mistake and didn't realize that Dave Partridge had won *Sirius*, the *Merchant of Venus* game. That was quickly pointed out to me by an astute player, and so I contacted all of the players to inform them of this rather major change. As a result, we can now start two other games: *Sand Flea* and *Gaspode*.

Speaking of game starts, John Boardman has asked me to let you all know that he has an opening for players in a *Diplomacy* game in his zine *Graustark*. His address is in the address section.

The next deadline is **Tuesday, April 29 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

Sand Flea. Dune. We will use the optional *Lansraad*, *Ixians*, and *Bene Tleilaxu*

powers. Have Kevin Wilson, Bob Robles, Paul Bolduc, Michael Longdin, Ward Narhi, Gina Teh, and Jerry Roalstad. **Starts this issue!**

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, Pasquale Giovine, and Gina Teh. This game is full.

Hunter. *Silverton*. Will start after *Terrier* ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, Bill Scharf, and Dave Hooton. This game is full.

Procyon. *Merchant of Venus*. This game will start when *Sirius* ends. Have Dave Partridge, Bob Robles, Chris Geggus, Gina the, and Dennis Cain. Will take up to 1 more.

Robover. *Robo Rally*. Have Dave Partridge, Bill Scharf, Chris Geggus, Dave Hooton, Gina the, Ward Narhi, Michael Longdin, and Chris Geggus. This game is full.

Gaspode. *Puerto Rico*. Have Andy York, Tom Howell, Chris Geggus, Dave Partridge, and Andy Lewis. **Starts this issue!**

Wish List

History of the World. Have Chris Geggus, Dave Partridge, and Gina Teh, will take up to 4 more.

Industrial Waste. Have Andy York and Dave Partridge, will take up to 2 more.

Outpost. Will start after *Hound* ends. Have Andy York, Cary Nighols, and Dave Partridge, take up to 7 more.

Machiavelli. This game will start after the next *Machiavelli* game ends. Have Ward Narhi, Bob Robles, and Pasquale Giovine, will take up to 5 more.

Machiavelli. *Gunboat*. This game will start after the second *Machiavelli* game ends. Have 4, will take up to 4 more. You are signed up: .

Power Grid. Have Andy York, Michael Longdin, and Dave Partridge, will take up to 3 more.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@roadrunner.com

On the Web at: <http://homepages.roadrunner.com/sobhome>

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

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

Bob Robles

Hi and Happy Easter. A couple book reviews. "A River Runs Through It" by Norman F Maclean. Wonderful writing of a simpler time when family, friends and fishing were all a man would need.

Chalmers Johnson: "Nemesis: The Last Days of the American Republic" The final series of a trilogy of modern American missteps in foreign policy. Mr. Johnson, a retired professor, scholar, CIA analyst, and Navy veteran argues our current foreign policy orientation has severely damaged the very nature of America. If you

feel Mr. Johnson is too much of a namby-pamby liberal, then try "The New American Militarism-How Americans are seduced by War" by Andrew Bacevich. Dr. and Colonel Bacevich, a conservative Catholic, retired career Army officer, West Point graduate, is currently a Professor at Boston U. He places the blame for our current military missteps squarely in the laps of the American public along with the laziness and corruption endemic to both political parties. Sadly, Dr. Bacevich lost a son in Iraq. A son who followed him into the military. Individuals upset with his criticism of current foreign policy blame him for his son's death.

Dog Park Fall 1051

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory Deadline for Winter/Spring 1052 4/29, Tuesday

Byzantium enlists the help of the moneylenders to buy off the captain of the Venetian fleet and proceed to take Venice. The Normans get their revenge on the Muslims for earlier treachery. The Pope, the Pisans, and the Holy Roman Empire consolidate.

Expenditures

The Byzantines borrow 12 ducats for 2 years (18 ducats due Fall 1053) and buy Venice F Upper Adriatic for 18 ducats.

Pisa borrows 9 ducats for 2 years (14 ducats due Fall 1053) and spends 6 ducats each to disband autonomous garrisons in Genoa and Sienna.

Outstanding Loans

Spring 1053: 9 ducats from the Muslims (6 borrowed)

Fall 1053: 14 ducats from Pisa (9 borrowed), 18 ducats from Byzantines (12 borrowed)

Orders

BYZANTINES (Giovine): A Otranto to BARI, A Herzegovina to DALMATIA, F LOWER ADRIATIC supports A Herzegovina to DALMATIA, F Upper Adriatic to VENICE

HOLY ROMAN EMPIRE (Partridge): A MONTFERRAT besieges (autonomous garrison destroyed), A MANTUA besieges (autonomous garrison destroyed), A TRENTO besieges (autonomous garrison destroyed)

MUSLIMS (Robles): F Sardinia holds (DISLODGED, retreat Gulf of Lions, Western Mediterranean, OTB), G

PALERMO convert to A, G MESSINA convert to F

NORMANS (Horsley): A Corsica to SARDINIA, F TYRRHENIAN SEA supports A Corsica to Sardinia

PAPACY (Roalstad): A FLORENCE besieges (autonomous garrison destroyed), A URBINO supports A Spoleto to Ancona, A Spoleto to ANCONA

PISA (Scott): A GENOA holds, A SIENNA holds, F LIGURIAN SEA holds

VENICE (Wilson): A FERRARA besieges (autonomous garrison destroyed), A Croatia to CARNIOLA, F Upper Adriatic holds (nsu)

LOMBARDS: A Ancona holds (Displaced, retreats OTB), **Our!**

Treasury:

Press

Pisa – Byz's, Muslim's & HRE: I am guessing that each of you very confident players are all planned out and need no help from us others to win this game? This guess since I've not heard from any of the 3 of you about a week after that Summer Turn was put out...

Spring 1052 Famine

Bad Year – Row and Column: Piombino, Tunis, Palermo, Cremona, Pistoia, Fornova, Turin, Bosnia

Spring 1469 Income

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

Provinces

BYZANTINES:	Dalmatia, Ragusa, Albania, Durazzo, Bari, Salerno, Otranto	7
HOLY ROMAN EMPIRE:	Montferrat, Pavia, Milan, <u>Cremona</u> , Trent, Mantua	5
MUSLIMS:	<u>Tunis</u> , <u>Palermo</u> , Messina	1
NORMANS:	Sardinia, Naples	2
PAPACY:	Florence, Arezzo, Urbino, Ancona, Perugia, Patrimony, Rome	7
PISA:	Genoa, Lucca, Pisa, <u>Piombino</u> , Sienna	4
VENICE:	Ferrara, Padua, Treviso, Carniola	4

Seas

BYZANTINES:	Venice, Lower Adriatic	2
MUSLIMS:	Gulf of Lions or Western Mediterranean	1
NORMANS:	Tyrrhenian Sea	1
PISA:	Ligurian Sea	1

Cities

BYZANTINES:	Dalmatia, Ragusa, Albania, Durazzo, Bari, Venice (3)	8
HOLY ROMAN EMPIRE:	Montferrat, Pavia, Milan (3), <u>Cremona</u> , Trent, Mantua	8
MUSLIMS:	<u>Tunis (2)</u> , <u>Palermo</u> , Messina	1
NORMANS:	Sardinia, Naples (2)	3
PAPACY:	Florence (3), Arezzo, Ancona, Perugia, Rome (2)	8
PISA:	Genoa (3), Lucca, Pisa, <u>Piombino</u> , Sienna	6
VENICE:	Ferrara, Padua, Treviso, Carniola	4

Totals

Variable income die roll was 2.

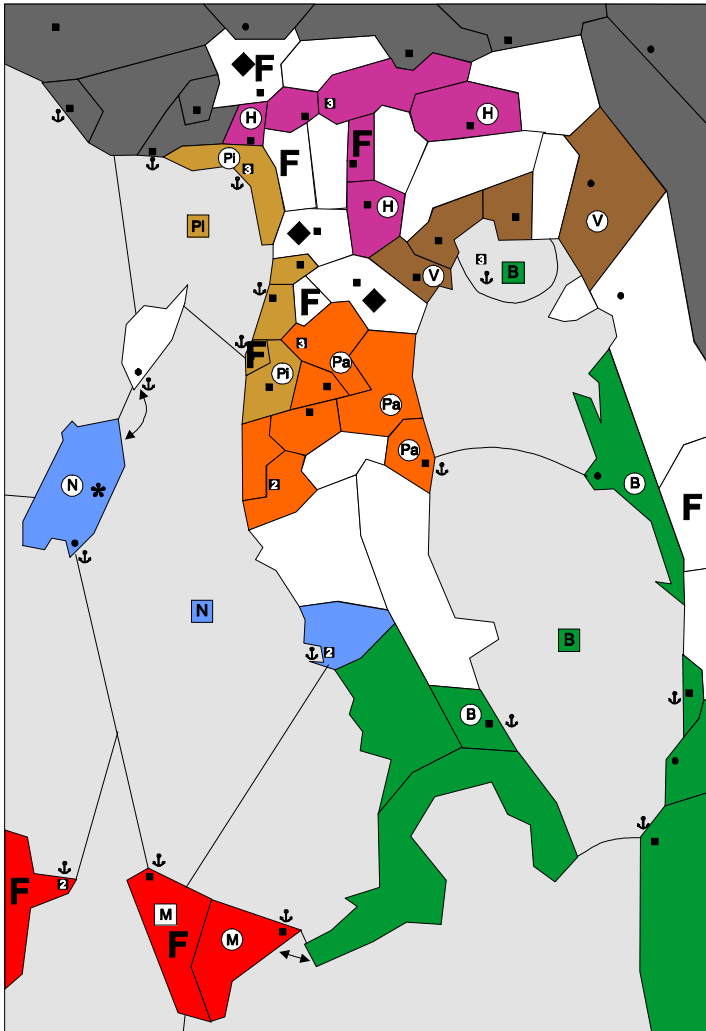
Country	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	3	7	2	8	20
HOLY ROMAN EMPIRE:	2	5	0	8	15
MUSLIMS:	2	1	1	1	5
NORMANS:	2	2	1	3	8
PAPACY:	3	7	0	8	18
PISA:	2	4	1	6	13
VENICE:	3	4	0	4	11

Total after income:

Game Summary

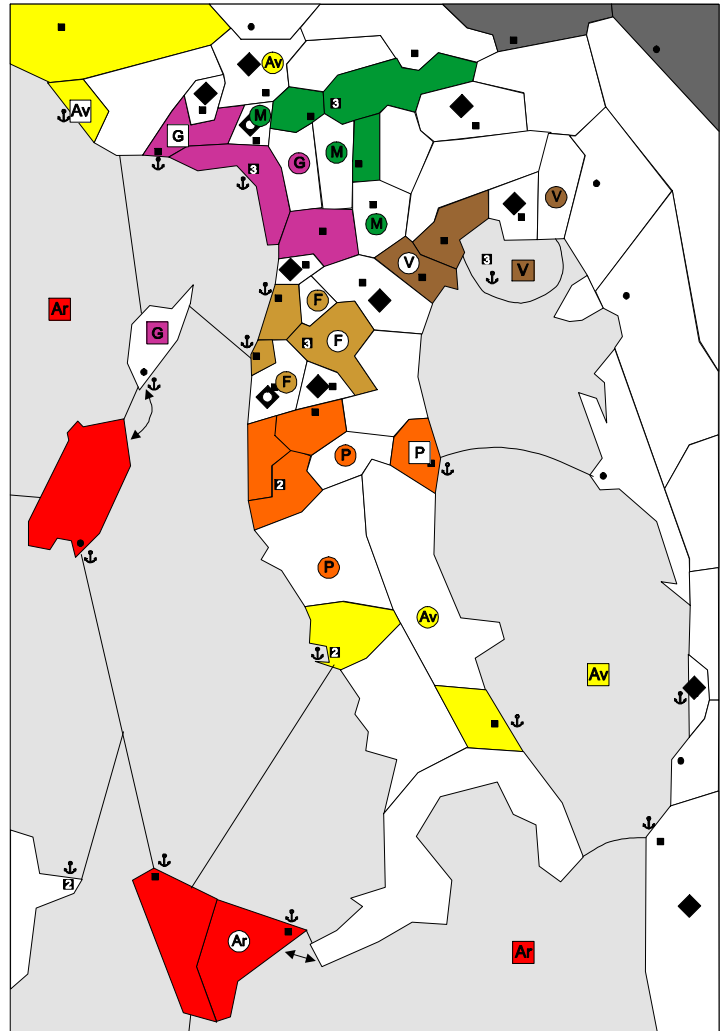
	1051	1052
Byzantines:	3	6
Holy Roman Empire:	3	6
Muslims:	3	3
Normans:	1	2
Papacy:	3	5
Pisa:	3	5
Venice:	3	4

Dog Park



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

Barking Up the Wrong Tree



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

Barking Up the Wrong Tree

Summer 1250

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline for Fall 1250 4/29, Wednesday

The Pope and Avignon continue their antagonism while Milan tries to help Venice against Florence. Aragon maintains a menacing presence in the Gulf of Lions and Genoa takes Corsica.

Orders

- ARAGON (Mercer): A Palermo to MESSINA, F GULF OF LIONS holds, F IONIAN SEA to Lower Adriatic
- AVIGNON (Nichols): A AQUILA to Naples, A SWISS to TURIN, F LOWER ADRIATIC to Upper Adriatic, F Provence to MARSEILLES
- FLORENCE (Whyte): A FLORENCE to Bologna, A PISTOIA supports A Florence to Bologna, A SIENNA besieges
- GENOA (Scott): A FORNOVA to Genoa, F SAVOY to Genoa, F Ligurian Sea to CORSICA
- MILAN (Renken): A MONTFERRAT besieges, A PARMA holds, A MANTUA supports Venice A Ferrara to Bologna
- PAPACY (Robles): A CAPUA to Naples, A SPOLETO supports F Ancona, F ANCONA holds
- VENICE (Partridge): A TREVISO to FRIULI, A FERRARA to Bologna, F VENICE to

Upper Adriatic

Treasury:

Press

Avignon – Aragon: GOL back to Sar, please.

The Florentine Florins'orth: In a thinly disguised bellicose address to his enfeudated populace, the Duke of Sienna has criticised the dress sense of his Florentine Majesty, in particular calling His Majesty "vain". The Duke's loquacity got the better of him as he addressed a sullen crowd from his ducal balcony on tax day, and he thundered implications of a 'bonfire of the vanities' before his foreign minister was able to remove the Duke's foot from his mouth and replace it with his own sock to prevent further diplomatic incident. The hypocrisy of the Duke is startling, as his own sartorial self-importance runs in a similar vein to the accusations levelled at His Majesty. His Majesty has taken the remarks in good humour, downplaying the personal insult, but has insisted that twenty four

battalions of His Majesty's Own Lighting and Interior Decoration Corps conduct Genoa – All: Lot's of new to me players in this game... how about some of you an immediate house call on the Duke and retouch his petty principality in this sending out e-mails and let's get some alliance's going? season's shade of Burnt Sienna.

Sirius End of Game Statements

Players	Mystery Machine 4	Venus-Orion Oligarch Merchantile	R. Olivaw	Space Revolver	Atlantis	Dells Without Names
Cash	2194	3274	429	833	921	540
Deeds	1400	1400	1400	1100	600	0
Total	3594	4674	1829	1933	1521	540

Paul Bolduc (R. Olivaw): Aargh! Never seem to get that second ship early enough.

Dennis Cain: (Space Revolver) Memo to self--ports, then factories.

Chris Geggus: (Atlantis) I love the game, but can't seem to do anything worthwhile in these games. Congrats to everyone else as usual and see you all next time around.

Dave Partridge: (Venus-Orion Oligarch Merchantile) Frankly, I'm new enough to this game that I'm not sure I know why I won. My basic strategy was an obvious, try to make a sale every turn and sell as much as possible. I found a loop through certain ports (4,5,6,7) and never really stopped at others (1&3, 8&9 not often). I went up to the fast freighter as soon as I could do so because it seemed to me that I could still move fast enough to make frequent sales. Of course at that point I also started buying ports to let me sell as much as possible each turn. I think the auto pilot was a help as well as it meant I could expect better than average on my movement points, and it turned out that 4 was a very useful pilot number for me. The second ship also helped it seems. 3 issues ago I was pretty much even with MM4 and Olivaw, but in those last couple of issues I was gaining 700+ in cash in each round. I'd be happy to hear the thoughts of anyone with more experience with the game.

Thanks to Chris for running the game. I had a lot of fun and am definitely looking forward to playing again.

Andy Lewis (Mystery Machine 4): Congrats to Dave on the win. My two biggest mistakes were A) forgetting that we were playing to \$4,000 so second ships are a reasonable idea. I was like I'm in like flint; oops the finish line is still a mile ahead, dang! and B) not having a better die roller. Man, I'm not sure how many turns I was below the average. Thanks Chris.

Bob Robles: (Dells Without Names) A particularly weak effort if I may say so.

Doberman

Turn 8b

Turn 9a due 4/29, Tuesday

Cards

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

GOO auctions off 4 raw materials and buys them himself for \$3.

100%Trash auctions off 1 raw material, which is not bought.

BIBCO plays Waste Disposal, reducing his waste to 10.

PIT auctions off 5 raw materials, GOO bids \$5, and PIT takes it for \$6.

GOO plays Growth, increasing his Growth to 16.

100%Trash discards Hiring/Firing.

BIBCO processes an Order, generating \$16 and 2 waste, and using 4 raw materials.

PIT innovates Waste Reduction (pays \$5, Waste Reduction becomes 4/3).

GOO innovates Waste Reduction (pays \$5, Waste Reduction becomes 1/15).

100%Trash attempts to process an Order, but that would exceed waste storage capacity, so the Order card is held instead.

BIBCO auctions off 4 raw materials, and PIT gets them for \$8.

PIT discards Growth and holds Order

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

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	1	\$4	20	4	16	5	Order
Dave Partridge	BIBCO	2	\$42	0	1	16	5	Hiring/Firing
Richard Weiss	PIT	3	\$7	0	10	19	4	Order
Eric Brosius	GOO	4	\$12	0	5	16	4	Raw Materials

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	15	15
Dave Partridge	5/1	4/3	2/10	12	51
Richard Weiss	4/3	5/1	4/3	6	29
Eric Brosius	4/3	4/3	1/15	5	43

Available Cards

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

Discards

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

Flea CollarKremlin**Turn 5 Cure through Health****Turn 5 Funeral Commission through Parade, 4/29, Tuesday**Cure Phase

HLM and REDS both declare 9 IP on Protzky (HLM gets control on the die roll). HLM also declares 2 IP on Putchnik. Mischif goes to the Sanatorium. TCC plays Cuban Missile Crisis (33). All Sanatorium visits for the remainder of this year are canceled. Mischif returns from the Sanatorium. Mischif ages to 84, Satin ages to 65, Protzky ages to 57, and Putchnik ages to 60.

Purge Phase

HLM plays Disarmament Talks Go Badly (15). First purge attempt must be against the Foreign Minister at +3. Wasolin attempts the purge (dr = 10 + 3 -2 = 11; fails) and ages to 61. TCC plays New Official History (61). Faction is randomly determined to be HLM, TCC re-rolls, and HLM is rolled again. HLM must lose 2 declared IP, which he does from Putchnik, and then declares 2 more IP on him.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Viktor Wasolin (Z)	61, ?	11+ (MLI)
Foreign	Tigran Zenjarplan (Q)	60, strong, ?, +	
Defense	Oleg Satin (O)	71, ++	11+ (REDS)
Ideology	Wassily Protzky (U)	57, weak, ++	9 (HLM), 9 (REDS)
Industry	Ulan Putchnik (Y)	60	11+ (HLM)
Economy	Karel Krakemheds (E)	72, strong, +	
Sport	Igor Doberman (L)	65, strong	

Politicians in bold are in the sanatorium.

Candidates: D, G, W, X

People: H, J, M, N, P, R, S (68, +)

Siberia: C (81 +), K (68 +), T, B (83 +)

Kremlin Wall: A, G, F, V, I

Spy Investigation Phase

Satin condemns B, and opens investigations on Mischif, Wasolin, and Zenjarplan, and closes the investigation on Putchnik. Satin ages to 71.

Health Phase

Anatol Mischif (dr = 13) dies.
 Viktor Wasolin (dr = 8) remains healthy.
 Tigran Zenjarplan (dr = 4) gets sick.
 Oleg Satin (dr = 4) falls ill.
 Wassily Protzky (dr = 3) falls ill.
 Ulan Putchnik (dr = 7) remains healthy.
 Karel Krakemheds (dr = 4) gets sick.
 Igor Doberman (dr = 17) remains healthy.

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 CardsUndeclared InfluenceTerrierSilverton**Turn 10, Phases IV- VI and Turn 11, Phases I-III****Turn 11, Phases IV- VI and Turn 12, Phases I-III, 4/29, Wednesday****Turn 10**Operations

Brown (Partridge) operates #30 (\$30, 2 gold). Delivers 2 gold from Georgetown for \$700 and 3 silver from Ouray for \$480. Gains \$130 in passenger revenue.

Blue (Bolduc) operates #40 (insufficient funds). Delivers 1 gold from Fairplay to Denver for \$350 and 2 coal from Walsenburg to Denver for \$280. Gains \$20 in passenger revenue.

Red (Scharf) no operation, delivers 4 copper from Lordsburg to El Paso for \$3200. Gains \$60 in passenger revenue. Hires a second surveyor for \$400.

Aqua (Lewis) operates #35 (\$50, depletes), #68 (\$20, 5 coal), #73 (\$20, 3 coal), and #74 (\$20, 4 coal). Delivers 10 coal from Hiawatha to Salt Lake City for \$1000.

Gains \$410 in passenger revenue.

Green (Longdin) operates #92 (\$40, 4 coal) and #81 (\$40, depletes). Delivers 4 coal from Raton to Denver for \$560. Gains \$380 in passenger revenue.

Orange (Hooton) operates #119 (\$40, 3 coal), #113 (\$30, 4 lumber), #128 (\$40, 1 silver), #65 (\$30, 2 lumber), #63 (\$50, 3 lumber), #46 (\$40, 1 silver), #51 (\$30, 4 silver), and #100 (\$40, 1 gold). Delivers 4 coal from Farmington to Santa Fe for \$400 and 4 lumber from Lumberton to Santa Fe for \$320. Gains \$90 in passenger revenue.

Determine Price Changes

Gold: Remains at \$350

Copper: -1 to \$320

Silver: Remains at \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$160	Remains at \$300	-1 to \$160	-1 to \$60	+2 to \$200
Coal:	-2 to \$100	-2 to \$60	Remains at \$80	Remains at \$100	Remains at \$140

Turn 11

Move Prospectors and Surveyors

Brown (Partridge) surveys Gunnison to Crested Butte and prospects passenger line 15.

Blue (Bolduc) surveys Walsenburg to Alimoso (9-length line) and dismantles Denver to Cheyenne, prospects passenger line 10.

Red (Scharf) surveys Socorro to Belen and Rincon to Lake Valley, prospects #125

Aqua (Lewis) surveys Elk Springs to Craig and Cisco to Moab, no prospecting.

Green (Longdin) surveys Buena Vista to Gunnison and French to Las Vegas, prospects passenger line 10.

Orange (Hooton) surveys Socorro to Carrizozo, prospects #33 and #99

Dispute Resolution

Blue and Green have a dispute over passenger line 10. Blue's line has a length of 25 while Green's has a length of 33 for a +8 modifier to Blue, with an additional +1 for the prospector. Blue = 11 + 9, Green = 5. Blue wins and prospector goes to P+2. Brown spends \$515, Blue spends \$460, Red spends \$280, Aqua spends \$180, Green spends \$520, and Orange spends \$560.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$795	9, 15		S+1, S, P+1
Paul Bolduc	Blue	Denver	\$215	9, 15		S, S+1, P+2
Bill Scharf	Red	El Paso	\$3265	9, 24		S, S, P
Andy Lewis	Aqua	Salt Lake City	\$3380	9, 15, 42		S, S, P
Michael Longdin	Green	Pueblo	\$1570	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$620	9, 15, 24		S, S, P, P

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	1	\$40
30	Georgetown	Brown	Gold	0	\$30
88	Walsenburg	Blue	Coal	0	\$50
80	Aspen	Blue	Coal	N	\$30
40	Aspen	Blue	Silver	N	\$40
105	Silver City	Red	Silver	1	Depleted
98	Pinos Altos	Red	Gold	2	Depleted
102	Hillsboro	Red	Silver	6	Depleted
108	Lordsburg	Red	Copper	0	\$40
101	Lake Valley	Red	Silver	5	\$20
126	Santa Rita	Red	Coal	N	\$30
125	Capitan	Red	Coal	N	\$20
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	3	Depleted
37	Eureka	Aqua	Silver	2	Depleted
68	Scotfield	Aqua	Coal	12	\$20
73	Hiawatha	Aqua	Coal	4	\$20
74	Elk Springs	Aqua	Coal	10	\$20
92	Raton	Green	Coal	12	\$40
81	Crested Butte	Green	Coal	9	Depleted
47	Ouray	Green	Silver	2	Depleted
119	Farmington	Orange	Coal	0	\$40

#	City	Owner	Type	Goods	Operation
113	Porter	Orange	Lumber	6	\$30
128	South Fork	Orange	Silver	1	\$40
65	El Vado	Orange	Lumber	2	\$30
63	Lumberton	Orange	Lumber	1	\$50
46	Telluride	Orange	Silver	2	\$40
51	Silverton	Orange	Silver	4	\$30
100	White Oaks	Orange	Gold	1	\$40
122	Lee Ranch West	Orange	Coal	N	\$20
99	White Oaks	Orange	Gold	N	\$50
33	Silverton	Orange	Gold	N	\$50

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
15	B	Denver – Grand Jct.	\$270	Brown	Discard when 22 is taken. Good for \$270 toward card 22
1	A	Denver – Boulder	\$20	Blue	
10	B	Denver – Aspen	\$130	Blue	
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	

#	Type	Route	Payoff	Owner	Notes
11	B	Salt Lake City – Grand Jct.	\$140	Aqua	Discard when 20 is taken. Good for \$140 toward card 20 or 21
16	B	Salt Lake City – Grand Jct.	\$250	Aqua	Discard when 22 is taken. Good for \$250 toward card 22
9	B	Denver – Leadville	\$120	Green	
8	A	Denver – Leadville	\$260	Green	Discard after 3 more Leadville depletions
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
82	Crested Butte	Coal	\$60	\$20
71	Sunnyside	Coal	\$100	\$20
123	Gallup	Coal	\$60	\$40
114	McGaffey	Lumber	\$40	\$30
103	Hillsboro	Silver	\$60	\$30
43	Leadville	Silver	\$200	\$50

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	6	\$200
42	7	\$320

S.O.B.

#	City	Type	Claim	Operation
76	Craig	Coal	\$80	\$20
38	Aspen	Silver	\$100	\$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
18	C	Gallup – Santa Rosa	\$500	\$660	
22	C	Denver – Salt Lake City	\$800	\$110 0	
24	C	Denver – El Paso	\$1000	\$138 0	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
17	C	Denver – Santa Fe	\$420	\$585	
13	B	El Paso – Santa Fe	\$140	\$320	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$80
Die +4	5	\$140

Hound

Turn 9

Deadline Turn 10, 4/29, Tuesday

Commander Actions

Roobie-Roo buys a titanium factory (Or3, Or5, Wa7, Wa7, Wa8).

BORG opens the bidding on Scientists at 40 and Brosarium gets it for 52 (Or2, Wa5, Wa6, Wa9, MWa). Opens the bidding on the second Scientists at 40 and Scharfpost gets it for 55 (Or2, Or3, Or4, Or5, Or5, Wa6, DL discounts). Buys a titanium factory (Or2, Or3, Wa8, Ti8, Wa9) and moves a population factor from an ore factory to man it.

Miles from Nowhere buys a titanium factory (Wa5, Ti12, Ti13) and a population factor (Or1, Wa9).

Brosarium passes.

FEARLESS opens the bidding on an Orbital Lab at 50 and Little Green Men gets it for 51 (Wa7, Wa7, Wa7, MWa). Opens the bidding on the second Orbital Lab at 50 and gets it (Or2, Or4, Or5, Wa6, Wa7, Wa8, Wa8, Wa10)

Golden Orb buys a water factory (Or3, Or4, Wa6, Wa7) and moves a population from an ore factory to man it.

HBDC buys a titanium factory (Wa5, Wa5, Wa9, Ti11) and moves a population factor from a water factory to man it.

Little Green Men passes.

Scharfpost passes.

Bartertown X opens the bidding on Heavy Equipment at 30 and gets it (Or4, Wa4, Wa7, Wa7, Wa8).

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE, No, Wa, Ec	17
2	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF, TiF	HE, No, Wa, Ro	16
3	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, HE, Wa, OL	14
4	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No	14
5	Brosarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF	No, 2Sc	13
6	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, OL	12
7	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF, WaF	2DL, HE, Wa, No	10
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	HE, Wa	10
9	Scharfpost	Bill Scharf	OrF, OrF, WaF, P	3DL, Wa, Sc	9
10	Bartertown X	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, HE	8

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

Open Trades

Michael offers 1 brick for 1 ore or 1 lumber.

Turn 5 Rolls

Dave H. 6 Chris 3

Turn 6 Rolls

Mike 7 Dave P. 11 Michael 8 Andy 7 Dave H. 8

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red		1	2		2		3
Dave Partridge	Blue		1			3		5
Michael Longdin	Green		2	2	1	3		2
Andy York	Yellow		1	2		2		4*
Dave Hooton	Purple	1	3	1		1		3
Chris Geggus	Brown			1				4

* Longest trade route.

Malamute

Turn 5

Deadline Turn 6, 4/29 Tuesday

Planning

Swedes maintains 3 ships (\$12) and buys 2 soldiers (\$20) for \$32.
Portuguese maintain 4 ships (\$16) and buy 3 ship (\$36) for \$52. 4 ships declare pirate versus France.
Spanish maintain 1 ship (\$4), buy 3 ships (\$36) and 4 soldiers (\$40) for \$80.
Dutch maintain 5 ships (\$20) and buy 7 soldiers (\$70) for \$90.
English maintain 5 ships (\$20) and buys 5 soldiers (\$50) for \$70.
French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Swedes Move to K. Dice: 1, 2, 4. No losses.
Portuguese Move to R. Dice: 2, 2, 3, 6. No losses.
Spanish Move to V. Dice: 1, 1, 3, 3, 4, 4, 4, 5, 5. Loses 2 colonists.
Dutch Move to N. Dice: 1, 3, 4, 5. Loses 1 ship containing 1 colonist and 1 soldier.
English Move to Y. Dice: 1, 2, 2, 4, 5. Loses 1 soldier..
French Move to C. Dice: 2, 3, 6, 6. No losses.

Mining

French loot 3 gold in D. **Swedes** mine 1 gold in G (mine depletes). **English** mine 1 gold in O. **Spanish** mine 1 gold in P.

Discovery

Swedes discover a mine in G. **Spanish** discover a mine in S.

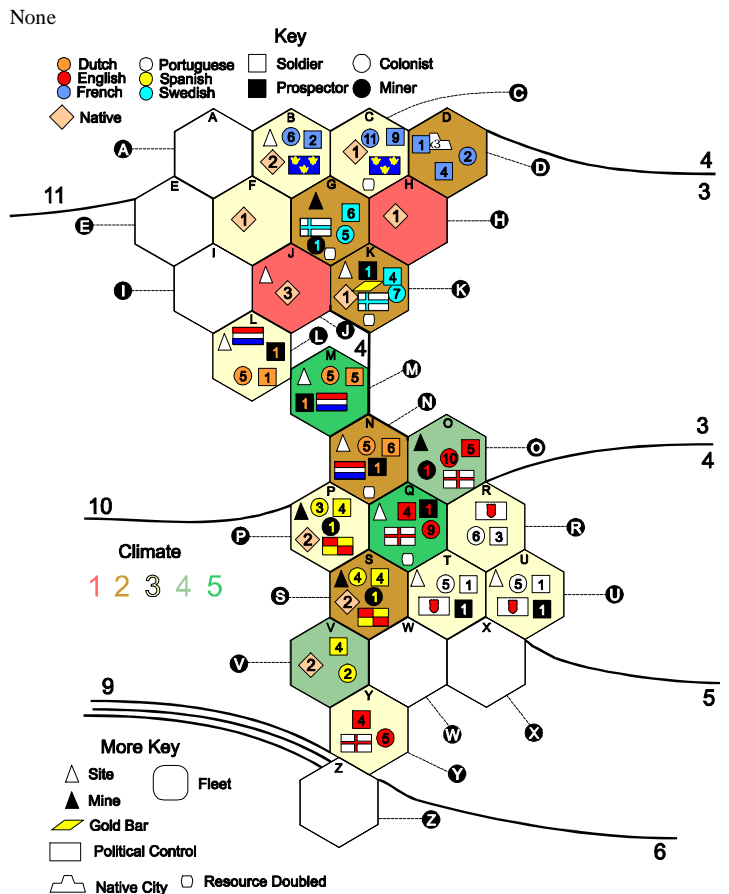
Land Movement

Swedes move 1 gold from G to K, 1 soldier from K to G, 1 soldier from F to B. It is a climate 3 area with 1 site and 2 natives. Move 1 soldier from J to G, 2 soldiers and 4 colonists from fleet to K.
Portuguese move 1 colonist from R to T, 2 colonists from R to U, and 5 colonists from fleet to R.
Spanish move 1 gold from P to anchorage dot, move 4 soldiers and 2 colonists from fleet to V. It is a climate 4 area with 2 natives.
Dutch move 1 soldier and 4 colonists from M to L. 1 soldier prospects. Move 4 colonists and 5 soldiers from N to M. 1 soldier prospects. 2 colonists and 6 soldiers move from fleet to N.
English one colonist in O mines, move one soldier from O to Q, one soldier in Q prospects, and move 5 colonists and 4 soldiers from fleet to Y. It is a climate 3 area with no natives.
French move 3 gold from D to anchorage dot, 5 soldiers and 6 colonists from C to B, 4 soldiers from D to C, 2 colonists from C to D, and 4 colonists and 4 soldiers from fleet to C.

Combat

French attack Swedes in B. French lose 3 soldiers, Swedes lose 1.

Native Combat



Native Uprisings

Climate is a 5. Uprising in K (2 colonists killed).

Survival

Climate is a 6.
No losses.

Political Control

French gain political control of B, **Dutch** gain political control of L, **English** gain political control of Y, and **Portuguese** gain political control of U.

Homebound Naval Movement**Swedes:** Dice: 1, 4, 5. No losses..**Portuguese:** Move to D. Dice: 2, 6. No losses. Attack port at D. 2 pirates lost.
To Home: Dice: 3, 3, 5.**Spanish:** Move to P. Die: 3. No losses. To Home: Dice: 1, 2, 2, 2, 3, 3, 3, 3, 4.
No losses.**Dutch:** Dice: 5, 6, 6, 6. No losses.**English:** Move to O: Dice: 6, 6, 6. No losses. To Home: Dice: 1, 3, 4. No losses.**French:** Move to D. Dice: 2, 6. No losses. To Home: Dice: 1, 1, 2. No losses.Income**Swedes:** Political Control: \$90, resources: \$48.**Portuguese:** Political Control: \$120, resources: \$32.**Spanish:** Political Control: \$90, Gold: \$40, resources: \$18.**Dutch:** Political Control: \$120, resources: \$40.**English:** Political Control: \$120, Gold: \$40, resources: \$66.**French:** Political Control: \$90, Gold: \$120, resources: \$60.Turn 6 Initiative

Portuguese, Dutch, French, Swedes, English, Spanish

Portuguese attitude is (dr = 8+1) Piracy versus France.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$286	4	4	4
Swedes	Andy Lewis	\$233	11	3	4
Dutch	Andy York	\$198	6	5	5
English	Dave Partridge	\$258	6	5	5
Spanish	Cary Nichols	\$153	10	4	4
Portuguese	Non-Player	\$175	15	5	3

Cats and Dogs**Epoch II Vedic City States, Greek City States, and Scythians
Deadline Epoch II Carthaginians and Persians, 4/29 Tuesday**Epoch II**100% Pussycats** (Longdin) VEDIC CITY STATES: Plays Civil Service. Army and Capital Upper Indus (Sumerian army eliminated), army Ganges Valley, Ganges Delta, Eastern Deccan, Eastern Ghats, Lower Indus (vs. Indus Valley; V: 4, 2; I: 6; loses), Lower Indus (vs. Indus Valley; V: 5, 1; I: 3; wins, Capital reduced to city), Western Deccan (vs. Indus Valley; V: 5, 2; I: 2, wins). Builds Monument Upper Indus. Points: Dominance in India (4), Presence in North Africa (2) and Southern Europe (2), 1 Capital (2), 1 city (1), and 1 Monument (1) for 12 points.**Systematic Chaos** (Cain) plays Rebellion in Wei River (vs. Chou Dynasty, R: 6, 2; C: 2, wins, Capital reduced to city). Plays Disaster in Upper Indus (Monument destroyed, Capital reduced to city). GREEK CITY STATES: Army and Capital Morea (Egypt army eliminated), fleet Eastern Mediterranean (vs. Royal Manticoran Historical Society; SC: 5, 1; RMHS: 2; wins), army Crete (vs. Minoans; G: 6, 4; M: 3+1; wins, Capital reduced to city), Pindus (vs. Phoenicia; G: 6, 2; P: 1; wins), Levant (vs. Assyrians; G: 6, 2; A: 5, 1; wins, city eliminated), Shatts Plateau, Upper Tigris (vs. Assyrians; G: 6, 1; A: 2; wins, Capital reduced to city), Middle Tigris (vs. Babylonians; G: 3, 2; B: 4; loses), Middle Tigris (vs. Babylonians; G: 6, 1; B: 6; G: 5, 4; B: 5; G: 5, 3; B: 5; G: 6, 5; B: 2; G: 6, 3; B: 3; wins, Capital reduced to city). Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), and China (2), one Capital (2), four cities (4), 1 Sea (1), and two Monuments (2) for 20 points.**The Questioner** (Partridge) plays Barbarians in the Syrian Desert. Upper Tigris (vs. Greek City States; B: 3, 1; G: 1; wins, city eliminated), Middle Tigris (vs. Greek City States; B: 4, 1; G: 2, wins, city eliminated), Lower Tigris (vs. Babylonians; Bar: 3, 1; Bab: 6; loses). SCHYTHEANS: Plays Jihad. Army Caucasus, Eastern Anatolia (vs. Babylonians; S: 6, 5; 5; B: 2, 1; wins, city eliminated), Upper Tigris, Middle Tigris, Lower Tigris (vs. Babylonians; S: 5, 2, 1; B: 1, wins, city eliminated), Levant (vs. Greek City States; S: 3, 2; 1; G: 1, wins), Zagros (vs. Assyrians; S: 6, 4, 2; A: 6; wins). Builds Monument in Levant. Points: Dominance in Middle East (6), Presence in China (2), one Capital (2), and three Monuments (3) for 13 points.Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	The Time Traveler (orange)	4	8
Andy Lewis	Marching through the Ages (red)	4	5
Michael Longdin	100% Pussycats (green)	11	19
Dave Partridge	The Questioner (yellow)	11	17
Paul Bolduc	Arachnids (blue)	11	16
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	31
Dennis Cain	Systematic Chaos (black)	13	29

Positions**Systematic Chaos:** Fleet Eastern Mediterranean. SUMERIANS: Army Persian Plateau. REBELLION: Army, city, and Monument Wei River. GREEK CITY STATES: Army and Capital Morea, army and city Crete, armies Levant and Shatts Plateau.**100% Pussycats:** EGYPT: Army Nubia. VEDIC CITY STATES: Army and city Upper Indus, Lower Indus, armies Ganges Valley, Ganges Delta, Western Deccan, Eastern Deccan, Eastern Ghats.**Marching Through the Ages:** MINOANS: Army and Fort in Western Anatolia, army Balkans.**The Time Traveler:** INDUS VALLEY: Army Western Ghats.**Royal Manticoran Historical Society:** ASSYRIA: Army, city, and Monument Nile Delta, armies Libya, Palestine.**The Questioner:** SHANG DYNASTY: Army and Capital Yellow River, army Si-Kyang. SCYTHEANS: Army and Monument Levant, Upper Tigris, Lower Tigris, armies Caucasus, Eastern Anatolia, Middle Tigris, Zagros.**Arachnids:** ARYANS: Armies Turanian Plain, Hindu Kush, Persian Salt Desert NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. CHOU DYNASTY: Armies Great Plain of China, Chekiang, Tarim Basin.

Event CardsEpoch II Empire**Greyhound****Initial Bids****Deadline Initial Token Purchase and Turn 1, Phases 1 through 3, 4/29 Tuesday**

Michael Longdin bids \$3, chooses Venice

Bob Robles bids \$0, chooses Paris

Steve Koehler bids \$0, chooses Barcelona

Dave Partridge bids \$2, chooses Hamburg

Dave Hood bids \$0, chooses London

Robert Koehler bids \$0, gets Genoa

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Michael Longdin	Venice	0		\$37		0		
Dave Partridge	Hamburg	0		\$38		0		
Bob Robles	Paris	0		\$40		0		
Dave Hood	London	0		\$40		0		
Steve Koehler	Barcelona	0		\$40		0		
Robert Koehler	Genoa	0		\$40		0		

Commodity LogCards

Commodity	Michael	Dave P.	Bob	Dave H.	Steve	Robert
Stone (2)	--	--	1	--	--	--
Wool (3)	--	--	--	1	--	--
Timber (4)	--	1	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	1	--	--	--	--	1
Wine (7)	--	--	--	--	1	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Shortage, Surplus**Sand Flea****Gamestart****Power Selection, 4/29 Tuesday**

Players:

Kevin Wilson**Bob Robles****Paul Bolduc****Michael Longdin****Ward Narhi****Gina Teh****Jerry Roalstad**

Just a reminder of the rules. We are using the advanced rules with the addition of the treachery cards from the Spice Blow and Duel expansions. Please submit a preference list of the powers you want to play. We are using the six traditional powers plus the Lansraad, Ixians, and Bene Tleilax. Since this is a seven player game, one of you **will** be playing the Bene Tleilax.

Gaspode**Gamestart****Turn 1, 4/29 Tuesday**Notes

I corresponded with the players, and the consensus on using the expansion buildings was not to. The vote was three to one against, with one abstention.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York		Indigo			4		
Dave Partridge		Indigo			4		
Andy Lewis		Indigo			4		
Chris Geggus		Corn			4		
Tom Howell		Corn			4		

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning

them in parentheses after the building name.

Available Items

Colonists: Supply: 90 Colonist Ship: 5

Trading House: Empty

Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): Ship 3 (capacity 8):

Victory Points: 122

Commodities

Corn: 10 **Indigo:** 11 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x4)	Indigo Plant (x3)	Tobacco Storage (x3)	Guild Hall
Small Sugar Mill (x4)	Sugar Mill (x3)	Coffee Roaster (x3)	Residence
Small Market (x2)	Hospice (x2)	Factory (x2)	Fortress
Hacienda (x2)	Office (x2)	University (x2)	Customs House
Construction Hut(x2)	Large Market (x2)	Harbour (x2)	City Hall
Small Warehouse (x2)	Large Warehouse (x2)	Wharf (x2)	

Rolls

Builder, Captain, Craftsman, Mayor, Prospector (x2), Settler, Trader

Plantations

Quarry (x8), Tobacco, Coffee, Indigo, Corn, Tobacco, Corn

Pedagoguery

Space is a hostile environment. The lack of gravity and an atmosphere create huge problems for human habitation. Perhaps the most insidious problem, however, is posed by radiation, particularly cosmic rays.

Cosmic rays have high energy atomic nuclei, mostly protons, that fly through space at nearly the speed of light. Earth is constantly bombarded by cosmic rays, but we feel very little in the way of effects on the Earth's surface. This is not due to Earth's magnetic field, which is far too weak to have much of an effect on particles with energies as high as those of cosmic rays. Rather, it is the bulk of Earth's atmosphere that provides the bulk of the shielding.

When a cosmic ray enters Earth's atmosphere, it typically travels about 1/14 of the way in before hitting the nucleus of an atom in the air. The collision will typically knock a proton or neutron loose from the nucleus and unleash a shower of gamma rays and particles called pi mesons, or pions. The gamma rays will propagate deeper into the atmosphere and generally produce electron-positron pairs, which annihilate and produce lower-energy gamma rays. That cycle will continue until the gamma rays have too little energy to produce electron-positron pairs. The pions, however, will quickly decay into mu mesons, or muons, which penetrate to the ground. It is this shower of secondary radiation which makes shielding against cosmic rays so difficult. At sea level, however, it amounts to about the level of a couple of chest x-rays every year enough for our bodies' natural self-repair mechanisms to deal with.

In space, however, this cascade of reactions takes place in the spacecraft and the astronauts, yielding about 5000 ions zipping through a person every second. These ions can cause a lot of damage, leaving trails of broken chemical bonds and damaging free radicals in its wake. Plus, heavier ions carry much greater potential for damage, since their ability to break chemical bonds is proportional to the square of their electrical charge. So, an iron nucleus does 676 times the amount of damage as a single proton.

The effects of radiation on the body are in many cases not well known. Most of the data we have comes from those unfortunate people exposed to massive doses in a short period of time, such as those in close proximity to nuclear tests or nuclear accidents. While an astronaut on a trip to Mars would suffer a similar radiation dose, it would be spread out over a much longer period of time, and no one knows if the comparison is valid. Even so, there is little reason to take any risk, so shielding astronauts from cosmic radiation is essential. Such shielding would also be effective against solar radiation as well, although solar storms are

much more intermittent.

Three mechanisms have been devised for such shielding. The first uses the same mechanism as the Earth: matter. Earth's atmosphere has a mass of about one kilogram per square centimeter. Astronauts could probably make due with half that, the equivalent of an altitude of 5500 meters (17,800 feet). Any less than that and the shielding would fail to absorb all of the xshrapnel of the cosmic ray collisions. Assuming you use water, the shell has to be 5 meters deep (about 16 feet). That amounts to about 500 tons of water for a small capsule. When you consider that the space shuttle has a cargo limit of 30 tons, this starts to look infeasible, especially if you want to scale up. Water works well because the astronauts will need it anyway, and hydrogen works best as a shielding agent for a given mass, because in heavier nuclei, the protons and neutrons shield each other, giving the nucleus a smaller collision cross section for the mass than a proton. You can increase the quantity of hydrogen by using ethylene (C₂H₄) which can be polymerized into polyethylene, which is a solid. That reduces the shielding down to 400 tons, still not feasible.

A second possibility is magnetic shielding. If you could generate a sufficiently strong magnetic field, you could deflect the incoming cosmic rays. The problem is, it needs to be very strong: about 600,000 times the strength of the Earth's magnetic field. Such a strong field would require superconducting wires to handle the strong current. A suitable scheme for this has been devised that uses only 9 tons an improvement but still pretty massive. Naturally, it has some drawbacks. First of all, magnetic fields would provide no shielding at the poles. This means that the living quarters of the spacecraft would have to be doughnut shaped, to leave the magnetic axis empty. Secondly, a magnetic field that strong could have serious biological effects and no one knows what they might be. People experiencing a field 1/40th the size have reported flashing lights and a string acid taste in the mouth when they move in such a field. One possibility is to use a second superconducting magnet to partially counter the field in the living quarters. Unfortunately, this does not completely cancel the field and it greatly increases the complexity of the system.

The third possibility involves electrostatic shielding. If you can fling away electrons from the ship, you leave the ship with a net positive charge. That can repel incoming cosmic ray particles if it is strong enough. The advantage of this is that it has no coverage gaps and produces no hazardous effects for the crew. However, to be effective, the ship would have to be charged up to two billion

volts, requiring a gargantuan electric current. Plus, it would server as a powerful attractor to any negatively charged particles in the vicinity. It is the solution that has had the least study, however, so perhaps the issues can be overcome.

In the final analysis, interplanetary travel will require some major problems to be overcome if the safety of the crew is to be assured.

Next issue: what were the first stars of the universe like?

Best in Show

A Partial List of Winners and Games Won

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcinonis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap ²	Dave Partridge

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

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge

Dune

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

Outpost

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

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson

¹ GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc

Kremlin

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

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 ravenclawnerdz@sbcglobal.net andersond4@michigan.gov	Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Ward Narhi 521 Moreley Akron, OH 44320 lurkertv@hotmail.com (330) 835-4013	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Robert Koehler rkoehler@triad.rr.com Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdk@Prodigy.net (704) 544-2849	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812 Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 mikesmag2@jsbcglobal.net (909) 864-4343
John Boardman 234 E. 19 th St. Brooklyn, NY 11226-5302	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris.Geggus@ukonline.co.uk	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Berend Renken 10545 Greenwood Ave. N Apt 303 Seattle, WA 98133-8781 berend02@aol.com	Gina Teh lone_hammy@yahoo.com.sg Richard Weiss Rcweiss@cox.net
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Michael Longdin michasel.longdin@virgin.net Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net (704) 569-4269	Paul Risner 10325 NW 63rd Dr. Parkland, FL 33076 goeben@aol.com	Brendan Whyte 448 Suriyat Road Ubun Ratchathani 34000 Thailand obiwonfive@hotmail.com
Jim Burgess 664 Smith St. Providence, RI 02908-4327 jfburgess@gmail.com	Tim Haffey 810 53 rd Ave. Oakland, CA 94601 Trhaffey@yahoo.com	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com Lynn Mercer lcmldm@aol.com	Jerry Roalstad Gerald.roalstad@mndulu.ang.a f.mil	Kevin Wilson 18623 Santa Maria Dr. Baton Rouge, LA 70809-6702 ckevinw1@cox.net
Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Dave Hood dhood@phd-law.com Dave Hooton hootond@yahooc.com	Dale Horsely dhorsely@excite.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew88@gmail.com	
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 iamthebear@sbcglobal.net				

Standbys

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

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue