

Notes from Hades

This last month has been an extraordinarily eventful one. In the early part of the month, I went on another one of my trips – this time to Mexico City. Some of my colleagues and I went a day early and took a side trip to the pyramids at Teotihuacan. They were quite stunning. They let you ascend to the top of the tallest pyramid, the Pyramid of the Sun, and the view from there is incredible. The whole complex is quite large, but we walked the length of it. Later in the week, our hosts threw us a gala dinner at Chapultepec Castle, which is where they have state dinners. The first part of the castle was built by some of the early viceroys, and was later turned into the military academy. The second part, which is where we were, was built by Emperor Maximillian. Definitely a worthwhile trip, although I could definitely tell I were at a much higher altitude than I was used to. By the end of the week, I was no longer getting winded climbing a flight of stairs, but I could still feel the thinner air.

The week after I returned, I had to fly out to Washington D.C. for a briefing at the Pentagon. This was my first trip to the Pentagon, and it was both impressive and mundane at the same time. From the outside, it is quite large, and there is some significant security to go through to get inside. Once inside, however, many areas appear to be pretty much like many other office buildings. The nature of the place becomes more apparent when you reach one of the corners, and you see the next corridor coming off at a strange angle. After our meeting, we went into the central courtyard, which is quite nice. During the summer, there is a small cafe at the center called Ground Zero.

That was a short trip – out there on Wednesday, back on Thursday. I was home that Thursday for no more than 10 or 15 minutes, when we got the call that my grandfather had died. This was not unexpected. He had been diagnosed with terminal cancer last November, and had been receiving home hospice care since then. My parents had come down on Tuesday because we knew at this point that the end was near.

He was a remarkable man. The son of Italian immigrants, his father was a share cropper in Mississippi and Arkansas. They were so poor that they didn't notice anything different during the Great Depression. When he was 18, he joined the Marines. Boot camp was a breeze for him, since compared to what he knew, he got to sleep in and get fed better. He actually gained weight during boot camp! Afterwards, he was assigned to the USS California. He was reassigned off the ship to San Diego in November of 1942, so (thankfully) he missed it when the ship was sunk in Pearl Harbor the following month. In San Diego is where he met and married my grandmother. He served in the South Pacific during World War II, and when the war ended, he left the Marines to go to the University of Southern California on the G.I. Bill. He got a degree in accounting, and worked for the IRS for 30 years, mainly auditing banks. I always knew him as a kind person with a rather impish sense of humor. The world is a poorer place in his absence.

The next deadline is **Tuesday, June 10 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 1
Dog Park	Machiavelli	Page 2
Barking Up...	Machiavelli	Page 3

Doberman	Industrial Waste	Page 3
Flea Collar	Kremlin	Page 4
Terrier	Silverton	Page 5
Hound	Outpost	Page 6
Bulldog	Seafarers of Catan	Page 7
Malamute	New World	Page 8
Cats and Dogs	History of the World	Page 9
Greyhound	Age of Renaissance	Page 10
Sand Flea	Dune	Page 11
Gaspode	Puerto Rico	Page 11
Pedagoguery		Page 12

Game Openings

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.

Husky. Power Grid. Have Andy York, Michael Longdin, Dave Partridge, and Dave Hooton, will take up to 2 more.

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, Dave Partridge, and Dave Hooton, will take up to 6 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: .

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

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

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

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

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

Dog Park Winter 1051

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Spring 1052 6/10, Tuesday**

We pause for building.

Fall 1051 Retreats

Muslims retreat F Sardinia to Western Mediterranean

Builds

		Cost
Byzantines	Maintains A Bari, A Dalmatia, F Lower Adriatic, builds A Ragusa, F Durazzo	15
Holy Roman Empire	Maintains all, builds A Milan	12
Muslims	Maintains F Western Mediterranean	3
Normans	Maintains all, builds F (Elite Mercenary) Naples	12
Papacy	Maintains all, builds A Perugia, A Rome	15
Pisa	Maintains all, builds F Pisa, A Lucca	15
Venice	Maintains all, builds A (Elite Mercenary) Treviso, A Padua	15

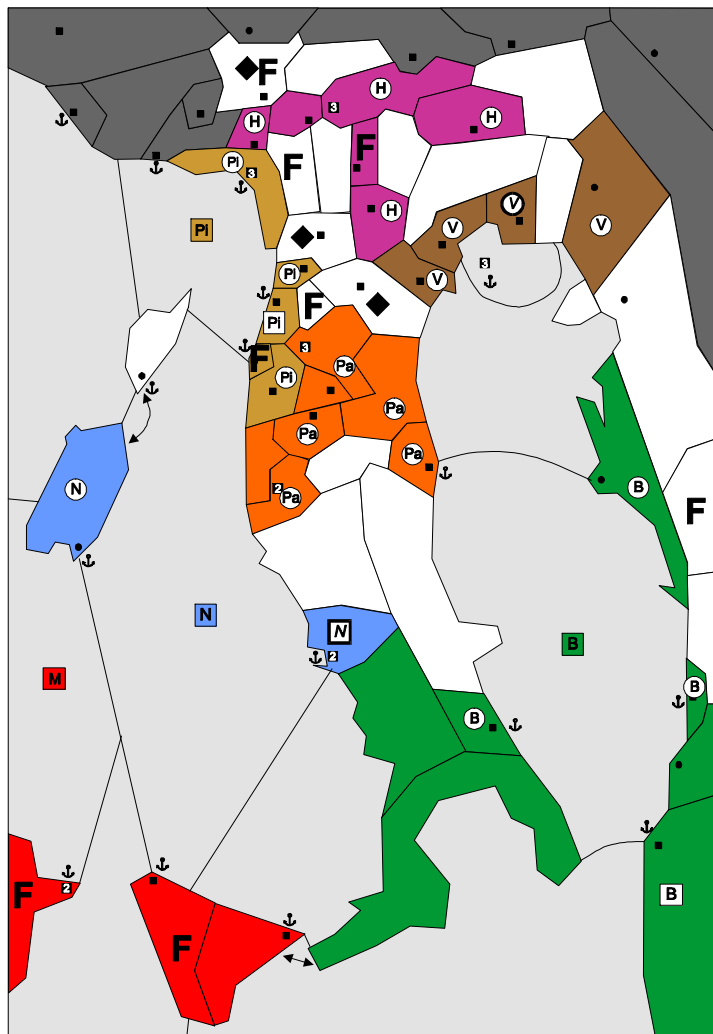
Papacy gives 1 ducat to Pisa

Treasury:

Outstanding Loans

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

Dog Park



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

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

Press

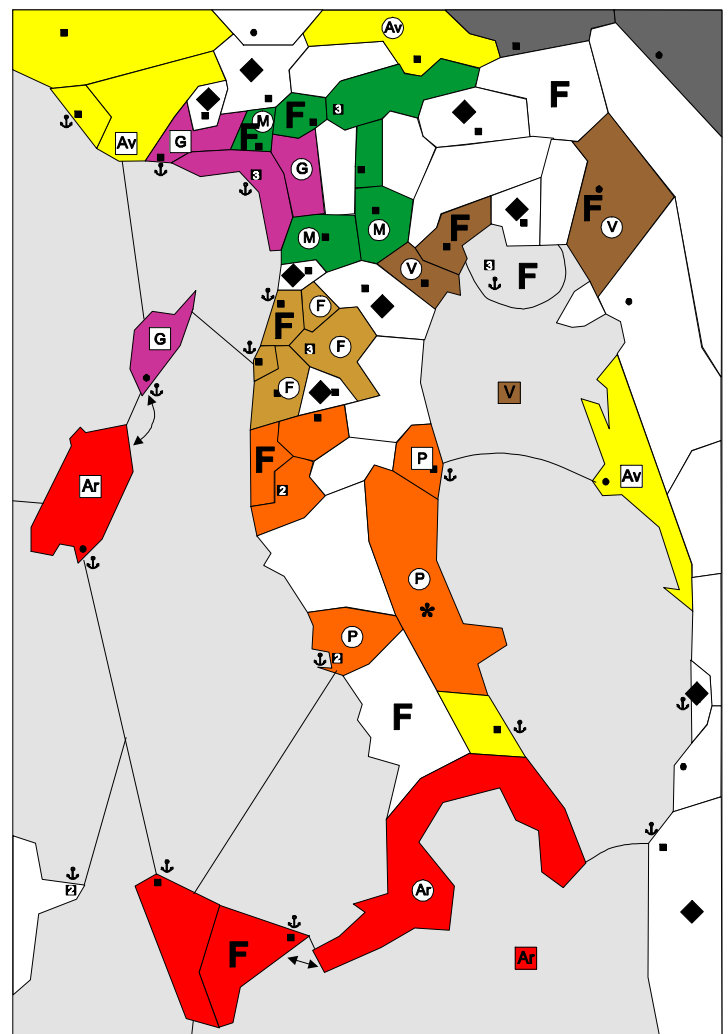
Muslims – All: Ouch! Bad year indeed!

Pope – Heretics: The Papacy is offering this one time opportunity to come back to the Church, renounce your heathen practices, and repent of your sins. In this holiday season of Christ's birth, the Holy Father is giving out penances for your sacrifice of 2 ducats to the Holy Church. For this sacrifice your sins will be forgiven and you will be welcomed back in to the Holy Church.

Pisa – All Except Byzantines: OK guys, you have to be aware that our BYZ player, perhaps one of the strongest Mach players around, uses this stupid Separation of Seasons to His advantage, in almost every game he plays he calls for it almost every turn. If you join him in voting yes you are more likely helping him then you are helping yourself... as well as delaying the actual game play. Please consider that the next year he calls for the separation...

Pisa – All: Funny that I've still not heard from a couple of you...

Barking Up the Wrong Tree



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

Barking Up the Wrong Tree

Fall 1250

Miller Number 2007Bpw10

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline for Witner/Spring 1251 6/10, Wednesday**

Aragon and the Pope put the squeeze on Avignon on the peninsula, while Milan catches Genoa unawares. Venice and Florence continue to butt heads over Bologna.

Orders

ARAGON (Mercer): A Messina to OTRANTO, F IONIAN SEA supports A Messina to Ionian Sea, F Gulf of Lions to SARDINIA

AVIGNON (Nichols): A Turin to TYROLEA, A Aquila to Ancona (DISLODGED, retreat Capua, Salerno, Bari, OTB), F Marseilles to PROVENCE, F Lower Adriatic to DALMATIA

FLORENCE (Whyte): A FLORENCE to Bologna, A PISTOIA supports A Florence to Bologna, A SIENNA besieges (autonomous garrison destroyed)

GENOA (Scott): A FORNOVA to Genoa, F SAVOY to Genoa, F CORSICA holds

MILAN (Renken): A MONTFERRAT besieges (autonomous garrison destroyed), A Parma to MODENA, A MANTUA supports Venice A Ferrara to Bologna

PAPACY (Robles): A Capua to NAPLES, A Spoleto to AQUILA, F ANCONA supports A Spoleto to Aquila

VENICE (Partridge): A Friuli to CARNIOLA, A FERRARA to Bologna, F Venice to UPPER ADRIATIC

VENICE: Ferrara, Padua, Carniola 1

Seas

ARAGON: Ionian Sea 1

VENICE: Upper Adriatic, Venice 1

Cities

ARAGON: Sardinia, Palermo, Messina 2

AVIGNON: Avignon, Marseilles, Tyrolea, Bari, Dalmatia 5

FLORENCE: Pisa, Florence (3), Sienna, Piombino 5

GENOA: Savoy, Genoa (3), Corsica 5

MILAN: Montferrat, Pavia, Milan (3), Cremona, Mantua, Modena 6

PAPACY: Perugia, Rome (2), Ancona, Naples (2) 6

VENICE: Ferrara, Padua, Carniola, Venice (3) 1

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Gross
ARAGON:	3	3	1	2	9
AVIGNON:	2	6	0	5	13
FLORENCE:	3	4	0	5	12
GENOA:	2	4	0	5	11
MILAN:	3	4	0	6	13
PAPACY:	3	5	0	6	14
VENICE:	3	1	1	1	6

Total after income:

Treasury:

Press

Genoa – All: Why have I only heard from one, yes, ONE, of you guys? makes me quite suspicious! It would you too, I'm sure...

Spring 1250 Famine

Bad Year – Row and Column: Venice, Carniola, Messina, Patrimony, Padua, Salerno, Carinthia, Montferrat, Pavia, Pisa

Spring 1250 Income

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

Provinces

ARAGON: Sardinia, Palermo, Messina, Otranto 3

AVIGNON: Avignon, Marseilles, Provence, Tyrolea, Bari, Dalmatia 6

FLORENCE: Pisa, Pistoia, Florence, Sienna, Piombino 4

GENOA: Savoy, Genoa, Fornova, Corsica 4

MILAN: Montferrat, Pavia, Milan, Cremona, Mantua, Modena 4

PAPACY: Patrimony, Perugia, Rome, Ancona, Aquila, Naples 5

Game Summary

	1250	1251
Aragon:	3	3
Avignon:	4	5
Florence:	3	4
Genoa:	3	3
Milan:	3	6
Papacy:	3	4
Venice:	3	4

Doberman

Turn 8b

Turn 9a due 4/29, Tuesday

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

100%Trash takes set 5

BIBCO takes set 4

PIT takes set 2

GOO takes set 1

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

Cards

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

Discards

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

Flea Collar

Kremlin

Turn 5 Funeral Commission through Parade
Turn 6 Cure through Health, 6/10, Tuesday

Funeral Commission

TCC and KGB both declare 3 IP on Zenjarplan (TCC gets control on the die roll). MLI declares 1 IP on Zenjarplan. HLM and LWT both declare 1 IP and REDS declares 2 IP on Krakemheds. REDS declares 4 IP, HLM declares 3 IP, and LWT declares 1 IP on Doberman. REDS plays Bee Hormone Cure (13) on Satin, reducing his age to 66. Zenjarplan nominates Satin for Party Chief. Zenjarplan, Satin, Krakemheds, and Doberman vote yes, Wasolin, Protzky, and Putschnik vote no. Nomination fails, and Zenjarplan ages to 61. Zenjarplan now nominates Wasolin. Zenjarplan, Wasolin, Protzky, and Putschnik vote yes, Satin, Krakemheds, and Doberman vote no. Nomination fails, Zenjarplan ages to 62 and becomes the Party Chief.

Politburo

Office	Politician	Condition	Influence
Party Chief	Tigran Zenjarplan (Q)	67, ?, +	3 (TCC) , 3 (KGB), 1 (MLI)
KGB Head	Oleg Satin (O)	68, weak, ++	11+ (REDS)
Foreign	Karel Krakemheds (E)	72, weak, +	2 (REDS) , 1 (HLM), 1 (LWT)
Defense	Igor Doberman (L)	65	4 (REDS) , 3 (HLM), 1 (LWT)
Ideology	Wassily Protzky (U)	57, weak, ++	9 (HLM) , 9 (REDS)
Industry	Petr Niewitko (D)	73, strong	
Economy	Viktor Wasolin (Z)	61, weak, ?	11+ (MLI)
Sport	Diwan Palavarian (G)	70, strong	

Politicians in bold are in the sanatorium.

Candidates: H, J, W, X, Y (60, 11+ (HLM))
People: M, N, P, R, S (68, +)
Siberia: C (81 +), K (68 +), T, B (83 +)
 Kremlin Wall: A, G, F, V, I

Replacement Phase

Zenjarplan promotes Krakemheds to Foreign Minister, and demotes Putschnik to Candidate, Wasolin to Economy, and Satin to Industry. Zenjarplan ages to 66. Satin rises by age to KGB Head, and Doberman to Defense Minister. Satin promotes Niewitko to Industry and H to Candidate. Satin ages to 68. Palavarian rises to Sport Minister by age. J becomes a Candidate by age.

Rehabilitation Phase

None

Parade Phase

Tigran Zenjarplan attempts to wave (dr = 20) success! He ages to 67.

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)

TCC has one wave.

Intrigue Cards

Undeclared Influence

Terrier
Silverton
Turn 11 Phases IV- VI and Turn 12, Phases I-III
Turn 12, Phases IV- VI and Turn 13, Phases I-III, 6/10, Wednesday
Turn 11

Operations

Brown (Partridge) operates #48 (\$40, 1 silver) and #30 (\$30, depletes). Receives \$400 in passenger revenue.

Blue (Bolduc) operates #80 (\$30, 3 coal), #88 (\$50, 4 coal), and #40 (\$40, 4 silver). Delivers 3 coal from Walsenburg to Denver for \$300. Gains \$150 in passenger revenues.

Red (Scharf) operates #101 (\$20, 3 silver), #108 (\$40, depletes), and #126 (\$30, 4 coal). Delivers 2 gold from Pinos Altos to El Paso for \$700. Gains \$60 in passenger revenues.

Aqua (Lewis) operates #68 (\$20, 3 coal), #73 (\$20, 3 coal), and #74 (\$20, 3 coal). Receives \$410 in passenger revenue.

Green (Longdin) operates #92 (\$40, 5 coal). Delivers 4 coal from Raton to Denver for \$400. Gains \$380 in passenger revenue. Buys a 24 train for \$200.

Orange (Hooton) operates #119 (\$40, 4 coal), #113 (\$30, 3 lumber), #128 (\$40, depletes), #65 (\$30, 1 lumber), #63 (\$50, 3 lumber), #46 (\$40, depletes), #51 (\$30, 4 silver), #100 (\$40, 1 gold), #122 (\$20, 4 coal), #33 (\$50, 2 gold), and #99 (\$50, depletes). Delivers 5 lumber from Porter to Santa Fe for \$300 and 2 silver from Telluride to Santa Fe for \$320. Gains \$90 in passenger revenue.

Determine Price Changes

Gold: -2 to \$300

Copper: Remains at \$320

Silver: +1 to \$180

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$120	Remains at \$300	+1 to \$200	-2 to \$30	Remains at \$200
Coal:	Remains at \$100	+1 to \$80	Remains at \$80	+1 to \$120	Remains at \$140

Turn 12

Move Prospectors and Surveyors

Brown (Partridge) surveys Salida to Buena Vista, prospects passenger line 12.

Blue (Bolduc) surveys Alimosa to Taos, Orestod to Steamboat Springs, prospects #43.

Red (Scharf) surveys Belen to Dalies and Whitewater to Santa Rita, no prospecting.

Aqua (Lewis) surveys Rifle to Glenwood Springs and Moab to Montecello, prospects #38

Green (Longdin) surveys Cimmaron to Elizabethtown (not allowed - winter) and Leadville to Minturn (not allowed - winter), prospects #43.

Orange (Hooton) surveys Belen to Dalies and Butte Junction to Rincon, prospects #114 and #123

Dispute Resolution

Blue and Green have a dispute over claim #43. Blue's has a +2 for the prospector and Green has a +3 because his line already goes to Aspen. Blue = 9 + 2, Green = 8 + 3. Dispute continues into next turn. Red and Orange have a dispute over the Belen to Dalies line. No modifiers. Red = 11, Orange = 5. Red wins and surveyor goes to +1. Brown spends \$370, Blue spends \$400, Red spends \$100, Aqua spends \$320, Green spends \$0, and Orange spends \$200.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$755	9, 15		S+1, S, P+1
Paul Bolduc	Blue	Denver	\$145	9, 15		S, S+1, P+2
Bill Scharf	Red	El Paso	\$3895	9, 24		S+1, S, P
Andy Lewis	Aqua	Salt Lake City	\$3410	9, 15, 42		S, S, P
Michael Longdin	Green	Pueblo	\$2010	9, 15, 24	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$530	9, 15, 24		S, S, P, P

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	2	\$40
88	Walsenburg	Blue	Coal	1	\$50
80	Aspen	Blue	Coal	3	\$30
40	Aspen	Blue	Silver	4	\$40
105	Silver City	Red	Silver	1	Depleted
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	8	\$20
126	Santa Rita	Red	Coal	4	\$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

#	City	Owner	Type	Goods	Operation
37	Eureka	Aqua	Silver	2	Depleted
68	Scofield	Aqua	Coal	15	\$20
73	Hiawatha	Aqua	Coal	7	\$20
74	Elk Springs	Aqua	Coal	13	\$20
38	Aspen	Aqua	Silver	N	\$40
92	Raton	Green	Coal	13	\$40
81	Crested Butte	Green	Coal	9	Depleted
47	Ouray	Green	Silver	2	Depleted
119	Farmington	Orange	Coal	4	\$40
113	Porter	Orange	Lumber	4	\$30
128	South Fork	Orange	Silver	1	Depleted
65	El Vado	Orange	Lumber	3	\$30
63	Lumberton	Orange	Lumber	4	\$50

#	City	Owner	Type	Goods	Operation
51	Silverton	Orange	Silver	8	\$30
100	White Oaks	Orange	Gold	2	\$40
122	Lee Ranch West	Orange	Coal	4	\$20
33	Silverton	Orange	Gold	2	\$50
114	McGaffey	Orange	Lumber	N	\$30
123	Gallup	Orange	Coal	N	\$40

#	Type	Route	Payoff	Owner	Notes
8	A	Denver – Leadville	\$260	Green	Discard after 3 more Leadville depletions
6	A	Santa Fe – Albuquerque	\$90	Orange	

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
12	B	Pueblo – Grand Jct.	\$150	Brown	Discard when 20 is taken. Good for \$150 toward card 20 or 21
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	
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	

Available Claims

#	City	Type	Claim	Operation
43	Leadville	Silver	\$200	\$50
117	Cloudcroft	Lumber	\$120	\$50
44	Leadville	Silver	\$40	\$40
27	Dillon	Gold	\$120	\$40
56	Hot Sulphur Springs	Lumber	\$60	\$30
86	Canon City	Coal	\$40	\$20
25	Bingham	Gold	\$200	\$60
118	Cimarron	Lumber	\$60	\$20

Deck was reshuffled (card 111), and claims #97, 26, 127, 107, 64, and 60 were put on the bottom of the deck (card 93)

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
20	C	Salt Lake City – Pueblo	\$600	\$930	
18	C	Gallup – Santa Rosa	\$500	\$660	
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	
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 Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	5	\$200
42	7	\$320

Available Snowplows

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

Hound

Turn 10

Deadline Turn 11, 6/10, Tuesday

Commander Actions

Roobie-Roo buys a population factor (Wa5)

BORG opens the bidding on Scientists at 40 and Scharfpost gets it for 57 (Or4, Wa6, Wa7, Wa10, DL discounts). Opens the bidding on the second Scientists at 40 and Scharfpost gets it for 60 (Or3, Or3, Or3, Or4, Wa7, Re10, DL discounts). Buys a titanium factory (Or5, Ti7, Ti8, Ti10) and two population factors (Wa9, Ti12).

FEARLESS buys a titanium factory (MWa) and a population factor (Or2, Wa8)

Miles from Nowhere buys a titanium factory (Ti8, Ti11, Ti11) and a population factor (Ti10)

Brosiarium opens the bidding on a Laboratory at 80 and Little Green Men gets it for 81 (Or5, Wa5, Wa5, Wa5, Wa6, Wa7, Wa7, Wa8, Wa8, Wa9, Mi16). Opens the bidding on the second Laboratory at 80 and gets it (Wa7, Wa8, Wa8, MWa, Re13, Re14) and buys a population factor (Wa10)

Little Green Men moves a population factor from an ore factory to the research factory.

Golden Orb buys a water factory for 20 (Or4, Wa5, Wa7, Wa7) and moves a population factor from an ore factory to man it.

HBDC buys a titanium factory (Wa6, Wa6, Wa8, Ti10) and moves a population factor from a water factory to man it.

Scharfpost passes

Bartertown X opens the bidding on Robots at 50 and gets it (Wa5, Wa5, Wa5, Wa6, Wa6, Wa7, Wa7, Wa9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, ReF	No, 2Sc, La	20
2	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, Ro	19
3	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, ReF	No, OL, La	18

	Outpost Name	Commander	Factories	Upgrades	VP
4	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, P	HE, No, Wa, Ec	17
5	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, No	16
6	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF	No, HE, Wa, OL	16
7	Scharfpost	Bill Scharf	OrF, OrF, WaF, P	3DL, Wa, 3Sc	13
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, Wa	11
9	Bartertown X	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, HE, Ro	11
10	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF	2DL, HE, Wa, No	10

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 Arrivals: Outpost, Laboratory, Orbital Lab, Orbital Lab, Orbital Lab

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	1	0
Scientists (Sc)	40	0	2
Orbital Lab (OL)	50	3	2
Robots (Ro)	50	1	4
Laboratory (La)	80	1	4
Ecoplants (Ec)	30	0	6
Outpost (Ou)	100	4	3

Roobie-Roo, FEARLESS, and Brosarium took a Mega Water cards. HBDC takes a Mega Titanium card. Mills from Nowhere discards Or1, Or3.

Bulldog

Turns 5.5 to 6.5

Deadline Turn 6.6 to 7.6, 6/10 Tuesday

Turn 5

Dave H. rolls a 6. Mike and Michael each gain 1 lumber, Dave P., Dave H., and Chris each gain 2 lumber. Builds a ship from E18 to F18 (discovers ocean) and another ship from F18 to F19 (discovers ocean). During the special build turn, Michael builds a road from C13 to B13.

Chris rolls a 3. Mike receives 1 grain and Dave P. receives 2 grain. Builds a road from B14 to B13. During the special build turn, Mike builds a settlement at F10 and Dave P. upgrades his settlement at E5 to a city.

Turn 6

Mike rolls a 7. Mike moves the Robber to the 8 Hills by C13 and steals an ore from Michael. Passes.

Michael rolls an 8. Mike gains 2 brick, Dave P. gains 2 ore, and Chris gains 1 ore. Passes.

Dave P. rolls an 11. Mike and Andy each receive 1 lumber, Michael and Dave H. each receive 1 wool. Trades 1 lumber to Michael for 1 brick and builds a road from E5 to E4. During the special build turn, Andy builds a ship from 8E to 8F (discovers Pasture 6, gains wool).

Andy rolls a 7. Moves the Pirate to C/D5 and steals an ore from Blue. Passes.

Dave H. rolls an 8. Mike gains 2 brick, Dave P. gains 2 ore, and Chris gains 1 ore. Passes.

Open Trades

Michael offers 1 brick for 1 ore, 1 grain, or 1 lumber.

Turn 6 Rolls

Chris 9

Turn 7 Rolls

Mike 11

Dave P. 12

Michael 10

Andy 8

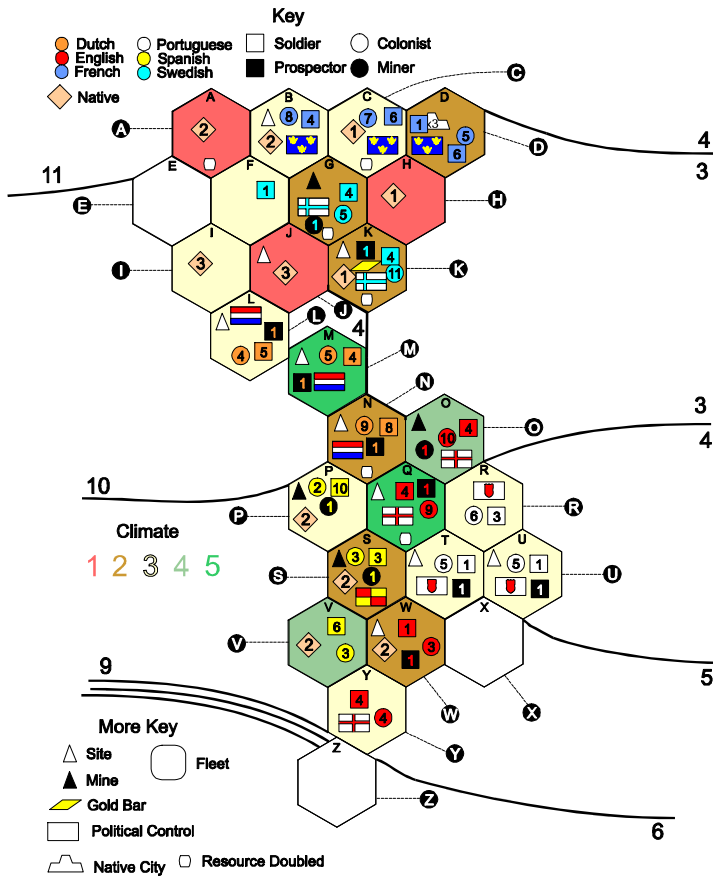
Dave H. 7

Chris 10

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red			5	1	3		4
Dave Partridge	Blue		1			3		6
Michael Longdin	Green		3		2	2		2
Andy York	Yellow		1	2		3		4*
Dave Hooton	Purple		1	1		2		4
Chris Geggus	Brown				1	2		4

* Longest trade route.



Homebound Naval Movement

- Portuguese:** Move to D. Dice: 2, 6. No losses. Attack French fleet at D. No ships lost on either side. To Home: Dice: 2, 2, 6. No losses.
- Dutch:** Dice: 5, 6, 6, 6. No losses.
- French:** Dice: 4, 5, 6. No losses.
- Swedes:** Dice: 1, 2, 6. No losses..
- English:** Move to O: Dice: 3, 4, 6. No losses. To Home: Dice: 1, 5, 6. No losses.
- Spanish:** Move to S. Die: 1. No losses. To Home: Dice: 1, 2, 3, 4, 4, 5, 6, 6. No losses.

Income

- Portuguese:** Political Control: \$120, resources: \$32.
- Dutch:** Political Control: \$120, resources: \$63.
- French:** Political Control: \$120, Gold: \$120, resources: \$54.
- Swedes:** Political Control: \$90, Gold: \$40, resources: \$64.
- English:** Political Control: \$120, Gold: \$40, resources: \$70.
- Spanish:** Political Control: \$60, Gold: \$80, resources: \$16.

Turn 7 Initiative

Swedes, English, Dutch, French, Portuguese, Spanish
 Portuguese attitude is (dr = 3+1) Status Quo.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$524	1	4	4
Swedes	Andy Lewis	\$363	9	4	4
Dutch	Andy York	\$311	2	5	3
English	Dave Partridge	\$418	5	4	5
Spanish	Cary Nichols	\$221	4	5	4
Portuguese	Non-Player	\$271	17	8	4

Cats and Dogs

Epoch II Carthaginians and Persians

Deadline Epoch III Empire Selection and Celts, 6/10 Tuesday

Epoch II

The Time Traveler (Anderson) CARTHAGINIA: Army and Capital Shatts Plateau (Greek army eliminated), army Libya (vs. Assyria; C: 6, 4; A: 2; wins), Nile Delta (vs. Assyria; C: 5, 2; A: 4; wins, city eliminated), fleet Western Mediterranean, army Arabian Peninsula, fort Shatts Plateau, army Central Massif, Western Gaul. Points: Dominance in North Africa (4), Presence in Middle East (3), India (2), and Southern Europe (2), 1 Capital (2), 1 sea (1), and 1 Monument (1) for 15 points.

Marching through the Ages (Lewis) PERSIA: Army and Capital Persian Plateau (Sumerian army eliminated), army Hindu Kush (vs. Aryans; P: 4, 3; A: 3; wins), Zagros (vs. Scythians; P: 3, 1; S: 3; P: 4, 2; S: 6; loses), Zagros (vs. Scythians; P: 5, 2; S: 3; wins), Upper Tigris (vs. Scythians; P: 4, 3; S: 6; loses), Upper Tigris (vs. Scythians; P: 4, 2; S: 1; wins), Levant (vs. Scythians; P: 5, 2; S: 4; wins), Palestine (vs. Assyrians; P: 6, 5; A: 6; P: 6, 6; A: 6; P: 3, 2; A: 2; lwins), Nile Delta (vs. Carthagina; P: 4, 1; C: 1; wins), Nubia (vs. Egypt; P: 3, 2; E: 2; wins), fleet Red Sea, army Upper Indus (vs. Vedic City States; P: 6, 5; V: 6; P: 6, 5; V: 2; wins, city eliminated), Upper Nile, Lower Tigris (vs. Scythians; P: 2, 1; S: 6; loses), Lower Tigris (vs. Scythians; P: 4, 2; S: 5; loses). Builds Monuments Persian Plateau and Zagros. Points: Dominance in North Africa (4) and Middle East (6), Presence in India (2) and Southern Europe (2), one Capital (2), 1 Sea (1), and five Monuments (5) for 22 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
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
Dave Anderson	The Time Traveler (orange)	12	23
Dennis Cain	Systematic Chaos (black)	13	29
Andy Lewis	Marching through the Ages (red)	19	27

Positions

Systematic Chaos: Fleet Eastern Mediterranean. **REBELLION:** Army, city, and Monument Wei River. **GREEK CITY STATES:** Army and Capital Morea, army

and city Crete.

100% Pussycats: VEDIC CITY STATES: Army and city Lower Indus, armies Ganges Valley, Ganges Delta, Western Deccan, Eastern Deccan, Eastern Ghats.

Marching Through the Ages: Fleet Red Sea. MINOANS: Army and Fort in Western Anatolia, army Balkans. PERSIA: Army, Capital, and Monument Persian Plateau, army and Monument Upper Indus, Zagros, Upper Tigris, Levant, Nile Delta, armies Hindu Kush, Palestine, Nubia, Upper Nile.

The Time Traveler: Fleet Western Mediterranean. INDUS VALLEY: Army Western Ghats. CARTHAGINIA: Army, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Central Massif, Western Gaul.

Royal Manticoran Historical Society: None

The Questioner: SHANG DYNASTY: Army and Capital Yellow River, army Si-Kyang. SCYTHEANS: Army and Monument Lower Tigris, armies Caucuses, Eastern Anatolia, Middle Tigris.

Arachnids: ARYANS: Armies Turanian Plain, Persian Salt Desert NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. CHOU DYNASTY: Armies Great Plain of China, Checkiang, Tarim Basin.

Event Cards

Epoch III Empire Draw

Greyhound

Initial Token Purchases

Deadline Turn 1, Phases 3 through 6, 6/10 Tuesday

Venice buys \$14 tokens

Paris buys \$18 tokens

Barcelona buys \$14 tokens.

Hamburg buys \$12 tokens

London buys \$15 tokens.

Genoa buys \$17 tokens

Turn 1, Phase 1 – Draw Cards

Your card is:

Phase 2 – Buy Cards

None

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Michael Longdin	Venice	0	14	\$23	3	1		
Dave Partridge	Hamburg	0	12	\$26	1	1		
Bob Robles	Paris	0	18	\$22	6	1		
Dave Hood	London	0	15	\$25	4	1		
Steve Koehler	Barcelona	0	14	\$26	2	1		
Robert Koehler	Genoa	0	17	\$23	5	1		

Players are listed in reverse tie breaking order.

Cards

Commodity Log

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
Power Selection
Traitor Selection and Fremen Setup, 6/10 Tuesday

Players

ATREIDES: Jerry Roalstad
 EMPEROR: Michael Longdin
 GUILD: Kevin Wilson
 IXIANS: Ward Narhi

BENE TLEILAXU
 FREMEN
 HARKONNENS
 GAME MASTER

Bob Robles
 Gina Teh
 Paul Bolduc
 Chris Hassler

Traitor Draw

Treachery Cards

Gaspede

Turn 1

Turn 2, 6/10 Tuesday

Turn 1

Andy Y. chooses the Builder, and builds an Indigo Plant for 2 doubloons. Dave builds a Small Indigo Plant for 1 doubloon. Andy L. builds a Hacienda for 2 doubloons. Chris builds a Small Market for 1 doubloon. Tom builds a Construction Hut for 2 doubloons.

Dave chooses the Settler, and selects a Quarry. Andy L. selects a Corn plantation. Chris selects a Tobacco plantation. Tom chooses a Tobacco plantation. Andy Y. chooses an Indigo plantation. New tiles are drawn (Corn, Tobacco, Sugar, Coffee, Indigo, Sugar)

Andy L. chooses the Mayor, and places colonists on the Corn and Hacienda. Chris places his colonist on the Small Market. Tom places his colonist on the Corn plantation. Andy Y. places his colonist on an Indigo plantation. Dave places his colonist on the Quarry. Five new colonists are on the ship.

Chris chooses the Prospector, and takes 1 doubloon.

Tom chooses the Craftsman, and takes 2 corn, while Andy L. takes 1 corn.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Builder	Indigo , Indigo	Indigo Plant		2		
Dave Partridge	Settler	Indigo, Quarry	Small Indigo Plant		3		
Andy Lewis	Mayor	Indigo, Corn	Hacienda		2	Corn	
Chris Geggus	Prospector	Corn, Tobacco	Small Market		4		
Tom Howell	Craftsman	Corn , Tobacco	Construction Hut		2	2 Corn	

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: 84 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: 7 **Indigo:** 11 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x3)	Indigo Plant (x2)	Tobacco Storage (x3)	Guild Hall
Small Sugar Mill (x4)	Sugar Mill (x3)	Coffee Roaster (x3)	Residence
Small Market (x1)	Hospice (x2)	Factory (x2)	Fortress
Hacienda (x1)	Office (x2)	University (x2)	Customs House
Construction Hut(x1)	Large Market (x2)	Harbour (x2)	City Hall
Small Warehouse (x2)	Large Warehouse (x2)	Wharf (x2)	

Rolls

Builder, Captain (1d), Craftsman, Mayor, Prospector (1d), Prospector, Settler, Trader

Plantations

Quarry (x7), Corn, Tobacco, Sugar, Coffee, Indigo, Sugar

Discard Pile: Coffee, Corn

Pedagogy

The first generation of stars produced by the universe are fundamentally different from those we see today. The main reason for this is the composition of the universe as compared to its composition today. The big bang nucleosynthesis produced a large quantity of helium, and a trace amount of lithium, but those were the only elements other than hydrogen around. Compare that with today where there are significant proportions of elements like carbon, oxygen, nitrogen, iron, and silicon. While in absolute terms, the abundances of those elements are quite small, they have a disproportionate impact on star formation.

Star formation begins with the gravitational collapse of a gas cloud. However, such a collapse produces heat, so the size of the collapsing cloud must be large enough to overcome the heat-induced motion of the constituent particles. In star formation today, the cloud possesses a good way of cooling itself, because of the presence of carbon monoxide in the cloud. One of the energy modes of the carbon monoxide molecule is easily excited by collision with other atoms and molecules in the surrounding gas. The molecule then emits a photon as it returns to its ground state. The photon is not of an energy that is easily captured by hydrogen, so it typically escapes from the cloud, thus carrying heat energy away. The abundance of carbon monoxide is low in the cloud, but the cooling effect of the carbon monoxide molecules is quite significant. This allows stars in the range of a few tenths to about 10 times the mass of the sun to form.

In the early universe, however, there was no carbon monoxide. As a result, heat could not easily escape a collapsing cloud. There was molecular hydrogen, which is much less efficient at cooling than carbon monoxide is. The result that the minimum mass required to overcome heat pressure was significantly larger – those first stars were anywhere from 30 to 500 times as massive as the sun. The first stars were monsters.

The interstellar medium at this time was electrically neutral, and it had been ever since the recombination era, when the universe cooled to the point where electrons and protons could join to form hydrogen atoms. These new stars quickly

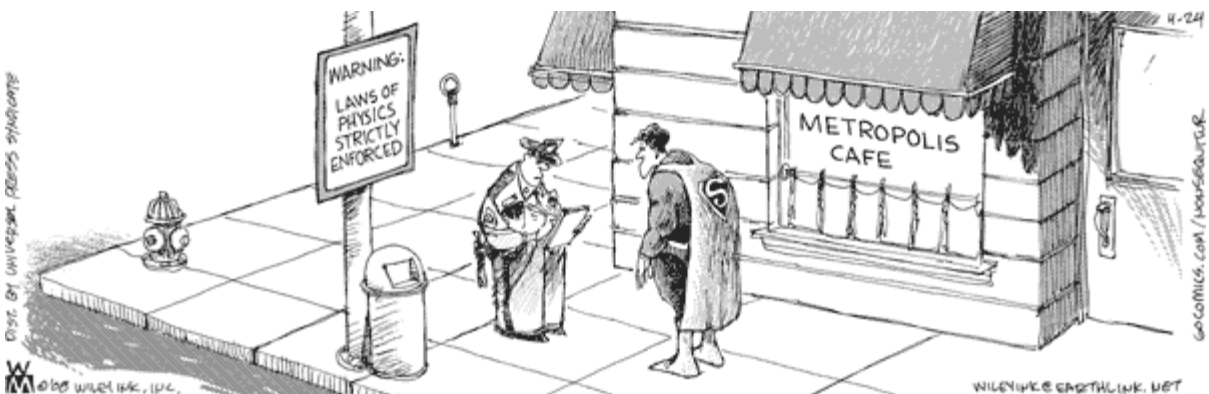
changed that. With surface temperatures exceeding $100,000^{\circ}\text{C}$, and luminosities millions of times more than the sun, the copious amounts of ultraviolet put out by these stars quickly re-ionized the interstellar medium.

How do such stars age? The short answer is "very quickly". A star's mass is the primary determining factor for its evolution. However, heavy element abundance is also significant. Astronomers have good computer models that give us an indication of how current stars evolve. These models can be checked against observation, because we can see many stars of many different masses and compositions at many different stages in their life cycle. However, there are very few stars around as massive as the first generation. The only candidate we know of is Eta Carinae, which is thought to have a mass of around 100 solar masses, but since it is shrouded in a nebula caused by its own instability, we do not know for sure. We can only project and make educated guesses about how those first stars behaved.

One thing is certain, stars that are as massive as the first stars will all end their lives violently. The smaller ones as supernovae, and the larger ones a hypernovae. Stars with about 140 to 260 solar masses would likely have completely blown themselves apart when they went hypernova, seeding the early universe with heavy elements. Unlike a typical core collapse supernova, when such a massive star starts to fuse oxygen in its core, the photons become so energetic, they spontaneously form matter-antimatter pairs. The particles provide less outward pressure than photons, and without that outward pressure, the star quickly begins to collapse, causing the internal temperature to skyrocket, fusing all of the remaining nuclear fuel. The star explodes, leaving nothing behind.

Stars that are less massive than those will leave black holes behind black holes, and it is probably those black holes that merged to form the progenitors of the supermassive black holes that are found in the center of nearly all galaxies.

Next time, when branes collide.



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

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Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Dave Hood dhood@phd-law.com Dave Hooton hootond@yahoo.com		Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	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 iamthedbear@sbcglobal.net	Dale Horsely dhorsely@excite.com			

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