

Notes from Hades

Last month, I had the longest trip of my recent travels. Two weeks in Geneva. The reason for the longer time was the fact that I was actually attending two different sets of meetings, one for two days on the first week, and the second all the second week. This allowed me the unusual feature of a weekend free for sightseeing – which I took full advantage of. On the advice of a colleague who had been to Switzerland many times before, I bought a 4-day Swiss rail Flexipass, which allowed me unlimited use of the trains during any four days in a 30-day period. We first tried something Friday afternoon of the first week. The plan was to go to Chamonix, France, where if the weather was good, we would be able to see Mont Blanc. To get there, we took the regular train to Martigny, and from there there is a special train to Chamonix. Unfortunately, by the time we got to Martigny, we discovered that if we continued on to Chamonix, we would get there too late to take the train back to Geneva. So, we wandered around Martigny and had dinner.

The next day, the weather dawned clear, and we got up early for our trip. The plan for this day was to go to the Jungfrau region south of Interlaken. After changing trains in Bern, we arrived at Interlaken and got on a separate train to Lauterbrunnen. From there, we took a bus to Stechelberg, from which we took a series of four cable cars to the summit of the Schilthorn. At nearly 10,000 feet high, the Schilthorn offers an incredible view of the surrounding Alps, and the weather definitely did not disappoint. Some of the pictures I took are [here](#). The Schilthorn was also used in the filming of the James Bond film *On Her Majesty's Secret Service* for you 007 aficionados. We had lunch there, then on the way back, got off after the second cable car in the village of Murren. Murren is sort of the stereotypical Alpine village, and the view of the valley from there was gorgeous. We walked down to the lower end of the village to take the train back to Lauterbrunnen, and made our way back to Geneva.

On Sunday, we decided to try Chamonix again, but we didn't want to get up as early as on Saturday, so instead of catching the 6:45 train, we waited for the 9:30 train. Unfortunately, once again, we were too late getting into Martigny to catch the right train into Chamonix. So, instead, went to Sion, the next sizable town down the track. There, we walked around the town, which was quite nice, and had lunch. A pleasant, if uneventful day.

I still had one more day on my pass, so the following Friday, after we had concluded our meetings, we decided to go to Montreaux for dinner. Montreaux is a city at the opposite end of Lake Geneva from Geneva itself. It is probably best known for its annual jazz and rock festival. It has been holding the festival since the 1960s, and in fact, an incident that happened there was immortalized in the Deep Purple song "Smoke on the Water." Overall, it was a very good trip, and I would recommend Switzerland to anyone, particularly if you love mountains.

Malamute ends up this issue, and Andy York is the winner. Congratulations to Andy on his victory. Next issue, we will start up the Robo Rally game.

The next deadline is **Tuesday, November 25 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

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. Have Dave Partridge, Bob Robles, Chris Geggus, Gina the, Dennis Cain, and Andy Lewis. This game is full.

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. **Starts next issue!**

Husky. Power Grid. Have Andy York, Michael Longdin, Dave Partridge, Dave Hooton, and Brad Martin, will take up to 1 more.

Dogbreath. History of the World. Have Chris Geggus, Dave Partridge, Gina The, and Andy Lewis, will take up to 3 more.

Basset. Outpost. Will start after Hound ends. Have Andy York, Cary Nighols, Dave Partridge, Dave Hooton, Eric Brosius, Andy Lewis, and Michael Lowrey, will take up to 3 more.

Wish List

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

New World. This will use the exploration variant, plus the Non-Player Nations variant in the event I get less than 6 players. Have Andy York, will take up to 5 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:

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

Dog Park

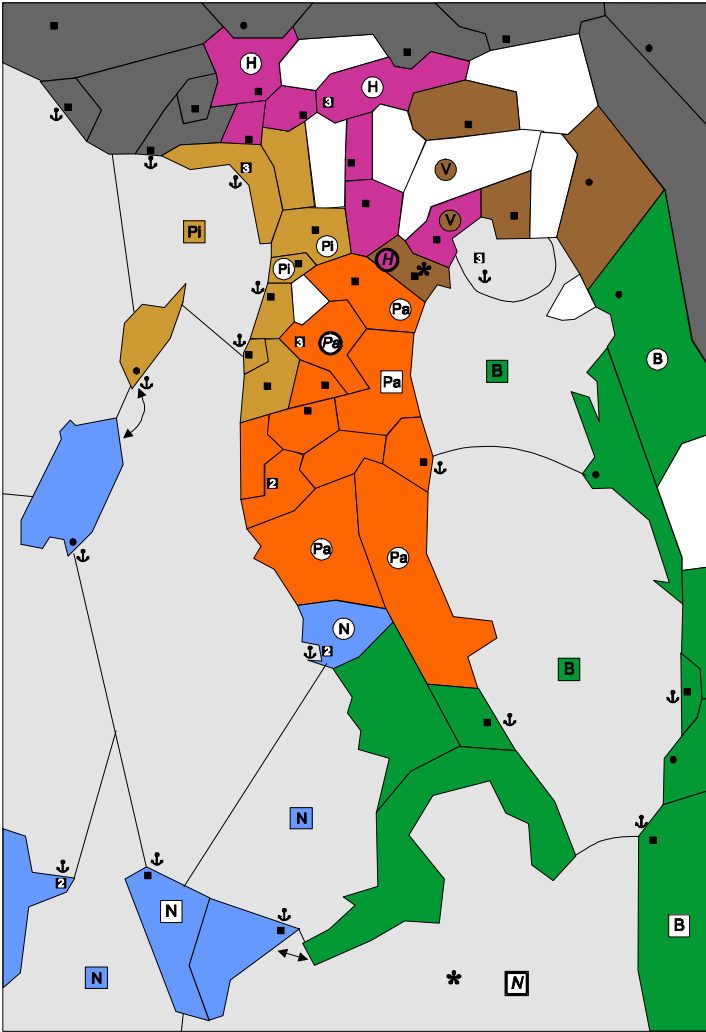
Fall 1052

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Winer/Spring 1053 10/14, Tuesday**

Pisa knocks heads with the Holy Roman Empire in the north, while the Normans knock around the Byzantines in the south. The Pope repositions his forces while Venice tries to hang on.

Dog Park



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

Fall 1052 Retreats

Venice retreats A Padua to Verona

Builds

		Cost
Byzantines	Maintain A Croatia, A Bari, F Upper Adriatic, F Ionian Sea, build F Ragusa, F Durazzo	18
Holy Roman Empire	Maintains all, no new builds	15

Normans	Maintains all, builds F Naples	18
Papacy	Maintains all, builds A (Elite Mercenary) Arezzo	21
Pisa	Maintains A Fornova, A Modena, F Ligurian Sea, A Corsica, no new builds	12
Venice	Maintains all, no new builds	9

Outstanding Loans

Summer 1053: 12 ducats due from Venice (10 borrowed)
 Fall 1053: 14 ducats from Pisa (9 borrowed), 18 ducats from Byzantines (12 borrowed)
 Spring 1054: 38 ducats due from the Normans (25 borrowed)
 Summer 1054: 2 ducats due from the Papacy (1 borrowed), 20 ducats due from the Holy Roman Empire (14 borrowed)

Orders

BYZANTINES (Giovine): A Croatia to DALMATIA, A Bari to SALERNO, F Ionian Sea supports F Ragusa to Lower Adriatic (cut, DISLOGED, retreat Otranto, OTB), F UPPER ADRIATIC supports F Ragusa to Lower Adriatic, F Ragusa to LOWER ADRIATIC, F DURAZZO supports F Ragusa to Lower Adriatic

HOLY ROMAN EMPIRE (Partridge): A Turin to MONTFERRAT, A MILAN supports A Mantua to Parma, A MANTUA to Parma, A (EM) Padua to FERRARA

NORMANS (Horsley): F Tunis to CENTRAL MEDITERRANEAN, F PALERMO supports F Messina to Ionian Sea, F Naples to GULF OF NAPLES, F (EM) Messina to IONIAN SEA, G NAPLES converts to A

PAPACY (Roalstad): A BOLOGNA supports F Ancona to Urbino (cut), A Spoleto to ANCONA, A CAPUA supports A Aquila, A AQUILA supports A Spoleto to Ancona, A (EM) Arezzo to FLORENCE, F Ancona to URBINO

PISA (Scott): A FORNOVA supports A Modena to Parma, A MODENA to Parma, A Corsica to LUCCA, F LIGURIAN SEA transports A Corsica to Lucca

VENICE (Wilson): A Trent to VERONA, A Ferrara to Bologna (DISLOGED, retreat garrison, OTB), A Verona to PADUA

Your treasury:

Summer 1053 Plague

Bad Year – Row and Column! Bergamo, Ancona (Papal A eliminated), Parma, Mantua (HRE A eliminated), Istria, Bosnia, Salerno (Byzantine A eliminated), Fornova (Pisan A eliminated), Herzegovina

Barking Up the Wrong Tree

Spring 1252

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline for Summer 1252 11/25, Tuesday

Avignon and Milan put a huge squeeze on Genoa while Florence and Venice claim neutrals. Aragon and the Pope move south.

Builds

		Cost
Aragon	Maintains all, no new builds	12
Avignon	Maintains all, builds A Avignon, F Marseilles, F Bari	24
Florence	Maintains all, no new builds	12
Genoa	Maintains all, builds A Savoy	15
Milan	Maintains all, builds A Pavia, A Milan	21
Papacy	Maintains all, no new builds	18
Venice	Maintains all, builds A Padua	12

Orders

- ARAGON (Scharf): A DURAZZO to Albania, F LOWER ADRIATIC supports A Durazzo to Albania (cut), F Tyrrhenian Sea to GULF OF NAPLES, F Western Mediterranean to TUNIS
- AVIGNON (Nichols): A Avignon to SWISS, A SALUZZO supports F Provence to SAVOY, A ALBANIA to Durazzo, F Provence to SAVOY, F Marseilles to PROVENCE, F GULF OF LIONS to Ligurian Sea, F BARI to Lower Adriatic, F DALMATIA to Upper Adriatic
- FLORENCE (Whyte): A PISA supports A Pistoia to Lucca, A Pistoia to LUCCA, A FLORENCE supports autonomous garrison Bologna, A AREZZO holds
- GENOA (Scott): A Savoy supports A Genoa (cut, DISLOGED, retreat garrison, OTB), A Genoa holds (DISLOGED, retreat garrison, OTB), A TURIN to Montferrat, F LIGURIAN SEA supports A Genoa (cut), F CORSICA supports Aragon F Tyrrhenian Sea to Gulf of LIONS (nso)
- MILAN (Renken): A Montferrat to GENOA, A FORNOVA supports A Montferrat to Genoa, A MODENA supports A Montferrat to Genoa, A PARMA to Pavia, A MANTUA supports A Modena, A PAVIA to Montferrat, A Milan to COMO
- PAPACY (Robles): A Perugia to SPOLETO, A ROME holds, A ANCONA to AQUILA, A NAPLES holds, A Salerno to OTRANTO, F Urbino to ANCONA
- VENICE (Partridge): A BOLOGNA besieges (garrison eliminated), A TREVISO besieges (garrison eliminated), A Padua to CROATIA, F UPPER ADRIATIC transports A Padua to Croatia

Treasury:

Notes

Lynn Mercer has resigned. **Will Bill Scharf please take over Aragon!**

Summer 1252 Plague

Bad Year – Row and Column: Bergamo, Ancona (Papal F destroyed), Parma (Milan A destroyed), Mantua (Milan A destroyed), Iстриa, Marseilles, Carinthia, Ferrara, Milan, Florence (Florentine A destroyed), Otranto (Papal A destroyed), Corsica (Genoan F destroyed)

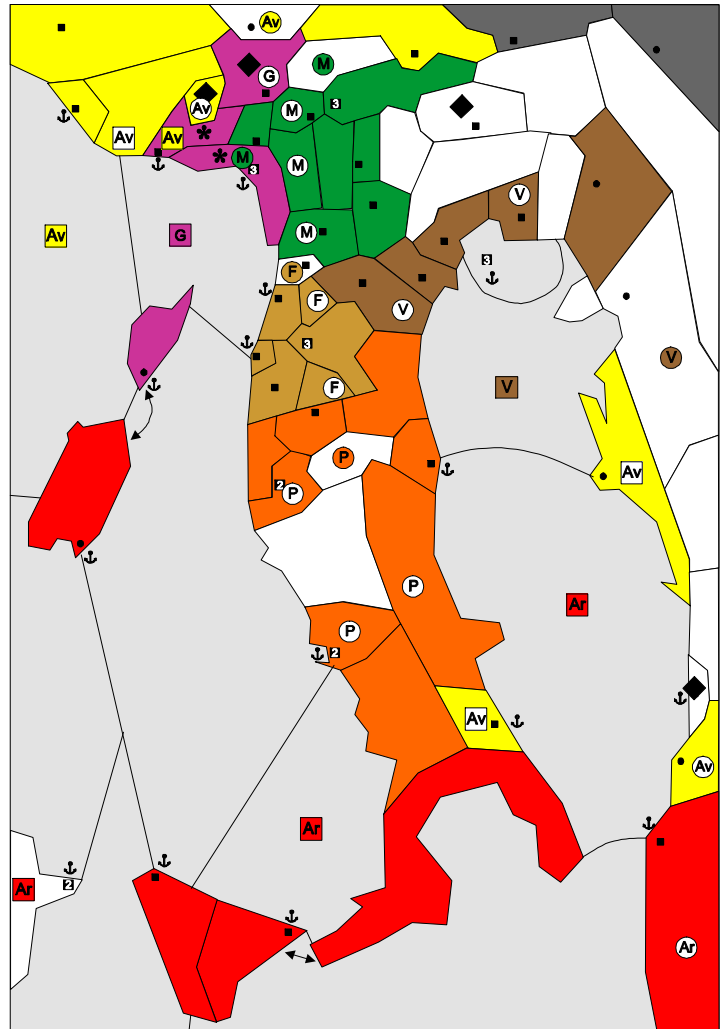
Press

Florentine Flamer: A murky green and brown tide has swept local beaches in recent days. Locals have been advised to stay out of the water, as the lingering afterburn of the off-colored ooze causes nothing but trouble. The Florentine National Guard has been mobilised to mop up this disgusting pollution, and is assisting the Bolognese in their efforts to halt this threat to the tranquility of our peninsular existence. Papal blessings are expected on all those units who manage to disinfect an entire province. To their credit, even the French and Genoese are assisting in this cleanup.

Genoa – All: Does anyone have a few d's for a poor and seemingly friendless

Genoa? Sending armies into Milan's rear, or Fleets into Avignon's front would also be quite a blessing...

Barking Up the Wrong Tree



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

Doberman
Turn 11a
Turn 11b due 11/25, Tuesday

Available Cards

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

PIT selects set 5

GOO selects set 3

100%Trash selects set 4

BIBCO selects set 2

Press

PIT – 100%Trash: The poor get porrer.

PIT – All: This is the game with the most turns I've seen. Have any of you played in a longer game?

GM – PIT: The first game of this I ran went to 13 turns.

PIT – All: Care to share your thoughts as to why Rationalization is the only innovation that requires a second card to implement? I'm guessing that when Rationalization didn't have the second card requirement, it was far and away the best strategy. Maybe it still is.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$6	30	3	15	5	Order
Dave Partridge	BIBCO	4	\$36	0	1	16	5	Hiring/Firing
Richard Weiss	PIT	1	\$14	10	8	19	3	
Eric Brosius	GOO	2	\$16	0	1	17	3	Order

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	14	5
Dave Partridge	5/1	4/3	1/15	6	53
Richard Weiss	3/6	5/1	2/10	7	33
Eric Brosius	3/6	4/3	1/15	6	49

Cards

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

Discards

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

Flea Collar

Kremlin

Turn 7 Cure though Health

Turn 7 Funeral Commission through Parade, 11/25, Tuesday

Cure Phase

HLM declares 7 IP on Talksallott. Krakemheds goes to the Sanatorium.

Doberman ages to 80, Shootemedsky ages to 70, Patina ages to 69, and Wasolin ages to 70.

Purge Phase

Acting KGB Head Eatstumuch declines to purge.

Spy Investigation Phase

Niewitko declares a trial on Wasolin. MLI plays Alibi (5), resulting in an acquittal and the removal of the ? marker. Niewitko ages to 76. Niewitko attempts to open

investigations on L and E, but KGB plays Setbacks in Afghanistan (25), resulting in Niewitko being broken to the ranks of the People, with existing influence intact.

Health Phase

TCC plays Flue Epidemic (44). All health rolls modified by -3.

Igor Doberman (dr = 16-3) remains healthy.

Karel Krakemheds (dr = 11-3) remains ill.

Petr Niewitko (dr = 18-3) remains healthy.

Sergei Eatstumuch (dr = 17-3) remains healthy.

Ludmilla Patina (dr = 19-3) remains sick.

Victor Wasolin (dr = 15-3) remains healthy.

Antonj Talksalot (dr = 12-3) remains healthy.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Igor Doberman (L)	80	5 (KGB) , 4 (REDS), 3 (HLM), 1 (LWT)
KGB Head	Karel Krakemheds (E)	76, ++	6 (REDS), 1 (HLM), 7 (LWT)
Foreign			
Defense	Petr Niewitko (D)	73	2 (REDS)
Ideology	Sergei Eatstumuch (M)	64	1 (REDS) , 1 (LWT)
Industry	Ludmilla Patina (S)	69, +	1 (LWT)
Economy	Victor Wasolin (Z)	70, weak	11+ (MLI)
Sport	Antonj Talksalott (J)	67	1 (KGB), 7 (HLM)

Politicians in bold are in the sanatorium.

- Candidates:** N, P, X, W, Y (60, 11+ (HLM))
People: B (83 +), D (76, + 2 (REDS)), K (68 +), R, U (60 ++, 2 (MLI))
Siberia: C (81 +), T, Q (70, +)
Kremlin Wall: A, G, F, V, I, O

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. KGB have one wave.

Intrigue Cards

Undeclared Influence

**Terrier
Silverton**

**Turn 15 Phases IV- VI and Turn 16, Phases I-III
Turn 16, Phases IV- VI and Turn 17, Phases I-III, 9/2, Wednesday
Turn 15**

Errata

In the last turn, Aqua's build from Rangely to Ouray, UT was judged illegal since it had no other purpose than to block Blue. Therefore, since I didn't catch that initially, Aqua was allowed to switch his build to Green River to Emery.

Operations

- Brown** (Partridge) operates #27 (\$40, depletes) and #31 (\$80, 2 gold). Delivers 2 gold from Cripple Creek to Pueblo for \$550. Gains \$550 in passenger revenue. Hires a new prospector for \$400.
Blue (Bolduc) operates #88 (\$50, 4 coal), #80 (\$30, 3 coal), and #56 (\$30, 2 lumber). Delivers 2 lumber from Hot Sulphur Springs to Denver for \$400, and 1 coal from Walsenburg to Pueblo for \$80. Gains \$570 in passenger revenue. Buys 72 train for \$500.
Red (Scharf) operates #101 (\$20, depletes), #117 (\$50, 2 lumber), #112 (\$20, 2 copper), and #104 (\$50, 4 silver). Delivers 1 silver from Silver City to El Paso for \$100. Gains \$60 in passenger revenue.
Aqua (Lewis) operates #68 (\$20, 2 coal), #73 (\$20, depletes), #74 (\$20, 3 coal), #25 (\$60, depleted), and #39 (\$30, depletes). Moves 17 coal from Elk Springs to Coalville. Gains \$410 in passenger revenue.
Green (Longdin) operates #43 (\$50, depletes). Delivers 1 silver from Leadville to Denver for \$100 and 2 coal from Raton to Denver for \$160. Gains \$380 in passenger revenue.
Orange (Hooton) buys #82 for \$60, operates #63 (\$50, 3 lumber), #33 (\$50, 4 gold), #123 (\$40, 3 coal), #118 (\$20, depletes), #58 (\$40, 3 lumber), #76 (\$20, 3 coal), and #82 (\$20, 3 coal). Delivers 5 gold from White Oaks to Santa Fe for \$1375, 10 gold from Silverton to Santa Fe for \$2750, and 3 lumber from Lumberton to El Paso for \$360. Gains \$230 in passenger revenue.

Determine Price Changes

Gold: -2 to \$250 Copper: Remains at \$400 Silver: +1 to \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	+2 to \$160	+3 to \$200
Coal:	+1 to \$100	+2 to \$100	Remains at \$80	Remains at \$80	+3 to \$140

Turn 16

Move Prospectors and Surveyors

- Brown** (Partridge) surveys Delta to Bowie, prospects #45 and #86 (+2)
Blue (Bolduc) surveys Rangely to Ouray, UT and Alimosa to South Fork, prospects passenger line 7 (not allowed during winter turn)
Red (Scharf) surveys Alamagordo to Carrizozo and Vaughn to Santa Rosa (+1), prospects #116.
Aqua (Lewis) surveys Emery to Salina, and Price to Sunnyside, prospects #70.
Green (Longdin) survey Gunnison to Lake City and Denver to Cheyenne, prospects #85.
Orange (Hooton) surveys La Madera to Antonito, prospects #70 (+1) and the deck.

Dispute Resolution

Aqua and Orange have a dispute over #70. Each has +1. Aqua dr = 7 +1, Orange dr = 3+1. Aqua wins and prospector improves to +2. Orange draws claim #28 from the deck and has first right of refusal. Brown spends \$260, Blue spends \$280, Red spends \$220, Aqua spends \$340, Green spends \$380, and Orange spends \$120

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$3225	9, 15		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$1140	9, 15, 72		S, S+1, P+2
Bill Scharf	Red	El Paso	\$3175	9, 24		S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$7080	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$4740	9, 15, 24, 42	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$6565	9, 15, 24, 42		S, S, P, P+1

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	2	Depleted
31	Cripple Creek	Brown	Gold	0	\$80
45	Westcliffe	Brown	Silver	N	\$30
86	Canon City	Brown	Coal	N	\$20
88	Walsenburg	Blue	Coal	6	\$50
80	Aspen	Blue	Coal	10	\$30
56	Hot Sulphur Springs	Blue	Lumber	0	\$30
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	Depleted
125	Capitan	Red	Coal	N	\$20
117	Cloudcroft	Red	Lumber	8	\$50
112	Tyrone	Red	Copper	3	\$20
104	Mogollon	Red	Silver	4	\$50
116	Pinos Altos	Red	Lumber	N	\$30
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	18	Depleted
68	Scofield	Aqua	Coal	17	\$20
73	Hiawatha	Aqua	Coal	6	Depleted
74	Elk Springs	Aqua	Coal	6	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	N	\$40
81	Crested Butte	Green	Coal	9	Depleted
85	Canon City	Green	Coal	N	\$30
128	South Fork	Orange	Silver	1	Depleted
63	Lumberton	Orange	Lumber	11	\$50
51	Silverton	Orange	Silver	8	Depleted
122	Lee Ranch West	Orange	Coal	4	Depleted
33	Silverton	Orange	Gold	0	\$50
114	McGaffey	Orange	Lumber	1	Depleted
123	Gallup	Orange	Coal	6	\$40
118	Cimarron	Orange	Lumber	5	Depleted
58	Dolores	Orange	Lumber	6	\$40
76	Craig	Orange	Coal	3	\$20
82	Crested Butte	Orange	Coal	3	\$20

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

#	Type	Route	Payoff	Owner	Notes
					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	
17	C	Denver – Santa Fe	\$420	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	
8	A	Denver – Leadville	\$260	Green	Discard after 1 more Leadville depletion
6	A	Santa Fe – Albuquerque	\$90	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	

Available Claims

#	City	Type	Claim	Operation
109	Pinos Altos	Copper	\$80	\$20
79	Bowie	Coal	\$80	\$40
28	Leadville	Gold	\$240	\$60
57	Boulder	Lumber	\$40	\$20
61	South Fork	Lumber	\$40	\$20
52	Lake City	Silver	\$100	\$40
84	Durango	Coal	\$60	\$20
83	Durango	Coal	\$80	\$20

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	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	5	\$200
42	6	\$320
72	6	\$500

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$80
Die +4	5	\$140
Die +5	5	\$200

HoundTurn 14**Deadline Turn 15, 11/15, Tuesday**Commander Actions

Little Green Men opens up the bidding on Ecoplants at 30 and LGM gets it for 40 (Wa10, MWa). Opens the bidding on Ecoplants at 30 and Brosarium gets it for 40 (Re12, Re14, Re14). Buys 2 research factories (Or5, Ti10, Re14, Mi15, Mi17) and a population factor (Wa7). Moves a population factor from an ore factory to man the second research factory.

Brosarium buys a new chemicals factory (Wa5, Wa7, MWa, Ti8, Re12) and two population factors (Re11)

Roobie-Roo opens the bidding on the Outpost at 100 and gets it for 103 (Or1, Or5, MWa, Ti8, Ti12, Ti12, HE discount, Ec discounts).

Miles from Nowhere opens the bidding on a Laboratory for 80 and gets it for 91 (Or3, Or5, Wa5, Wa5, Ti7, Ti7, Ti8, Ti8, Ti10, Ti10, Ti11, Ti12). Moves a population factor from an ore factory to man the research factory.

BORG opens the bidding on the Space Station at 120 and gets it for 136 (Or3, Wa6, Wa7, Wa9, Ti11, MTi, Re12, Re13, Mi14, Mi17). Moves a population factor from an ore factory to man it.

FEARLESS opens the bidding on the Planetary Cruiser at 160 and gets it (Wa5, Or5, Wa6, Wa6, MWa, Ti11, Ti13, Mi16, Mi17, Mi17, Mi17, Mi17). Buys a population factor (Ti10).

Scharfpost buys two research factories (Or5, Wa5, Re11, Re12, Re13, Re14) and two population factors (Or3, Wa8, Re10)

Bartertown X opens the bidding on the Laboratory at 80 and gets it (Or1, Or3, Wa5, Wa7, Wa8, Wa8, Re14, Re14). Moves a robot from an ore factory to man the research factory.

HBDC buys 2 titanium factories (Wa6, Wa10, MTi) and 2 population factors (Ti10, Ti10).

Golden Orb buys a titanium factory (Wa8, Ti10, Ti12) and a population factor (Or5, Wa5)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Brosarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF, NCF	No, 3Sc, La, Ou, 2Ec	48
2	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF	No, 2OL, La, Ou, 3Ec	48
3	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, Wa, 3OL, Ro, PC	41
4	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, 2Ec, 2Ou, OL	41
5	BORG	Dave Hooton	OrF, <i>OrF</i> , WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	HE, No, Wa, Ro, OL, La, SS	40
6	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, ReF	HE, No, 2Ou, La	39
7	Bartertown X	Andy York	OrF, <i>OrF</i> , WaF, WaF, WaF, WaF, WaF, ReF, ReF	2DL, HE, Ro, Sc, 2La	28
8	Scharfpost	Bill Scharf	OrF, OrF, WaF, ReF, ReF, ReF	3DL, Wa, 3Sc, Ro, La	27
9	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ou	25
10	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	2DL, HE, Wa, No	17

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

Available UpgradesIncome

New Arrivals: Space Station, Planetary Cruiser, Moon Base, Space Station, Robots, Space Station, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	1	0
Robots (Ro)	50	3	0
Space Station (SS)	120	4	2
Planetary Cruiser (PC)	160	1	5
Moon Base (MB)	200	1	6

Brosarium, Little Green Men, Roobie-Roo, and FEARLESS all take Mega Water cards. Roobie-Roo and BORG take a Mega Titanium card. HBDC takes 2 Mega Titanium cards.

Bulldog

Turns 10.3 to 11.3

Deadline Turn 11.4 to 12.4, 11/25 Tuesday

Turn 10

Michael rolls an 8. Mike receives 2 brick, Dave P. receives 2 ore, Michael receives 1 brick, Dave H. receives 1 brick and 1 ore, and Chris receives 1 ore. Trades 1 ore to Dave H. for 2 ores. Builds a road from E14 to E15. During the special build turn, Dave H. builds ships from D16 to D15 and D15 to E15.
Andy rolls a 7. Andy discards 2 wool and 2 brick, and Dave P. discards 2 wool and 2 grain. Andy moves the Robber to the 6 Forest at E/F13 and steals a grain

from Dave P. Passes.

Dave H. rolls a 7. Moves the Robber to the Mountain 9 space at E/F5 and steals a grain from Dave P. Passes.

Chris rolls a 12. Chris gains 3 lumber. Trades 3 lumber at the ? port for 1 ore and upgrades the settlement at B9 to a city.

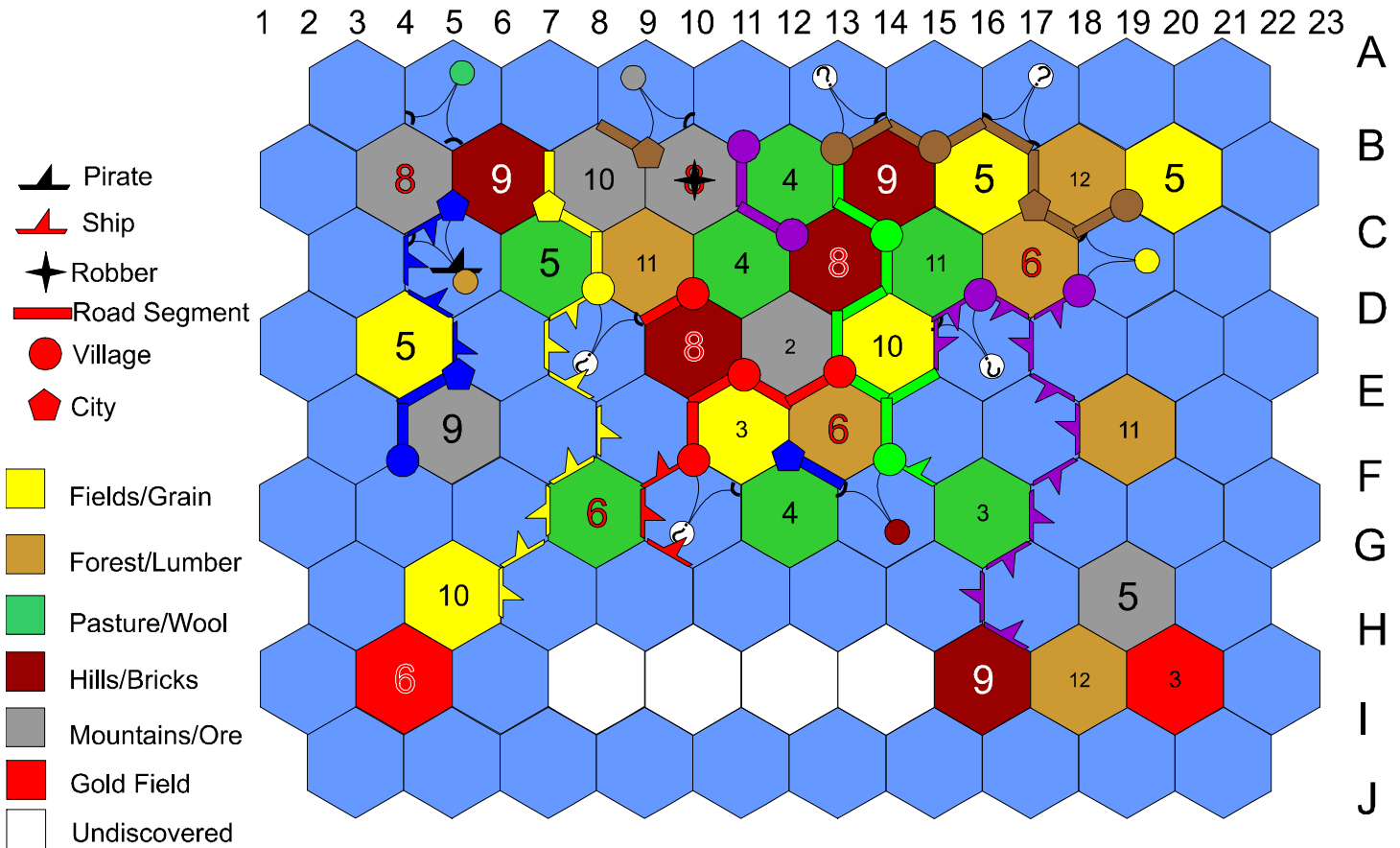
Turn 11

Mike rolls a 10. Mike gains 1 grain, Andy gains 1 ore and Chris gain 2 ore. Passes. During the special build turn, Andy upgrades the settlement at C7 to a city.

wool from Chris. Passes.

Michael rolls an 11. Mike and Andy each gain 1 lumber, and Michael and Dave H. each gain 1 wool. Passes.

Dave P. rolls a 7. Moves the Robber to the Mountain 8 hex at B/C10 and steals a



Open Trades

None.

Turn 11 Rolls

Andy 8 Dave H. 7 Chris 7

Turn 12 Rolls

Mike 8 Dave P. 10 Michael 5 Andy 3

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	3		1	2	1	Knight, unknown ()	4
Dave Partridge	Blue		3			1		7
Michael Longdin	Green	1	2			2		2
Andy York	Yellow	1	1		1			5*

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Dave Hooton	Purple	1	2	2		2	1 unknown ()	4
Chris Geggus	Brown				1	2		7

* Longest trade route.

Malamute

Turn 10

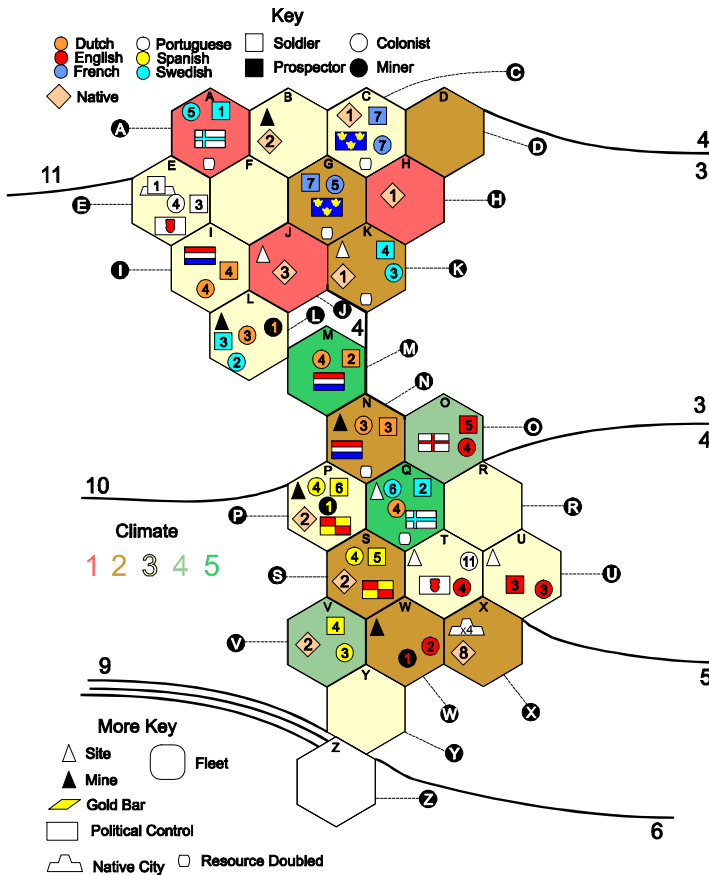
Deadline End of Game Statements, 11/25 Tuesday

Planning

Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Dutch maintain 2 ships (\$8) and buy 1 soldier (\$10) for \$18.
Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
English maintain 4 ships (\$16), buys 3 ships (\$36) and 9 soldiers (\$90) for \$142.
French maintain 4 ships (\$16), buys 2 ships (\$24) and 8 soldiers (\$80) for \$120.
Spanish maintains 4 ships (\$16) and buys 4 soldiers (\$50) for \$56.

Land Movement

Portuguese move 2 gold from E to fleet, 5 colonists from R to T, 3 colonists from U to T, 2 colonists and 2 soldiers from E to A, and 4 colonists and 4 soldiers from fleet to E.
Dutch move 1 gold from L to fleet, 2 soldier from L to I, 3 colonists from L to M, 4 colonists and 2 soldiers from M to N, 4 colonists and 2 soldiers from N to Q, 3 colonists and 1 soldier from fleet to L.
Swedes move 2 colonists and 1 soldier from B to A, 4 colonists and 2 soldiers from F to A, 4 colonists and 2 soldiers from O to Q, 2 colonists and 1 soldier from R to Q, 2 colonists and 3 soldiers from fleet to L. Prospector in K stops prospecting.
English move 1 gold from W to anchorage dot, 2 colonists from Y to W, 1 colonist from R to U, 1 colonist from T to U, 4 colonists and 6 soldiers from anchorage dot to O, and 3 soldiers from fleet to U.
French move 3 soldiers and 3 colonists from C to G and 4 colonists and 8 soldiers from fleet to C.
Spanish move gold from P to anchorage dot, move 1 soldier and 2 colonists from anchorage dot to S.



Combat

Portuguese attack Swedes in A. Portuguese lose 1 soldier and Swedes lose 2 soldiers. **Dutch** attack the Swedes in L. Dutch lose 1 soldier. **Dutch** attack the Swedes in Q. Dutch lose 1 soldier and Swedes lose 1 soldier. **Swedes** attack Portuguese in A. Portuguese lose 1 soldier.

Native Combat

None.

Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 3.

Portuguese lose 2 colonists in A, 1 colonist in E, 1 soldier and 1 colonist in T.
Swedes lose 1 colonist in A. **French** lose 1 soldier in C and 1 colonist and 1 soldier in G. **Dutch** lose 1 soldier in I, 1 colonist and in L, 1 colonist in N, and 1 soldier in Q. **Spanish** lose 1 soldier in P, 1 colonist and 1 soldier in S, and 1 soldier in V. **English** lose 1 soldier in O, 1 colonist in T, 1 colonist in U, and 2 colonists in W.

Political Control

French gain political control of G, **Swedes** lose political control of K, O, and F and gain political control of A and Q, **Portuguese** gain political control of E and T, **Dutch** lose political control of L, **English** lose political control of T, and gain political control of O, and **Spanish** gain political control of S.

Homebound Naval Movement

Portuguese: Dice: 1, 2, 2, 4, 5, 5, 6, 6, 6, 6. No losses.
Dutch: Dice: 1, 4, 5, 5. Loses 1 ship containing gold..
Swedes: Dice: 1, 2, 4, 4. No losses.
English: Move to W: Dice: 2, 6. No losses, pick up gold. Home: Dice: 3, 3, 4, 6, 6. No losses.
French: Dice: 2, 4, 4, 4. No losses..
Spanish: Move to P. Die: 3. No losses, picks up gold. Home: Dice: 2, 2, 2, 4, 4, 5, 5, 6. No losses.

Outbound Naval Movement

Portuguese Move to E. Dice: 1, 2, 4, 5, 5, 5, 5, 5, 6, 6. No losses.
Dutch Move to L. Dice: 1, 3, 3, 5. No losses..
Swedes Move to L. Dice: 1, 1, 2, 6. Loses 1 colonist and 1 ship containing 1 soldier and 1 colonist.
English Move to O. Dice: 1, 5, 6. Lose 1 colonist. Move to U. Dice: 3, 6. No losses.
French Move to C. Dice: 2, 3, 4, 6. No losses.
Spanish Move to S. Dice: 1, 1, 3, 4, 4, 4, 6, 6, 6. Loses 1 ship containing 1 colonist and 1 soldier plus an additional soldier, and 1 more soldier. Drops off 2 colonists and 1 soldier. Move to V. Die: 1. Loses the remaining colonist.

Mining

Dutch mine 1 gold in L. English mine 1 gold in W. Spanish mine 1 gold in P. Portuguese loot 2 gold in E.

Discovery

Dutch discover a mine in N.

Income

Portuguese: Political Control: \$120, Gold: \$80, resources: \$45.

Dutch: Political Control: \$160, resources: \$111.

Swedes: Political Control: \$120, resources: \$72.

English: Political Control: \$80, Gold: \$40, resources: \$39.

French: Political Control: \$120, resources: \$72.

Spanish: Political Control: \$120, Gold: \$40, resources: \$33.

Notes

Congratulations to Andy York on his victory!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$887	0	6	4
Swedes	Andy Lewis	\$1151	4	3	4
Dutch	Andy York	\$1370	5	1	3
English	Dave Partridge	\$960	4	7	5
Spanish	Cary Nichols	\$702	0	3	4
Portuguese	Non-Player	\$824	6	4	4

Cats and Dogs**Epoch IV Empire Selection and Guptas****Deadline Epoch Goths, Huns, and Byzantines, 11/25 Tuesday**Epoch IV Empire Selection

100% Pussycats (Longdin) gives to The Questioner

Royal Manticoran Historical Society (Wilson) keeps

Arachnids (Bolduc) gives to 100%Pussycats

Systematic Chaos (Cain) gives to Arachnids

Marching Through the Ages (Lewis) keeps

The Time Traveler (Anderson) keeps

The Questioner (Partridge) gives to Systematic Chaos

Epoch IV

The Questioner (Partridge) plays Kingom in the Upper Nile. Army, city, and fort Upper Nile (Macedonian army retreats to Nubia). Plays Disaster (Volcano) Pindus (monument destroyed, Capital reduced to city). GUPTAS: Army and Capital Eastern Deccan (Vedic army retreats to Eastern Ghats), army Western Deccan (vs. Mauryans; G: 4, 2; M: 5; loses), Western Deccan (vs. Mauryans; G: 2, 2; M: 1; wins), Lower Indus (vs. Sassanids; G: 6, 3; S: 5; wins), Persian Salt Desert (vs. Sassanids; G: 5, 1; S: 5, 5; G: 6, 3; S: 6, 3; G: 2, 2; S: 5, 4; loses), Persian Salt Desert (vs. Sassanids; G: 6, 5; S: 4, 2; wins), Zagros (vs. Sassanids; G: 2, 1; S: 5; loses), Zagros (vs. Sassanids; G: 6, 5; S: 2; wins, Capitl reduced to city). Points: Dominance in China (6), India (6), Southern Europe (6), Presence in North Africa (2), Middle East (3), Northern Europe (2), Southeast Asia (2), 1 Capital (2), 2 cities (2), 4 Monuments (4), and 2 Seas (2) for 37 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Michael Longdin	100% Pussycats (green)	19	36
Kevin Wilson	Royal Manticoran Historical Society (purple)	21	56
Paul Bolduc	Arachnids (blue)	21	38
Dennis Cain	Systematic Chaos (black)	25	46
Andy Lewis	Marching through the Ages (red)	26	48
Dave Anderson	The Time Traveler (orange)	27	53
Dave Partridge	The Questioner (yellow)	44	93

Positions

Systematic Chaos: Fleet South China Sea. GREEK CITY STATES: Army and city Crete. HAN DYNASTY: Army and city Yellow River, armies Tarim Basin, Yangtse Kian, East Indies.

100% Pussycats: VEDIC CITY STATES: Two armies Eastern Ghats. CIVIL WAR: Two armies and city Morea. CELTS: Army and Monument Central Europe, armies Northern Gaul, Albion, Central Massif, Pyrenees.

Marching Through the Ages: MINOANS: Army and Fort in Western Anatolia, army Balkans. MAYANS: Army and Capital Central America, army Guiana Highlands. HSUING-NU: Army, city, and Monument Great Plain of China, army Mongolia.

The Time Traveler: INDUS VALLEY: Three armies Western Ghats. CARTHAGINIA: Three armies, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Western Gaul. MACEDONIA: Army and city Pindus, Army and Monument Nile Delta, two armies Nubia, army Palestine.

Royal Manticoran Historical Society: SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. CIVIL WAR: Army, city, and Monument Southern Apennines, army and Monument Levant and Persian Plateau. SASSANIDS: Army and Monument Upper Tigris, Lower Tigris, Upper Indus, army Hindu Kush.

The Questioner: Fleets Western Mediterranean, Eastern Mediterranean. SHANG DYNASTY: Army Si-Kyang. SCYTHEANS: Army and Monument Lower Tigris, armies Caucuses, Eastern Anatolia, Middle Tigris. REBELLION: Army Chekiang. ROMANS: Army and Monument Southern Iberia, Ganges Delta, Wei River, armies Western Iberia, Northern Apennines, Dalmatia, Danubia, Ganges Delta, Irrawaddy, Szechuan. UPPER NILE KINGDOM: Army, city, and fort Upper Nile. GUPTAS: Army and Capital Eastern Deccan, army, city, and Monument Zagros, armies Western Deccan, Lower Indus, Persian Salt Desert.

Arachnids: ARYANS: Army Turanian Plain NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. MAURYA: Army Malayan Peninsula.

Event CardsEpoch IV Empire

Greyhound
Turn 2, Phase 7 and Turn 3, Phases 1 through 3
Deadline Turn 3, Phases 3 through 6, 11/25 Tuesday

Turn 2, Phase 7 – Buy Tokens

Paris buys 10 tokens
Genoa buys 32 tokens

London buys 18 tokens
Hamburg buys 18 tokens

Barcelona buys 30 tokens
Venice buys 30 tokens

Turn 3, Phase 1 – Draw Cards

Done

Phase 2 – Buy Cards

London declines

Phase 3 – Play Cards

Paris plays Silk (Barcelona gains \$8)

London plays St. Benedict (10: N, E) and The Crusades in Acre (Misery increases to 50).

Hamburg passes.

Barcelona plays Wool (London gains \$18 and Barcelona gains \$32), Longbow (Armor and Stirrups are now unplayable Misery burdens), and Walter the Penniless (30: R)

Venice plays Mongol Armies (gains \$20, The Crusades is now an unplayable Misery burden)

Genoa passes.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	40	30	\$68	5	7	2	3	N
Dave Partridge	Hamburg	50	18	\$53	3	5	4	4	
Bob Robles	Paris	40	10	\$54	1	8	2	0	A, N
Dave Hood	London	50	18	\$58	2	8	4	3	A, V
Steve Koehler	Barcelona	40	30	\$93	4	10	4	3	A
Robert Koehler	Genoa	60	32	\$27	6	5	2	3	I

Players are listed in reverse tie breaking order.

Available Leaders

Protected 1: St. Benedict (10: N, E) (London only)

Protected 2: Walter the Penniless (30: R) (Barcelona and one other)

Protected 3:

Unprotected:

Commodity Log

Commodity	Michael	Dave P.	Bob	Dave H.	Steve	Robert
Stone (2)	1	1	2	--	1	3
Wool (3)	--	--	--	3	4	--
Timber (4)	1	2	1	1	--	--
Grain (5)	1	--	1	1	--	--
Cloth (6) (x2)	3	1	1	--	--	1
Wine (7)	--	--	2	--	1	--
Metal (8)	--	1	1	1	1	1
Fur (9)	--	--	--	--	--	1
Silk (10)	--	--	--	--	1	--
Spice (11)	--	--	--	1	--	--
Gold (12)	1	--	--	--	--	--
Ivory (12)	--	--	--	1	2	--

Cards

Shortage, Surplus

Sand Flea

Turn 2 Nexus

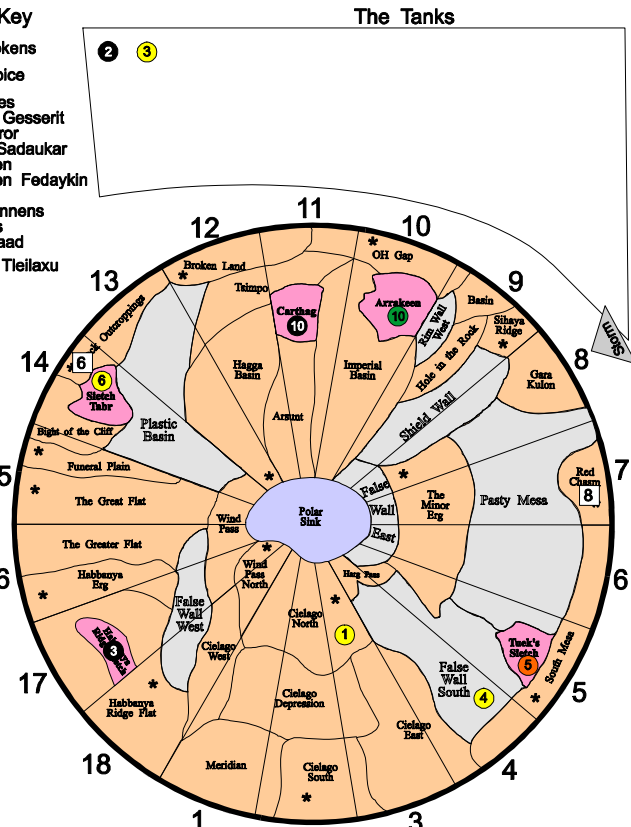
Turn 2 Bidding and Movement, 11/25 Tuesday

Players

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

BENE TLEILAXU: Bob Robles
 FREMEN: Gina Teh?
 HARKONNENS: Paul Bolduc
 GAME MASTER: Chris Hassler

- Key**
- Tokens
 - Spice
 - Atreides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremem
 - Fremem Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - Bene Tleilaxu
 - ⊗ Trap



Turn 2 Nexus

The Atreides and the Guild form an alliance.
 The Fremem ride the Worm to Cielago North (3).
 The Bene Tleilaxu use their trap to prevent the Harkonnens from shipping new

tokens to the surface of Dune.

Spice Blow

6 spice in Rock Outcroppings (14)
 8 spice in Red Chasm
 Turn 3 spice blow:

Bidding

CHOAM Charity recipients: none.
 Five cards are up for bid. Eligible bidders are: Atreides (2 cards), Fremem (1 card), Guild (2 cards), Harkonnens (3 cards), and Ixians (1 card).
 Cards are:

Notes

Thanks to Brad Martin for his unused standby orders.

Positions

- Atreides:** 10 Arrakeen, 10 tokens off-planet
- Bene Tleilaxu:** No traps.
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
- Fremem:** 6 tokens Sietch Tabr, 4 tokens False Wall South (4), 1 token Cielago North (13), 6 tokens (3 Fedaykin) Southern Hemisphere, 3 tokens in the Tanks
- Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet
- Harkonnens:** 110 tokens Carthage, 3 tokens Habbanya Ridge Sietch, 2 tokens in the Tanks, 5 tokens off-planet
- Ixians:** 20 tokens off-planet
- Your Spice:
- Your Cards:

Your Traitor(s):

Gaspode

Turn 5

Turn 6, 11/25 Tuesday

Turn 5

Tom chooses the Mayor and places colonists on 2 Quarries, the Small Market, and the Tobacco Storage, **Andy Y.** places colonists on the Tobacco plantation, Tobacco Storage, and the Sugar plantation, **Dave** places colonists on Indigo plantation, Indigo Plant, and Corn plantation, **Andy L.** places colonists on the Small Indigo Plant, the Coffee plantation and the Corn plantation, and **Chris** places colonists on a Tobacco plantation and Tobacco Storage.

Andy Y. chooses the Trader (gets 2 doubloons), and sells Indigo for 2 doubloons, **Chris** sells Tobacco for 4 doubloons.

Dave chooses the Settler and chooses a Coffee plantation (gains Tobacco from Hacienda), **Andy L.** chooses the Corn plantation (gains Tobacco from the Hacienda), **Chris** takes a Coffee plantation, **Tom** takes a Corn plantation, and **Andy Y.** takes a Corn plantation.

Andy L. chooses the Prospector (1d), gaining 2 doubloons.

Chris chooses the Craftsman and produces 3 tobacco, **Tom** produces 1 corn and 1 tobacco, **Andy Y.** produces 2 indigo and 1 tobacco, **Dave** produces 2 indigo and 1 corn, and **Andy L.** produces 1 indigo and 2 corn.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Trader	Indigo, Indigo, Indigo, Sugar, Tobacco, Corn	Indigo Plant (x2), Small Sugar Mill, Tobacco Storage (x1)		3	2 Indigo, Tobacco	

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Partridge	Settler	Indigo, Quarry, Corn, Indigo, Indigo , Indigo, Coffee, Tobacco	Small Indigo Plant, Hacienda, Indigo Plant (x2)		2	3 Indigo, Corn	
Andy Lewis	Prospector	Indigo, Corn, Quarry, Sugar, Quarry, Coffee, Quarry, Corn, Corn , Tobacco	Hacienda, Construction Hut, Small Indigo Plant		2	3 Corn, Indigo	1
Chris Geggus	Craftsman	Corn, Tobacco, Tobacco, Quarry , Sugar, Coffee	Small Market, Tobacco Storage (x2)		6	4 Tobacco	
Tom Howell	Mayor	Corn, Tobacco, Quarry, Quarry, Quarry, Corn	Construction Hut, Small Market, Tobacco Storage (x2)		0	2 Corn, Tobacco	1

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: 46 Colonist Ship: 9 **Trading House:** Corn, Indigo, Tobacco
Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): Ship 3 (capacity 8): 2 Corn
Victory Points: 120

Commodities

Corn: 1 **Indigo:** 4 **Sugar:** 11 **Tobacco:** 2 **Coffee:** 9

Buildings

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

Roles

Builder (1d), Captain (2d), Craftsman, Mayor, Prospector (1d), Prospector, Settler, Trader

Plantations

Coffee, Indigo, Sugar, Coffee, Indigo, Corn

Discard Pile: Coffee, Corn, Sugar, Coffee, Sugar, Sugar, Tobacco, Indigo, Tobacco, Sugar, Indigo, Sugar, Sugar

Pedagoguery

Stars are generally paragons of stability, spending billions of years quietly converting hydrogen into helium, and radiating the excess energy produced. However, there are certain stars that explode violently, and until recently astrophysicists have been unable to explain why they explode in precisely the way that they do. They know the broad outlines, but detailed models failed to reproduce explosions observed in nature. That is now changing because of the introduction of a new factor into those models: turbulence.

Supernovae basically come in two different varieties: thermonuclear and core-collapse. A thermonuclear supernovae happens when there are two stars in a close orbit around each other. As they age, the more massive one eventually becomes a white dwarf. Eventually, the other star becomes a red giant, and in so doing, it starts dumping mass onto its companion. If the white dwarf accumulates enough mass, it crosses a critical threshold and starts fusing carbon and oxygen into nickel in its core. This reaction expands outward from the core, eventually consuming the entire star and leaving radioactive nickel in its wake. It is the decay of this radioactive nickel that produces the afterglow of the supernovae.

Those are the broad outlines, but the detailed models didn't work. What they showed was that as the wavefront of nuclear reaction spread outward, the nickel "ash" that was left in its wake was less dense than the surrounding material, making it buoyant. That, combined with the heat generated by the reaction, would cause the star to expand and cool, preventing the reaction from consuming the whole star. The reason for this is that the earlier models had to make simplifying assumptions because computing power was limited. One of the most common simplifying assumption was to assume spherical symmetry. Recently, however,

computing power has increased to the point where the models can do away with that assumption, and can also include the possibility of turbulence, which is extremely difficult to model. When this was included, the models predicted that the wavefront that traveled through the star was very irregular, with a very frothy structure, in the sense that it is composed of many bubbles, all interacting and mixing throughout the star. This allows the wavefront to propagate very quickly, far more quickly than the star can react to. The end result is a rapidly expanding cloud of radioactive nickel.

The second type of supernova is the core-collapse supernova. This occurs when a massive star – at least 8 times more massive than the sun – nears the end of its life. At this point, it takes on an onion-like structure with a shell of hydrogen, surrounding a shell of helium, surrounding a shell of carbon, surrounding a shell of oxygen, surrounding a shell of silicon, surrounding a core of iron. At the interaction of each shell is nuclear fusion. However, since you cannot get energy from iron by fusing it, as the core accumulates, it cools, since there is no energy being produced there. As it cools, it contracts. When it reaches a critical point, the collapse becomes catastrophic as it collapses into a neutron star. Surrounding material rushes into the space that the core used to occupy, until it hits the surface of the neutron star and rebounds. In addition, the conversion of all of the protons and electrons that were in the core into neutrons generates tremendous numbers of neutrinos. These neutrinos, which are normally the most aloof of particles, hardly interacting at all, are present in such numbers and energy that they heat the surrounding material, generating a shock wave that drives that material outwards.

Here is where the models used to break down. If the solution is spherically

symmetric, the shock wave stalls since it reaches a point where the speed of the shock wave going outwards is matched by the speed of infalling material. If this were true, the end result would not be an explosion – or at least not one as powerful as we observe. However, if you abandon the assumption, something interesting happens. It appears that such explosions are asymmetric. This allows the shock wave to propagate outwards while infalling material is channeled into certain regions. This mixes the interior of the star, allowing many of the heavy elements to be ejected. It also explains some puzzling aspects of some observed

neutron stars. Some neutron stars are observed traveling through space at a high velocity – 1600 km per second in at least one case. An asymmetric explosion could easily explain this, as the explosion generates a rocket-like kick that pushes the star in one direction.

As the models grow in sophistication, more and more observed phenomena will be better understood.

Next time, the dark age of the universe.

Addresses

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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, Brad Martin **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **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, Brad Martin **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin **Power Grid:** Brad Martin

Standby Calls

None this issue.