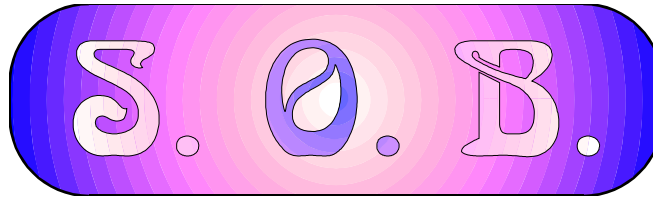


Number 151

March, 2009



Notes from Hades

The last couple of months have been a bit hectic. There were two trips since the last issue. The first of these was to Basel, Switzerland. We had a meeting there hosted by the Bank of International Settlements. It is kind of a shadowy organization with an interesting history. It was originally founded after World War I to deal with the reparation payments of the Central Powers to the Allies. It has since become essentially the bank for national central banks. Central bankers from all over the world, such as Ben Bernanke, meet there every year, and it is through the BIS that major payments are made from one country to another. I didn't get to see much of Basel, but it did seem like a pleasant city.

The following week, I had a week of meetings in the DC area, specifically McLean, Virginia. I wasn't able to make it into DC itself, and frankly, the McLean area is not really anything special, but it was a good trip nonetheless. I did encounter something interesting on the flight home, however – Congressperson sightings. On my flight were three of the local House representatives. Maxine Waters, Linda Sanchez, and Gary Miller. Since it was the Friday before the Presidents' Day weekend, they were all heading home for the break. I overheard Maxine and Linda talking about the passage of the stimulus package in the house, and their certainty that it would pass the Senate as well.

As for the website, I am trying an experiment. I've put a PayPal donation button on the main page, in lieu of charging subscription or game fees for web-only subscribers. I put it up a couple weeks before the deadline, and I have already received a couple of donations (thanks!), so I am hopeful this will work. So, if you like what I'm doing and can spare the money, please consider tossing what you can spare my way.

Finally, Flea Collar, the Kremlin game, completed this issue. Congratulations to Chris Geggus on his impressive fourth Kremlin victory in this zine. That also opens up another game slot, so next issue we will start Pateel, the next Kremlin game. There is still one opening available, so if you are interested in joining let me know.

The next deadline is **Tuesday, April 7 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, and Pasquale Giovine, will take up to 1 more. **Starts next issue!**

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, Dennis Cain, Andy Lewis, and Andy York. This game is full.

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

Dogbreath. History of the World. Have Chris Geggus, Dave Partridge, and Andy Lewis, will take up to 4 more.

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

Bolognese. Machiavelli. Gunboat. This game will start after the next Machiavelli game ends. Have 5, will take up to 3 more. You are signed up: .

Wish List

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

Machiavelli. This game will start after the second Machiavelli game ends. Have Ward Narhi, Bob Robles, Pasquale Giovine, and Dave Partridge, will take up to 4 more.

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, Andy Lewis, and Dave Partridge, will take up to 3 more.

Silverton. Will start after Hunter ends. Have Eric Brosius, 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-subscribers.

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

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On the Web at: <http://www.sob-zine.org>

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

Dog Park

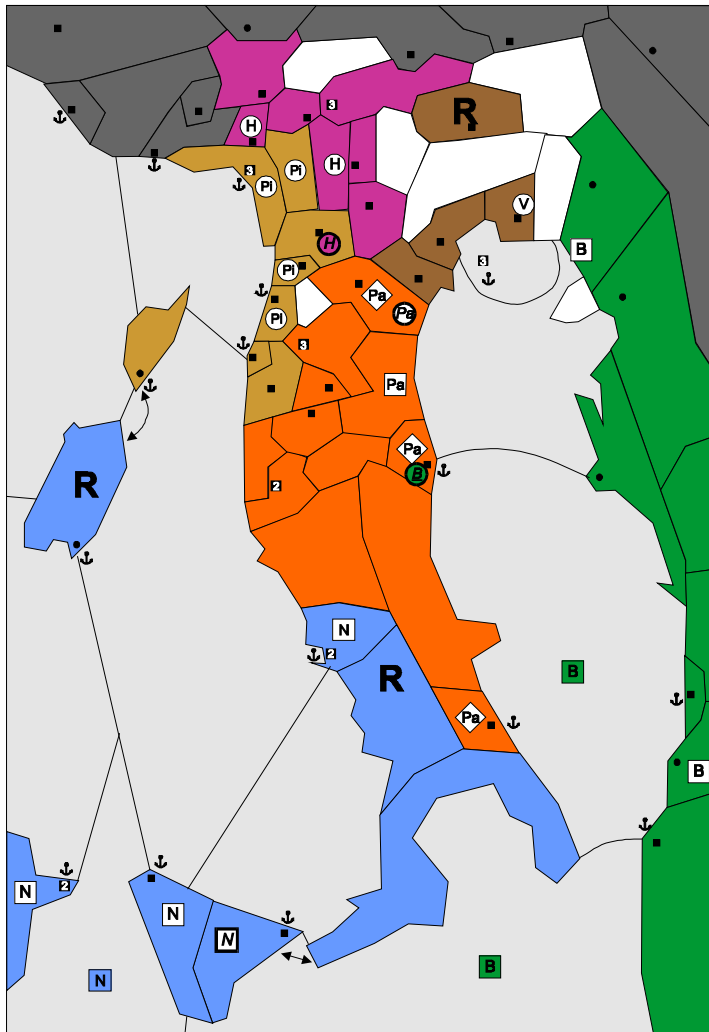
Spring 1054

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Summer 1054 4/7, Tuesday**

Pisa and the Holy Roman Empire clash, and the Byzantines strike at the Pope. Venice tries to recover from the assassination of their leader while the Normans suffer the same fate.

Dog Park



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

Builds

		Cost
Byzantines	Maintains F Carniola, F Lower Adriatic, F Durazzo, builds A (Elite Professional) Albania, F Ragusa	21
Holy Roman Empire	Maintains all, no new builds	12
Normans	Maintain F Naples, F Central Mediterranean, builds F (Elite Mercenary) Messina, F Palermo, F Tunis	18

Papacy	Maintains all, builds A Arezzo	21
Pisa	Maintains A Genoa, A Modena, builds A Lucca, A Piombino	12
Venice	Maintains A Ferrara, A Treviso	6

Expenditures

The Byzantines spend 3 ducats for Famine Relief in Durazzo.
 The Normans fail to repay their loan and are assassinated!. All units hold.
 Rebellions in Capua and Sardinia.
 The Papacy spends 3 ducats for Famine Relief in Bologna and 2 ducats to pay back the moneylenders.
 The Holy Roman Empire borrows 11 ducats for 2 years (17 ducats due Spring 1056)
 Venice gives 6 ducats to the Byzantines

Outstanding Loans

Summer 1054: 20 ducats due from the Holy Roman Empire (14 borrowed), 12 ducats due from the Byzantines (10 borrowed)
 Summer 1055: 6 ducats due from Pisa (4 borrowed)
 Spring 1056: 17 ducats due from the Holy Roman Empire (11 borrowed)

Orders

BYZANTINES (Giovine): A (EP) Albania to ANCONA, F CARNIOLA to Upper Adriatic, F LOWER ADRIATIC transports A Albania to Ancona, F Durazzo to IONIAN SEA, F Ragusa to ALBANIA

HOLY ROMAN EMPIRE (Partridge): A MONTFERRAT to GENOA, A Parma to MANTUA, A (EM) Mantua to MODENA

NORMANS (Horsley): F NAPLES holds, F TUNIS holds, F CENTRAL MEDITERRANEAN holds, F (EM) MESSINA holds, F PALERMO holds

PAPACY (Roalstad): A BOLOGNA converts to G, A (EM) Florence to BOLOGNA, A Arezzo to FLORENCE, A ANCONA converts to G, A BARI converts to G, F URBINO to Upper Adriatic

PISA (Scott): A GENOA supports A Modena to Fornova (cut), A Modena to FORNOVA, A LUCCA to Modena, A Piombino to PISA

VENICE (Wilson): A TREVISO holds (Rebellion suppressed), A FERRARA supports Holy Roman Empire A Mantua (nso)

Your treasury:

Summer 1054 Plague

Poor Year – Column Only: Carinthia, Ferrara (Venice A destroyed), Milan, Florence (Papal A destroyed), Otranto, Corsica

Barking Up the Wrong Tree

Spring 1253

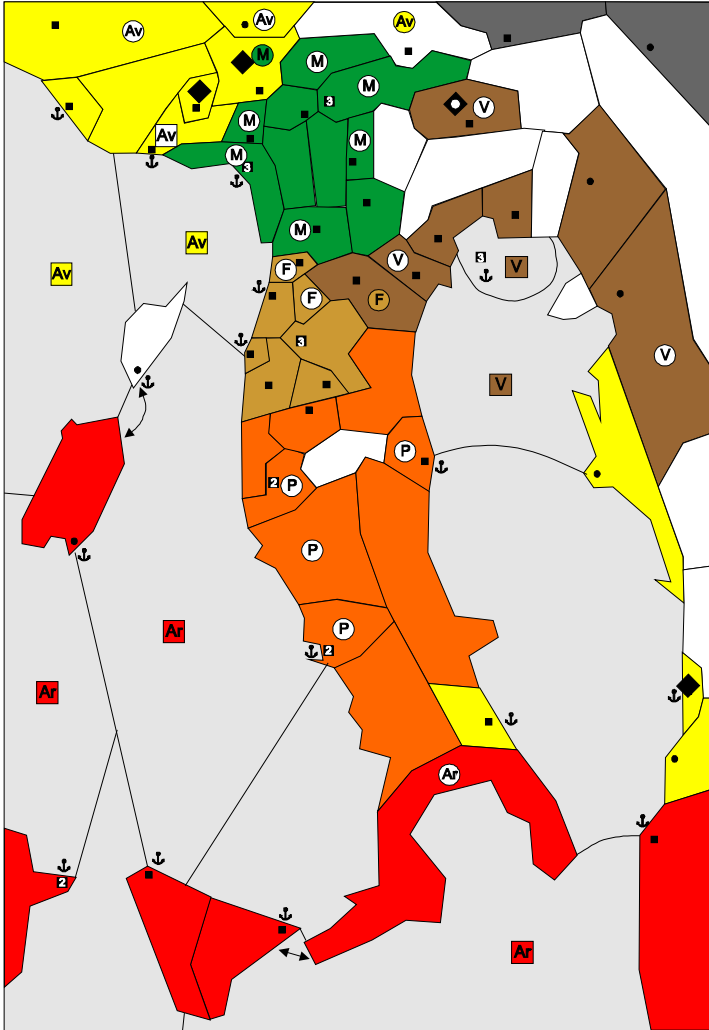
Miller Number 2007Bpw10

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

Deadline for Summer 1253 4/7, Tuesday

The end of Genoa also means the end of the Avignon/Milan alliance as full warfare erupts along their new border. Florence finally manages to gain Bologna from Venice, by treachery. Aragon starts to strike northward, and the Pope is strangely absent.

Barking Up the Wrong Tree



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

Builds

		Cost
Aragon	Maintains all, no new builds	12
Avignon	Maintains A Swiss, A Turin, F Savoy, F Provence, F Gulf of Lions, build A Avignon	18
Florence	Maintains all, no new builds	9
Milan	Maintains all, builds A Milan, A Cremona	21
Papacy	NBR! Maintains all, no new builds	12
Venice	Maintains all, builds F Venice, A Padua	18

Expenditures

Florence spends 15 ducats to disband Venice A Bologna

Orders

- ARAGON (Scharf): A Durazzo to OTRANTO, F IONIAN SEA transports A Durazzo to Otranto, F Tunis to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA supports F Tunis to Western Mediterranean
- AVIGNON (Nichols): A SWISS supports A Turin to Tyrolea, A Turin to TYROLEA, A AVIGNON to Turin, F Provence to LIGURIAN SEA, F GULF OF LIONS supports F Provence to Ligurian Sea, F SAVOY to Genoa
- FLORENCE (Whyte): A Florence to BOLOGNA, A PISTOIA supports A Florence to Bologna, A LUCCA to Modena
- MILAN (Renken): A COMO supports A Pavia to Turin, A Pavia to TURIN, A MONTFERRAT supports A Pavia to Turin, A GENOA supports A Modena (cut), A MODENA supports Venice A Bologna (nsu), A MILAN to Tyrolea, A CREMONA to Milan
- PAPACY (Robles): NMR! A ROME holds, A ANCONA holds, A CAPUA holds, A NAPLES holds
- VENICE (Partridge): A TRENTO besieges, A Bologna supports Milan A Modena (nsu), A Padua to FERRARA, A CROATIA holds, F UPPER ADRIATIC supports A Bologna (nsu), F VENICE supports F Upper Adriatic

Treasury:

Notes

Will Ward Narhi please submit standby orders for the Papacy!

Summer 1253 Plague

Good Year – No Plague!

Doberman

Turn 12b

Turn 13a due 4/7, Tuesday

Cards

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

GOO plays Raw Materials, offering 2 raw materials up for auction and buys them for \$4 (taking out a loan to do so).

100%Trash plays Innovation, spending \$5 (taking out a loan to do so) to improve Waste Reduction to 4/3.

BIBCO plays Innovation with an Advisor, spending \$10 to improve Raw Materials to 2/10.

PIT plays Growth, taking Growth back to 19.

GOO plays Waste Disposal, reducing his stored waste down to 4.

100%Trash plays Waste Disposal, reducing his stored waste down to 10.

BIBCO passes

PIT plays Waste Disposal, reducing his waste down to 6.

GOO fills an Order, producing \$18 and 1 waste, and using 2 raw materials.

100%Trash plays Growth, improving his growth to 15.
 BIBCO passes
 PIT discards Hiring/Firing

All pass.
 100%Trash pays \$5 for maintenance, BIBCO pays \$4, and PIT and GOO each pay \$3.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	1	\$6	60	3	14	5	Order
Dave Partridge	BIBCO	2	\$23	0	1	16	4	Bribery
Richard Weiss	PIT	3	\$7	10	7	19	3	Raw Materials
Eric Brosius	GOO	4	\$24	10	1	18	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	4/3	10	-24
Dave Partridge	4/3	2/10	1/15	7	55
Richard Weiss	3/6	5/1	1/15	6	34
Eric Brosius	3/6	2/10	1/15	5	51

Available Cards

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

Accident card drawn: 100% Trash loses \$5 (taking out a loan to do so) and his growth drops to 14. Deck will be reshuffled before the turn 13 card draw.

Discards

Growth Accident Raw Materials

Flea Collar

Kremlin

**Turn 8 Funeral Commission through Parade
 End of Game Statements 4/7, Tuesday**

Funeral Commission

None

Replacement Phase

Doberman promotes Karrienko to Defense Minister and ages to 83. TCC declares 1 IP on Karrienko, KGB declares 2 IP on Karrienko. Patina advances to Foreign Minister by age. Lech Schukrutoff (B) advances to Ideology Chief by age. Iwan Manjak (P) advances to Industry Minister by age. Wassily Protzky (U) advances to Economy Minister by age. D, K, and R become Candidates by age.

Rehabilitation Phase

None

Parade Phase

Doberman attempts to wave (dr = 15) and succeeds. KGB wins!

Politburo

Office	Politician	Condition	Influence
Party Chief	Igor Doberman (L)	83, +	5 (KGB) , 4 (REDS), 3 (HLM), 1 (LWT)
KGB Head	Sergei Eatstumuch (M)	69	1 (REDS), 1 (LWT), 2 (TCC), 3 (KGB)
Foreign	Ludmilla Patina (S)	70, +	1 (LWT), 8 (HLM)
Defense	Boris Karrienko (N)	63	1 (TCC), 2 (KGB)
Ideology	Lech Schukrutoff (B)	83, +	
Industry	Iwan Manjak (P)	61, weak	
Economy	Wassily Protzky (U)	60, ++	2 (MLI)
Sport	Antonj Talksallott (J)	67	1 (KGB), 7 (HLM)

Politicians in bold are in the sanatorium.

Candidates: D (76, + 2 (REDS)), K (68 +), R, X, W

People:

Siberia: C (81 +), T, Q (70, +), Y (60), Z (72)

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

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 three waves.

Notes

Congratulations to Chris Geggus on his victory.

Terrier
Silverton
Turn 18 Phases IV- VI and Turn 19, Phases I-III
Turn 19, Phases IV- VI and Turn 20, Phases I-III, 4/7, Wednesday
Turn 18

Operations

Brown (Partridge) operates #45 (\$30, 1 silver), #79 (\$40, 3 coal), and #42 (\$40, 4 silver). Buys 2 gold from Orange at Leadville for \$280 and delivers it to Denver for \$550, delivers 3 coal from Canon City and 5 coal from Bowie to Pueblo for \$400. Gains \$550 in passenger revenue.

Blue (Bolduc) operates #88 (\$50, 3 coal) and #57 (\$20, 2 lumber). Delivers 7 coal from Walsenburg and 1 coal from Aspen to Santa Fe for \$960, and 2 lumber from Boulder to Denver for \$400. Gains \$690 in passenger revenue.

Red (Scharf) operates #125 (\$20, 3 coal), #104 (\$50, depletes), #116 (\$30, depletes), and #109 (\$20, 2 copper). Gains \$560 in passenger revenue.

Aqua (Lewis) operates #68 (\$20, 2 coal), #74 (\$20, 3 coal), and #70 (\$40, 3 coal). Delivers 6 coal from Hiawatha and 4 coal from Schofield to Salt Lake City for \$1000. Gains \$410 in passenger revenue.

Green (Longdin) operates #85 (\$30, 3 coal) and #61 (\$20, 2 lumber). Delivers 2 lumber from South Fork to Denver for \$400 and 6 coal from Canon City to Denver for \$480. Gains \$120 in passenger revenue.

Orange (Hooton) buys claim #55 for \$100. Operates #63 (\$50, 2 lumber), #33 (\$50, depletes), #123 (\$40, 4 coal), #58 (\$40, 3 lumber), #82 (\$20, 4 coal), #84 (\$20, 3 coal), #83 (\$20, 3 coal), and #55 (\$50, 2 lumber). Delivers 6 lumber from Lumberton to Santa Fe for \$960, 6 gold from Silverton to Santa Fe for \$1650, 7 coal from Gallup to Santa Fe for \$840, and 1 coal from Lee Ranch West to Santa Fe for \$120. Gains \$450 in passenger revenue.

Determine Price Changes

Gold: -2 to \$250

Copper: Remains at \$400

Silver: +1 to \$120

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$160	Remains at \$300	Remains at \$200	Remains at \$160	+2 to \$100
Coal:	+1 to \$100	Remains at \$100	Remains at \$80	-3 to \$60	+2 to \$120

Turn 19

Move Prospectors and Surveyors

Brown (Partridge) no surveying, prospects the deck.

Blue (Bolduc) surveys Heber City to Salt Lake City and Walsenburg to Trinidad, prospects #132

Red (Scharf) surveys Pinos Altos to Mogollon and Alamogordo to Cloudcroft, no prospecting.

Aqua (Lewis) no surveying, prospects #130

Green (Longdin) surveys Laramie to Walden and Buena Vista to Bath Divide, prospects #52.

Orange (Hooton) surveys Antonito to Alimoso, dismantles San Ysidro to Lee Ranch West, prospects #66 and the deck.

Dispute Resolution

No disputes. Brown draws #59 (Lumber at Dolores) and Orange draws claim #87 (Coal at Alamo) from the deck – they each have first right of refusal. Brown spends \$0 (or \$60), Blue spends \$320, Red spends \$480, Aqua spends \$120, Green spends \$500, and Orange spends \$40 (or \$100).

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$5,695	9, 15, 42		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$3,670	9, 15, 72, 72		S, S+1, P+2
Bill Scharf	Red	El Paso	\$4,005	9, 24, 72	+4	S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$8,340	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$5,870	15, 24, 42, 72	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$14,920	24, 24, 42, 42		S, S, P, P+1

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
45	Westcliffe	Brown	Silver	1	\$30
79	Bowie	Brown	Coal	1	\$40
42	Leadville	Brown	Silver	4	\$40
88	Walsenburg	Blue	Coal	0	\$50
80	Aspen	Blue	Coal	7	Depleted
57	Boulder	Blue	Lumber	0	\$20
132	Steamboat Springs	Blue	Coal	N	\$50
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	Depleted
125	Capitan	Red	Coal	3	\$20
117	Cloudcroft	Red	Lumber	8	Depleted

#	City	Owner	Type	Goods	Operation
112	Tyrone	Red	Copper	3	Depleted
104	Mogollon	Red	Silver	7	Depleted
109	Pinos Altos	Red	Copper	2	\$20
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	19	Depleted
68	Scofield	Aqua	Coal	22	\$20
74	Elk Springs	Aqua	Coal	3	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	7	\$40
130	Bingham	Aqua	Copper	N	\$80
81	Crested Butte	Green	Coal	9	Depleted
85	Canon City	Green	Coal	0	\$30

#	City	Owner	Type	Goods	Operation
61	South Fork	Green	Lumber	0	\$20
52	Lake City	Green	Silver	N	\$40
63	Lumberton	Orange	Lumber	6	\$50
114	McGaffey	Orange	Lumber	1	Depleted
123	Gallup	Orange	Coal	3	\$40
58	Dolores	Orange	Lumber	6	\$40
82	Crested Butte	Orange	Coal	10	\$20
84	Durango	Orange	Coal	7	\$20
83	Durango	Orange	Coal	6	\$20
55	Walden	Orange	Lumber	2	\$50
66	Vallecitos	Orange	Lumber	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
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	
17	C	Denver – Santa Fe	\$420	Blue	
7	A	Pueblo – Santa Fe	\$120	Blue	
4	A	El Paso – Deming	\$60	Red	
18	C	Gallup – Santa Rosa	\$500	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

Available Trains

Type	# Available	Cost
9	2	\$80
15	2	\$120
24	4	\$200
42	5	\$320
72	3	\$500

#	Type	Route	Payoff	Owner	Notes
16	B	Salt Lake City – Grand Jct.	\$250	Aqua	toward card 20 or 21 Discard when 22 is taken. Good for \$250 toward card 22
9	B	Denver – Leadville	\$120	Green	
6	A	Santa Fe – Albuquerque	\$90	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	

Available Claims

#	City	Type	Claim	Operation
71	Sunnyside	Coal	\$100	\$20
91	Trinidad	Coal	\$60	\$30
72	Emery	Coal	\$60	\$30
77	Craig	Coal	\$40	\$20
59	<i>Dolores</i>	<i>Lumber</i>	<i>\$60</i>	<i>\$40</i>
87	<i>Alamo</i>	<i>Coal</i>	<i>\$60</i>	<i>\$30</i>
75	Rangely	Coal	\$80	\$20
90	Trinidad	Coal	\$80	\$40
53	Lake City	Silver	\$60	\$30
124	Magdalena	Coal	\$80	\$40

Claims in italics are pending a decision on first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
20	C	Salt Lake City – Pueblo	\$600	\$930	
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	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	

Available Snowplows

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

Hound

End of Game Statements

Andy York: Congrats to Eric on a well played game. And, as always, thanks to Chris for running it!

Eric Brosius: There were a lot of twists and turns in this game. I started off with a low-tech approach, buying nothing but one Nodule and a huge load of water factories. This tends to give you an edge in production, even over the people who have the Heavy Equipment, until you max out on manned water factories. I was hoping to get an Orbital Lab or Scientists early in Phase 2, and I did get 2 of them (hurting, without particularly intending to, Bill and Andy.) I was disappointed when I realized I could have gotten an Orbital Lab in Turn 9 for the same amount I paid for the Scientists, and I thought I had fallen unavoidably behind.

It turns out the Laboratory and the clutch of research factories I bought in Turn 13 gave me just enough purchasing power to put me over the top. Interestingly, I lost a game a few weeks ago to the same strategy. Joe Huber got a Lab and approximately nine research factories to win in a way I had never seen before.

Thanks, Chris, for running this game. I really love playing Outpost. And thanks to all my opponents for an enjoyable game.

Andy Lewis: Congrats to Eric. Hooray for me, I finished in the top half amazing.

Dave Partridge: Congrats to Eric. I love the game, but as always it seems that once someone gets a lead it's very very hard to reel them back in. Just couldn't catch up to him.

Bulldog

Turns 13.6 to 14.6

Deadline Turn 15.1 to 16.1, 4/7 Tuesday

Turn 13

Chris rolls a 9. Dave P. gains 2 brick and 4 ore, Michael gains 1 brick, Andy gains 2 brick, and Chris gains 3 brick. Trades 3 brick and 3 lumber for 2 grain at the open port, and builds a road from B8 to B7. During the special build turn, Michael upgrades the settlement in C14 to a city.

Turn 14

Mike rolls an 8. Mike and Michael each gain 2 brick, Dave P. and Chris each gain 2 ore, and Dave H. gains 2 ore and 1 brick. Trades 9 lumber for 3 ore at the open port and upgrades the settlement at E11 to a city.

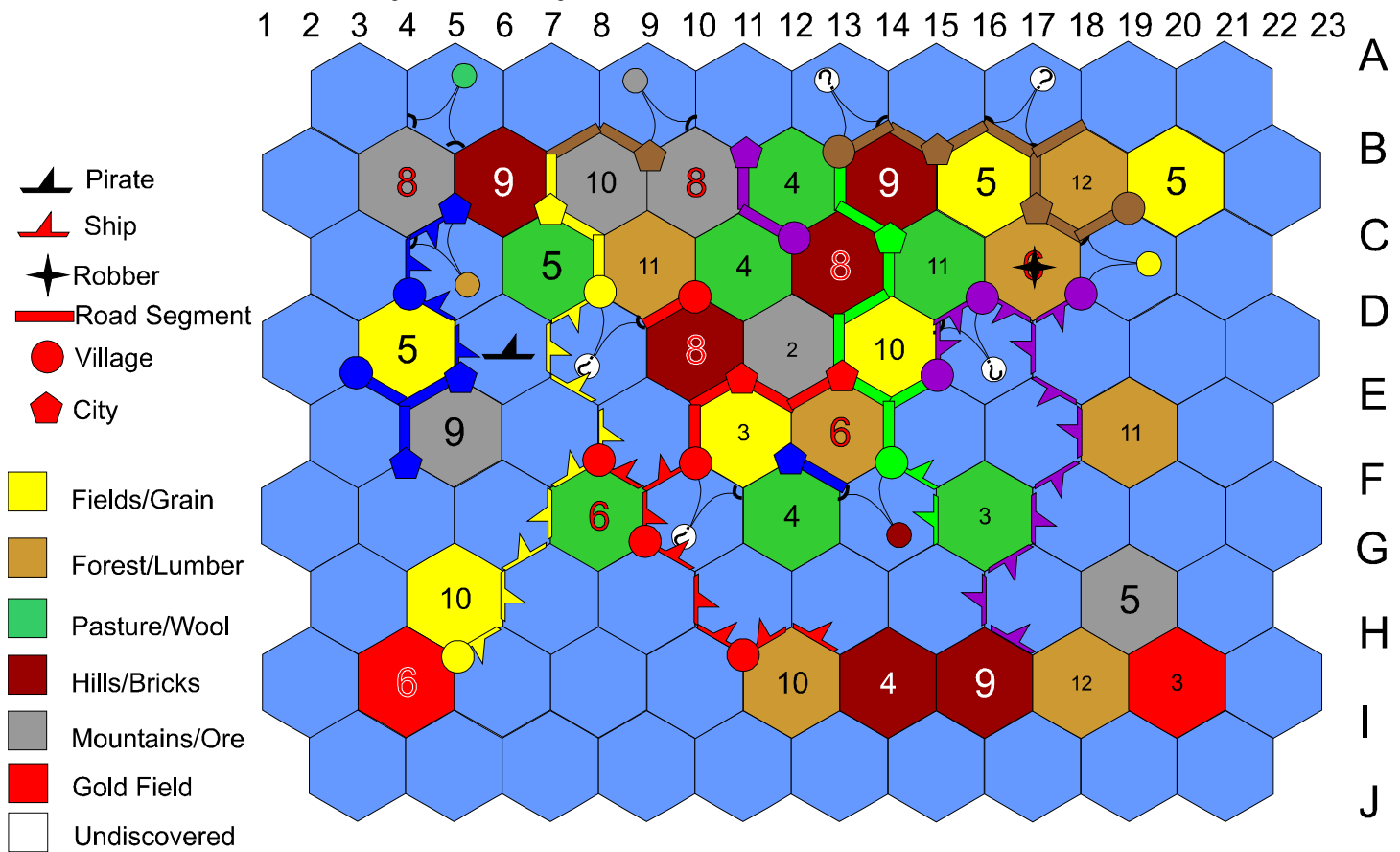
Dave P. rolls a 10. Mike gains 2 grain and 1 lumber, Chris and Andy each gain 2 brick, and Dave H. gains 1 grain. Trades 1 lumber and 1 grain to Andy for 2 wool and 4 ore for 1 wool. Builds a settlement at D4, a road from E4 to E3, and builds a settlement at E3. During the special build turn, Andy builds a settlement at H5 and Mike builds a ship from F9 to F8.

Michael rolls a 7. Moves the Robber to D/E10 (8 Hills) and steals a brick from Mike. Trades 2 brick for 2 lumber at the brick port and builds a ship from F15 to G15.

Andy rolls a 7. Moves the Robber to C/D17 (6 Forest) and does not steal. Passes.

Dave H. rolls a 6. Mike gains 2 lumber and 1 wool, Dave gains 2 lumber, Michael gains 1 lumber, and Andy gains 1 brick (from Gold field, determined randomly). During the special build turn, Mike builds a settlement at F8, cutting Andy's trade route. Since Mike and Dave H. both have a trade route of length 11, neither player gets it.

Chris rolls a 5. Dave P. receives 4 grain, Chris receives 5 grain, and Andy receives 3 wool. Passes.



Open Trades

None.

Turn 15 Rolls

Mike 10 Dave P. 6 Michael 8 Andy 3 Dave H. 5 Chris 2

Turn 16 Rolls

Mike 3

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	1			2		Knight,	9
Dave Partridge	Blue	5	1		2	2		10
Michael Longdin	Green	1		3	1			3
Andy York	Yellow		3	2		4		4
Dave Hooton	Purple	1		1	1	2	Knight, 1 unknown ()	6

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Chris Geggus	Brown	7				4		8

* Longest trade route.

Cats and Dogs

Epoch V Empire Selection, Franks, and Vikings

Deadline Epoch V Holy Roman Empire, Chola, and Sung Dynasty, 4/7 Tuesday

Epoch V Empire Selection

100% Pussycats (Longdin) passes to the Arachnids
Arachnids (Bolduc) passes to 100% Pussycats
Royal Manticoran Historical Society (Wilson) keeps
Systematic Chaos (Cain) passes to the Questioner

Marching Through the Ages (Lewis) passes to Systematic Chaos
The Questioner (Partridge) passes to Marching Through the Ages
The Time Traveler (Anderson) keeps

Epoch V

Marching Through the Ages (Lewis) plays Barbarians out of the Alps. Attacks Central Massif (vs. Celts; B: 5, 4; C: 4; wins), Northern Apennines (vs. Byzantines; Ba: 2, 1; By: 5; loses). Plays Kingdom in Southern Iberia (Roman army retreats to Western Iberia, fleet Western Mediterranean unsupported). **FRANKS**: Army and Capital Northern Gaul (Celt army retreats to Albion), army Central Massif, fleet Western Mediterranean, army Southern Apennines (vs. Civil War; F: 6, 1; C: 6, 1; F: 6, 5; C: 5, 5; wins, city eliminated), Pindus (vs. Macedonians; F: 4, 3; M: 6, 1; loses), Pindus (vs. Macedonians; F: 6, 2; M: 6, 2; F: 4, 3; M: 4, 2; F: 5, 1; M: 4, 1; wins, city eliminated), Dalmatia (vs. Byzantines; F: 5, 4; B: 1; wins), Central Europe (vs. Anglo-Saxons; F: 6, 1; A: 5, 3; wins), Balkans (vs. Byzantines; F: 4, 1; B: 4, 2; F: 6, 6; B: 6, 3; F: 5, 1; B: 4, 4; wins, Capital reduced to city), Western Anatolia (vs. Byzantines; F: 2, 1; B: 5, 2; loses). Points: Dominance in India (6), Southern Europe (6), Northern Europe (4), and Eurasia (2), Presence in Middle East (3), Southeast Asia (2), and North America (1), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 6 Monuments (6) for 37 points.

Arachnids (Bolduc) plays Fujiwara. Army and Capital Hokkaido, fleet Sea of Japan (vs. Systematic Chaos; A: 6, 4; SC: 2; wins), army Great Plain of China (vs. T'ang Dynasty; F: 5, 1; T: 5, 4; F: 3, 2; T: 2, 1; wins). Plays Disaster (Volcano) in Zagros (Monument destroyed). **VIKINGS**: Army Scandinavia, fleet North Sea (vs. 100% Pussycats; A: 2, 1; P: 4; loses), North Sea (vs. 100% Pussycats; A: 6, 1; P: 4; wins), Atlantic Ocean, army Ireland, West Indies, Baltic Seaboard (vs. Anglo-Saxons; V: 6, 6; A: 5; wins), Central Europe (vs. Franks; V: 4, 2; F: 5; loses), Central Europe (vs. Franks; V: 2, 1; F: 4; loses). Points: Dominance in Northern Europe (4) and North America (2), Presence in China (3) and Eurasia (1), 1 Capital (2), 2 Seas (2), and 1 Monument (1) for 15 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Michael Longdin	100% Pussycats (green)	24	56
Kevin Wilson	Royal Manticoran Historical Society (purple)	33	82
Dennis Cain	Systematic Chaos (black)	36	68
Paul Bolduc	Arachnids (blue)	40	66
Dave Partridge	The Questioner (yellow)	44	93
Dave Anderson	The Time Traveler (orange)	45	85
Andy Lewis	Marching through the Ages (red)	50	116

Positions

Systematic Chaos: Fleet South China Sea. **GREEK CITY STATES**: Army and city Crete. **HAN DYNASTY**: Army and city Yellow River, armies Tarim Basin, East Indies. **T'ANG DYNASTY**: Army and Capital Yangtse Kian, army and Monument Wei River, armies Chekiang, Szechuan, Irrawaddy.

100% Pussycats: **VEDIC CITY STATES**: Two armies Eastern Ghats. **CIVIL WAR**: Two armies and city Morea. **CELTS**: Two armies Albion, army Pyrenees. **KHMERS**: Army and Capital Mekong, army Si-Kyang.

Marching Through the Ages: Fleet Western Mediterranean. **MAYANS**: Army and Capital Central America, army Guiana Highlands. **HSUING-NU**: Army Mongolia. **HUNS**: Army and Monument Persian Plateau, Upper Indus, Ganges Delta, Malayan Peninsula, armies Dniepr, Western Steppe, Turanian Plain, Hindu Kush, Ganges Valley. **SOUTHERN IBERIAN KINGDOM**: Army, Monument, and Fort Southern Iberia. **FRANKS**: Army and Capital Northern Gaul, army and city Balkans, army and Monument Southern Apennines and Central Europe, armies Central Massif, Dalmatia, Pindus.

The Time Traveler: Fleet Red Sea. **INDUS VALLEY**: Three armies Western Ghats. **CARTHAGINIA**: Three armies, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Western Gaul. **MACEDONIA**: Army and Monument Nile Delta. **HIGHLAND KINGDOM**: Army, city, and Fort Highlands. **ARABS**: Army, Capital, and Monument Arabian Peninsula, army and Monument Levant, Upper Tigris, armies Nubia, Upper Nile, Palestine, Middle Tigris, Persian Salt Desert, Lower Indus, Zagros.

Royal Manticoran Historical Society: Fleets Black Sea and Eastern Mediterranean. **SUB-SAHARAN MIGRANTS**: Armies East Africa and Madagascar. **CIVIL WAR**: Army and Monument Levant. **SASSANIDS**: Army and Monument Lower Tigris. **BYZANTINES**: Armies Northern Apennines, Western Anatolia, Eastern Anatolia.

The Questioner: **ROMANS**: Two armies Western Iberia. **GUPTAS**: Army and Capital Eastern Deccan, army Western Deccan.

Arachnids: Fleets Sea of Japan, North Sea, Atlantic Ocean. **NORTH AMERICAN MIGRANTS**: Armies Great Lakes, Great Plains. **GOTHS**: Armies Danubia, Caucasus. **FUJIWARA**: Army and Capital Hokkaido, army and Monument Great Plain of China. **VIKINGS**: Armies Scandinavia, Ireland, Baltic Seaboard, West Indies.

Event Cards

Epoch V Empire

Greyhound**Turn 4, Phases 3 through 6****Deadline Turn 4, Phase 7 and Turn 5, Phases 1 through 3, 4/7 Tuesday***Turn 4, Phase 4 – Purchases*

Barcelona buys Institutional Research (X, 20 credit from Urban Ascendancy, \$80), Holy Indulgence (F, 10 credit from Patronage, \$50, Misery increases to 60), Caravan (I, 10 credit from Institutional Research, \$10), Seaworthy Vessels (S, 20 credit from Overland East, 10 credit from Institutional Research, \$50), Written Record (N, 10 credit from Institutional Research, \$20), and stabilization for \$6.

London buys Holy Indulgence (F, 10 credit from Patronage, \$50, Misery increases to 80) and stabilization for \$10.

Paris buys Holy Indulgence (F, 10 credit from Patronage, \$50, Misery increases to 70), Urban Ascendancy (V, \$20), and stabilization for \$1.

Hamburg buys Written Record (N, \$30), Overland East (R, 40 credit from Marco Polo, \$0), Caravan (I, \$20), and stabilization for \$10.

Venice buys Human Body (B, 20 credit from The Heavens, \$40, Misery drops to 30) and stabilization for \$6.

Genoa buys Urban Ascendancy (V, \$20) and stabilization for \$10.

Phase 5 – Expansion

Barcelona, London, and Paris each gain 6 tokens and Hamburg, Venice, and Genoa each lose 6 tokens due to Holy Indulgence.

Barcelona expands to Sarai (2) and buys a card (3,)

London expands to Fez (2), buys a card (6,), Smyrna (2), Tarsus (1)

Paris NMR! Expansion using NMR rules: expands to Marseilles (9, vs. Barcelona and Genoa, dr = 6, 3, 3; wins), Montpellier (4, vs. Barcelona, dr = 6, 6, 1; wins), Milan (5, vs. Genoa, dr = 4, 6, 4; wins), St. Gali (1).

Hamburg expands to Kiev (2), Kaffa (1), Strassburg (7, ve. Paris, dr = 6, 3, 5; wins), Breslau (2, vs. Venice, dr = 3, 6, 4; wins)

Venice expands to Salonika (5, vs. Barcelona, dr = 6, 5, 5; wins), Rome (8, vs. Genoa, dr = 3, 1, 1; loses)

Genoa expands to Algiers (4, vs. Barcelona, dr = 3, 4, 4; loses), Algiers (4, vs. Barcelona, dr = 3, 6, 1, wins), Fez (4, vs. London, dr = 6, 1, 5; loses).

Paris gains

Phase 6 – Collect Income

Barcelona gains \$123 **London** gains \$99 **Paris** gains \$87 **Hamburg** gains \$81 **Venice** gains \$63 **Genoa** gains \$51
Surplus of Metal, Shortage of Wool.

Turn 5, Phase 1 – Draw Cards

Your card is:

Notes

Bob Robles has NMRed. **Will Michael Lowrey please submit standby orders for Paris!** Also, remember we are using the Eurogames rules, and that some of the credit values are different.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	40	20	\$67	5	7	4	3	A, N
Dave Partridge	Hamburg	50	20	\$94	4	9	4	4	
Bob Robles	Paris	60	13	\$79	3	10	4	1	A, E, N
Dave Hood	London	70	8	\$81	2	12	6	4	A, E, N, V
Steve Koehler	Barcelona	50	0	\$234	1	20	6	3	A, E, R, V
Robert Koehler	Genoa	60	21	\$49	6	6	4	4	I

Players are listed in reverse tie breaking order.

Commodity Log

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

*Cards***Shortage, Surplus**

Sand Flea

Turn 3 Bidding and Movement

Turn 3 Combat, 4/7 Tuesday

Players

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

BENE TLEILAXU: Bob Robles
 FREMEN: Brad Martin
 HARKONNENS: Paul Bolduc
 GAME MASTER: Chris Hassler

Your Spice:

Your Cards:

Your Traitor(s):

Bidding

CARD 1 () goes to the Ixians for 3 spice.
 CARD 2 () goes to the Emperor for 2 spice
 CARD 3 () goes to the Fremen for 3 spice
 CARD 4 () goes to the Atreides for 3 spice
 CARD 5 () goes to the Emperor for 3 spice
 CARD 6 () goes to the Fremen for 2 apice

Revival and Movement

Guild chooses to go last

Revival

Emperor revives 1 token
 Harkonnens revives 2 tokens

Shipping

Atreides ship 10 tokens to Arrakeen (5 spice to the Guild)
 Fremen ships 3 tokens from southern hemisphere to Rock Outcroppings (14)
 Harkonnens ship 2 tokens to Carthag (2 spice to the Guild)

Movement

Ixians move 10 tokens Red Chasm – Pasty Mesa – Shield Wall (9)
 Atreides move 12 tokens Arrakeen – Imperial Basin – Carthag
 Fremen moves 1 token Cielago North (3) to Cielago North (1)
 Harkonnens move 4 tokens Carthag – Arsurnt – Polar Sink – Wind Pass North (17)

Combat

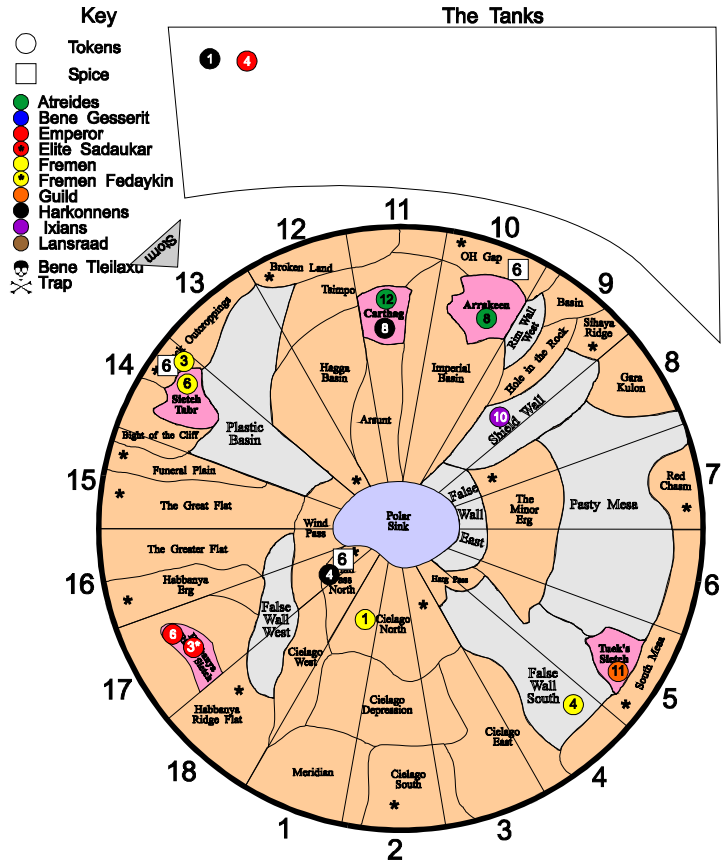
Harkonnens vs. Atreides in Carthag. Harkonnens are the aggressors. Available Leaders: Atreides: all, Harkonnens: all.

Notes

Bob Robles has NMRed. **Will Dave Partridge please submit standby orders for the Bene Tleilaxu!**

Positions

Atreides: 8 tokens Arrakeen, 12 tokens Carthag
Bene Tleilaxu: No traps.
Emperor: 9 tokens (3 Elite Sadaukar) Habbanya Ridge Sietch, 4 tokens in the Tanks, 7 tokens (2 Elite Sadaukar) off-planet
Fremen: 6 tokens Sietch Tabr, 4 tokens False Wall South (4), 1 token Cielago North (1), 3 tokens Rock Outcroppings (14), 6 tokens (3 Fedaykin) Southern Hemisphere
Guild: 11 tokens Tuek's Sietch, 9 tokens off-planet
Harkonnens: 8 tokens Carthag, 4 tokens Wind Pass North (17), 1 token in the Tanks, 7 tokens off-planet
Ixians: 10 tokens Shield Wall (9), 10 tokens off-planet



Gaspode

Turn 8

Turn 9, 4/7 Tuesday

Turn 8

Andy L. chooses the Trader, taking 2 doubloons, and sells Coffee to the Trading House for 5 doubloons (4 base plus 1 bonus for being the Trader). The Trading House is full, so no further trades are possible.

Chris chooses the Captain, taking 1 doubloon, and ships 2 Corn on Ship 1 for 3 victory points, Tom ships 2 Corn on Ship 1 for 2 victory points, Andy Y. ships 3 Indigo on Ship 3 for 3 victory points, Dave ships 4 Indigo on ship 3 for 4 victory points, Andy L. ships 2 Corn on Ship 1 for 2 victory points (Ship 1 sails), Tom ships 1 Indigo on Ship 3 for 1 victory point (Ship 3 sails), and Andy Y. ships 1 Tobacco on Ship 2 for 1 victory point (Ship 2 sails). Andy Y. discards 1 Sugar and 1 Corn, Andy L. discards 1 Indigo, 1 Corn, and 1 Sugar.

Tom chooses the Builder and builds an Office (2 Quarries, Builder, and 2 doubloons), Andy Y. builds a Sugar Mill (4 doubloons), Dave passes, Andy L. builds a Factory (3 Quarries and 4 doubloons), and Chris buys an Indigo Plant (1 Quarry and 2 doubloons).

Andy Y. chooses the Craftsman, and builds 4 Indigo, 1 Sugar, 1 Corn, and 1 Tobacco; Dave produces 4 Indigo; Andy L. produces 3 Corn, 1 Indigo, 1 Sugar, and 2 Coffee; Chris produces 2 Corn, 2 Tobacco, and 1 Coffee; and Tom produces 2 Corn, 1 Indigo, and 1 Tobacco.

Dave chooses the Mayor, and places colonists on a Corn plantation, Sugar plantation, and Coffee plantation; Andy L. places colonists on the Factory and a Sugar plantation; Chris places colonists on Sugar plantation and the Small Sugar Mill; Tom places colonists on the Office and the Sugar plantation; and Andy Y. places colonists on the Coffee plantation and Tobacco Storage.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Craftsman	Indigo, Indigo, Indigo, Sugar, Tobacco, Corn, Coffee	Indigo Plant (x3), Small Sugar Mill, Tobacco Storage (x2), Sugar Mill		0	4 Indigo, 1 Sugar, 1 Corn, 2 Tobacco	7
Dave Partridge	Mayor	Indigo, Quarry, Corn, Indigo, Indigo, Indigo, Coffee, Tobacco, Sugar, Coffee, Tobacco	Small Indigo Plant, Hacienda, Indigo Plant (x3), Office		0	4 Indigo	8
Andy Lewis	Trader	Indigo, Corn, Quarry, Sugar, Quarry, Coffee, Quarry, Corn, Corn, Tobacco, Coffee, Sugar	Hacienda, Construction Hut, Small Indigo Plant, Small Sugar Mill, Coffee Roaster (x2), Factory		4	3 Corn, 1 Indigo, 1 Sugar, 3 Coffee	8
Chris Geggus	Captain	Corn, Tobacco, Tobacco, Quarry, Sugar, Coffee, Corn, Indigo	Small Market, Tobacco Storage (x2), Coffee Roaster (x1), Small Sugar Mill, Indigo Plant		0	2 Corn, 2 Tobacco, 2 Coffee	7
Tom Howell	Builder	Corn, Tobacco, Quarry, Quarry, Quarry, Corn, Indigo, Sugar	Construction Hut, Small Market, Tobacco Storage (x1), Small Indigo Plant, Office		0	2 Corn, 1 Indigo, 1 Tobacco	7

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: 14 Colonist Ship: 14

Cargo Ships: Ship 1 (capacity 6):

Ship 2 (capacity 7):

Ship 3 (capacity 8):

Victory Points: 85

Trading House:

Commodities

Corn: 2

Indigo: 0

Sugar: 9

Tobacco: 4

Coffee: 4

Buildings

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

Roles

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

Plantations

Sugar, Indigo, Corn, Sugar, Sugar, Coffee

Discard Pile: Indigo

Robover

Turn 2

Turn 3, 4/7 Tuesday

Program Robots

THX 1139 uses the Recompile to get a new hand: Move 2 (690), Rotate Left (110), Rotate Right (340), Rotate Right (320), U-Turn (50), Rotate Right (380). THX 1139 also schedules a shutdown for next turn.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Move 1 (590)	Move 3 (840)	Move 2 (740)	Move 2 (770)	Rotate Left (90)
Slambot 9000	U-Turn (10)	Move 2 (710)	Move 1 (540)	Move 1 (580)	Move 1 (550)
Jeeves	Move 1 (610)	Move 1 (530)	Move 1 (620)	U-Turn (40)	Rotate Right (420)
THX 1139	Rotate Right (340)	Move 2 (690)	Rotate Right (320)	U-Turn (50)	Rotate Right (380)

Dalekbot	Move 2 (780)	Move 2 (720)	Move 2 (680)	Rotate Right (220)	Back Up (480)
Narbot	Move 1 (650)	Rotate Left (310)	Move 1 (560)	Rotate Right (160)	Back Up (460)
100% Robotomy	Rotate Left (410)	Move 3 (830)	Rotate Left (270)	Rotate Right (120)	Move 1 (640)
Protomax	Move 1 (490)	Rotate Right (240)	Move 3 (820)	Move 3 (800)	Move 1 (620)

Locked registers are in italics.

Phase 1

Dalekbot moves ahead 2 to D12. Narbot moves ahead 1 to C22. Jeeves moves ahead 1 to C19. DizzyBot moves ahead 1 to D18, pushing THX 1139 to D17. Protomax moves ahead 1 to F23. 100% Robotomy rotates left to face north. THX 1139 rotates right to face west. Slambot 9000 makes a u-turn to face south. The conveyor belt moves THX 1139 to E16 and rotates it to face north, while DizzyBot is moved to D16 and rotated to face east. Jeeves is moved to C18 and Narbot is moved to C21. Slambot 9000 is moved to E17 and rotated to face west. Dalekbot is moved to D11 and rotated to face south. Finally, Protomax is moved to E23. Dalekbot fires at DizzyBot (locking DizzyBot's register 4), DizzyBot fires at THX 1139 (locking THX 1139's register 5), and Narbot fires at Jeeves.

Phase 2

DizzyBot moves ahead 3 to G16, pushing THX 1139 to H16. 100% Robotomy moves ahead 3 to F23. DalekBot moves ahead 2 to D13, relocating its archive. Slambot 9000 moves ahead 2 to C17. THX 1139 moves ahead 2 to H14. Jeeves moves ahead 1 to C17, pushing Slambot 9000 to C16. Narbot rotates left to face west. Protomax rotates right to face north. The conveyor belts move DizzyBot to H17 and rotate it to face south. THX 1139 is moved to J14 and rotated to face east. Slambot 9000 is moved to C15 and rotated to face north. Jeeves is moved to C16, Narbot to C20, Protomax to E23, and 100% Robotomy to F23. Jeeves fires at Slambot 9000. Dalekbot and Protomax fire at each other.

Phase 3

Protomax moves ahead 3 to D20. DizzyBot moves ahead 2 to H19. Dalekbot moves ahead 2 to D15. Jeeves moves ahead 1 to C15, pushing Slambot 9000 to C14. Narbot moves ahead 1 to B20. Slambot 9000 moves ahead 1 to C13. THX 1139 rotates right to face south. 100% Robotomy rotates left to face west. Conveyor belts move DizzyBot to G20 and rotate it to face east. THX 1139 is moved to J16. Protomax is moved to D18. Narbot is moved to B18. Dalekbot is moved to E15, Jeeves is moved to D15, and 100% Robotomy is moved to D23. Protomax shoots Jeeves, and DizzyBot is shot by an on-board laser, locking register 3.

Phase 4

Protomax moves ahead 3 to D15, pushing Jeeves to D14. DizzyBot moves ahead 2 to E20. Slambot tries to move ahead 1 but runs into a wall. Dalekbot rotates right to face west. Narbot rotates right to face north. 100% Robotomy rotates right to face north. THX 1139 executes a u-turn to face north. Jeeves executes a u-turn to face south. Jeeves is moved by the conveyor belt to F14. THX 1139 is moved to J18. Narbot is moved to B16. DizzyBot is moved to E19. Dalekbot is moved to F15. Protomax is moved to E15. 100% Robotomy is moved to C23 and rotated to face east. The pusher pushes Slambot back to C14. An on-board laser shoots DizzyBot, locking register 2. Jeeves shoots Dalekbot and Dalekbot shoots Protomax.

Phase 5

100% Robotomy moves ahead 1 to D23. Protomax moves ahead 1 to E14. Slambot 9000 moves ahead 1 to C13. Dalekbot backs up to G15. Narbot backs up to B17. Jeeves rotates right to face west. THX 1139 rotates right to face east. DizzyBot rotates left to face south. The conveyors move Jeeves to H14, THX 1139 to J20, Narbot to B15, and Protomax to G14. DizzyBot is moved to E18. Dalekbot is moved to H15. 100% Robotomy is moved to C23 and rotated to face south. Jeeves shoots Protomax, Dalekbot shoots Narbot, and an on-board laser shoots DizzyBot, locking its last register.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue	Mechanical Arm	E18>S		3	9
2	Bill Scharf	Slambot 9000	Pink	Tractor Beam	C13>N		3	4
3	Chris Geggus	Jeeves	Yellow	Flywheel (Move 3 (790))	H14>W		3	3
4	Dave Hooton	THX 1139	White	Recompile	J20>E		3	5
5	Gine Teh	Dalekbot	Silver	Circuit Breaker	H15>W		3	2
6	Ward Narhi	Narbot	Red	Gyroscopic Stabilizer	B15>N		3	3
7	Michael Longdin	100% Robotomy	Dark Green	Ramming Gear	C23>S		3	0
8	Cary Nichols	Protomax	Green	Abort Switch	G14>N		3	3

Your Program Cards:

Husky

Gamestart

Starting Preferences, 4/7 Tuesday

Players

Andy York

Michael Longdin

Dave Partridge

Dave Hooton

Brad Martin

From each player I need your preference for the United States or Germany map, and for each map, a preference list for the 5 areas you want in play.

Pedagoguery

One hundred years ago, our understanding of the universe was drastically different from what it is today. Back then, it was believed that the Milky Way galaxy was alone, the only collection of stars in a universe that was static and eternal, surrounded by an infinite void. It took a number of different discoveries to change this view. First came Einstein's Theory of General Relativity. When the equations

for this theory were first solved, it was discovered that a static universe was impossible. Einstein added the cosmological constant to the theory to correct this "flaw". Then came the discovery in the that "spiral nebulae" were actually galaxies in their own right, that they existed far outside the confines of our own, and that they were receding from us at speeds that depended on their distance. The

discovery of the cosmic microwave background radiation further revolutionized the study of cosmology, decisively deciding in favor of the Big Bang model over the Steady State model. The most recent discovery major discovery in cosmology, however, may presage the end of the science altogether, and that is the discovery that the expansion of the universe is accelerating.

The first three discoveries I mentioned above serve as three of the pillars of cosmology. General Relativity provided the theoretical framework that allows us to describe the large scale evolution of the universe. The proper classification of galaxies allows astronomers to discover the expansion of the universe, thereby making better sense of General Relativity. Finally, the cosmic microwave background radiation allowed us to probe back to the early stages of the universe. There is a fourth pillar, and that is the observation that in the early stages of the universe, conditions were right for nuclear fusion, and thus after the universe was about three minutes old, it consisted of 76% hydrogen, 24% helium, and a trace of lithium.

All four of these pillars are being endangered by the accelerating expansion of the universe. In such a universe, any galaxy that is not gravitationally bound to ours will eventually be accelerated outside of our local horizon. Those galaxies that are bound gravitationally to ours will eventually merge with ours, resulting in a large elliptical supergalaxy. 100 billion years from now, there will be no other galaxies visible to us, and therein lies the end of cosmology as a science.

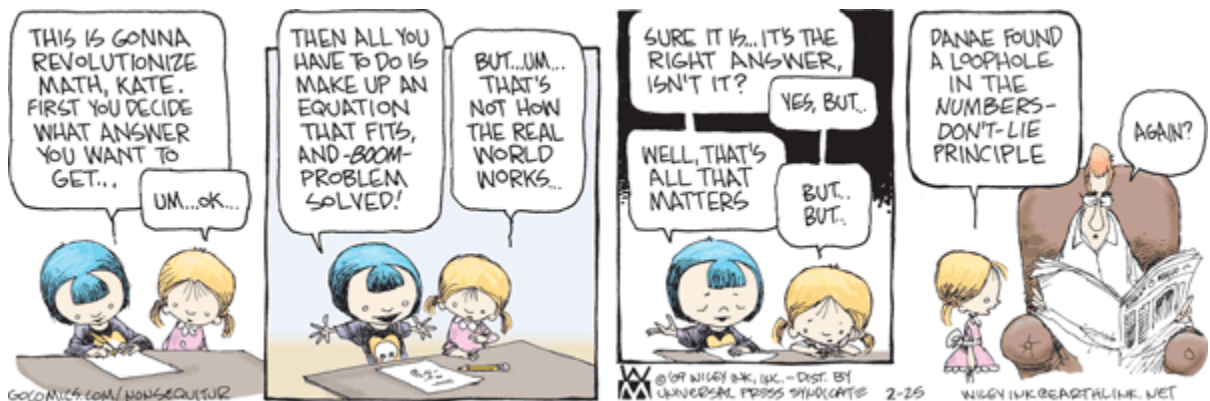
The second of the pillars of cosmology in such a universe will be gone. Without visible galaxies, we lose our signposts displaying the expansion of the universe. You can't measure a void. Without the ability to measure the expansion of space, the role of General Relativity in cosmology also ends.

The cosmic microwave background similarly suffers. As the universe expands, it gets further redshifted. It has already suffered a redshift of a factor of about 1000. By the time the universe is 100 billion years old, it will have been redshifted into invisibility.

The final pillar of cosmology is in danger not from the expansion of the universe, but from the actions of the stars themselves. As they age and die, they change the chemical composition of the universe. We already see some evidence of that. In the present day, the abundance of hydrogen is 70%, down from 76%. Helium is 28%, up from 24%, and heavy elements are at 2%, up from a trace. By the time the universe is 1 trillion years old, we expect that the relative abundances of hydrogen, helium, and heavy elements will be 20%, 60%, and 20% respectively. All traces of the big bang nucleosynthesis will have been obliterated.

Ironically, what we will be left with will resemble the universe that was thought to exist 100 years ago – a single galaxy in an endless void. All traces of the origin of the universe will have been wiped out by the passage of time and the expansion of the universe. We truly do live in a privileged time in our universe.

Next time, how Venus lost its water.



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Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 iamthedbear@sbcglobal.net	Dale Horsely dhorsely@excite.com	Lynn Mercer hancockfc@yahoo.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, 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, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

Ward Narhi for the Papacy in Barking Up the Wrong Tree
Michael Lowrey for Paris in Greyhound
Dave Partridge for the Bene Tleilaxu in Sand Flea