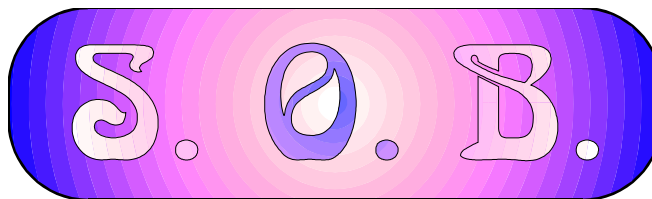


Number 152

April/May, 2009



Notes from Hades

The last couple of months have been more calm than usual. First of all, there has been no travel. Secondly, there tends to be fewer family events during this time of the year. The primary exception was my sons' birthday. They turned seven this year, and it's hard to believe that that much time has passed. They are already interested in games, and I am doing what I can to foster that interest. Hopefully they will continue that interest with the more complex games that I play.

The experiment that I mentioned last time with the zine website has been a success so far. I've had a few people donate (thank you!), and given the response, I believe I can keep things on a donation basis and be able to cover the increased cost of the website.

Two games have ended this issue. First of all, Mike Scott has managed a victory in *Bulldog*, just edging ahead of Dave Partridge. Second, in *Sand Flea*, the *Atreides/Guild* alliance of Jerry Roalstad and Kevin Wilson were victorious this turn. Congratulations to all the winners. That also means that two new games will start next turn. Those games will be *Frontier Dog*, the *Gunslinger* game, and *Procyon*, the *Merchant of Venus* game.

The next deadline is **Tuesday, May 19 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. **Starts next issue!**

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 this 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. **Starts next issue!**

Dogbreath. *History of the World*. Have Chris Geggus, Dave Partridge, Andy Lewis, Kevin Wilson, will take up to 3 more.

Basset. *Outpost*. Will start after *Hound* ends. Have Andy York, Cary Nichols, Dave Partridge, Dave Hooton, Eric Brosius, Andy Lewis, Michael Lowrey, and Kevin Wilson will take up to 2 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: .

Boston Terrier. *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, Dave Partridge, and Bob Robles, will take up to 2 more.

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.

Silverton. Will start after *Hunter* ends. Have Eric Brosius, will take up to 5 more.

Kremlin. Will start after *Pateel* ends. Will take up to 6.

Seafarers of Catan. Will take up to 6.

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

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

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

Chris Hassler a.k.a. Cerberus

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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

Byzantium and the Holy Roman Empire pull off some fancy financial footwork to avoid defaulting on the moneylenders. Pisa loses Genoa despite the help of the Pope, and the Normans resume their eastward movement.

Dog Park

Expenditures

Byzantines receive 8 ducats from the Holy Roman Empire, and pay off their loan. They then take out a loan of 10 ducats for 2 years (15 ducats due Summer 1056), and give the 10 ducats to the Holy Roman Empire. The Holy Roman Empire pays off their loan. Pisa pays 6 ducats back to the moneylenders.

Outstanding Loans

Spring 1056: 17 ducats due from the Holy Roman Empire (11 borrowed)
Summer 1056: 15 ducats due from the Byzantines (10 borrowed)

Orders

BYZANTINES (Giovine): A (EP) ANCONA besieges, F CARNIOLA to Upper Adriatic, F Albania to DURAZZO, F LOWER ADRIATIC to Bari, F Ionian Sea to OTRANTO

HOLY ROMAN EMPIRE (Partridge): A MONTFERRAT supports A Modena to GENOA, A MANTUA holds, A (EM) Modena to GENOA

NORMANS (Horsley): F Naples to GULF OF NAPLES, F Tunis to WESTERN MEDITERRANEAN, F CENTRAL MEDITERRANEAN supports F Messina to Ionian Sea, F PALERMO supports F Naples to Gulf of Naples, F (EM) Messina to IONIAN SEA

APACY (Roalstad): A (EM) BOLOGNA supports Pisa A Lucca to Modena, F URBINO to Upper Adriatic, G BOLOGNA supports A Bologna, G ANCONA converts to F, G BARI converts to F

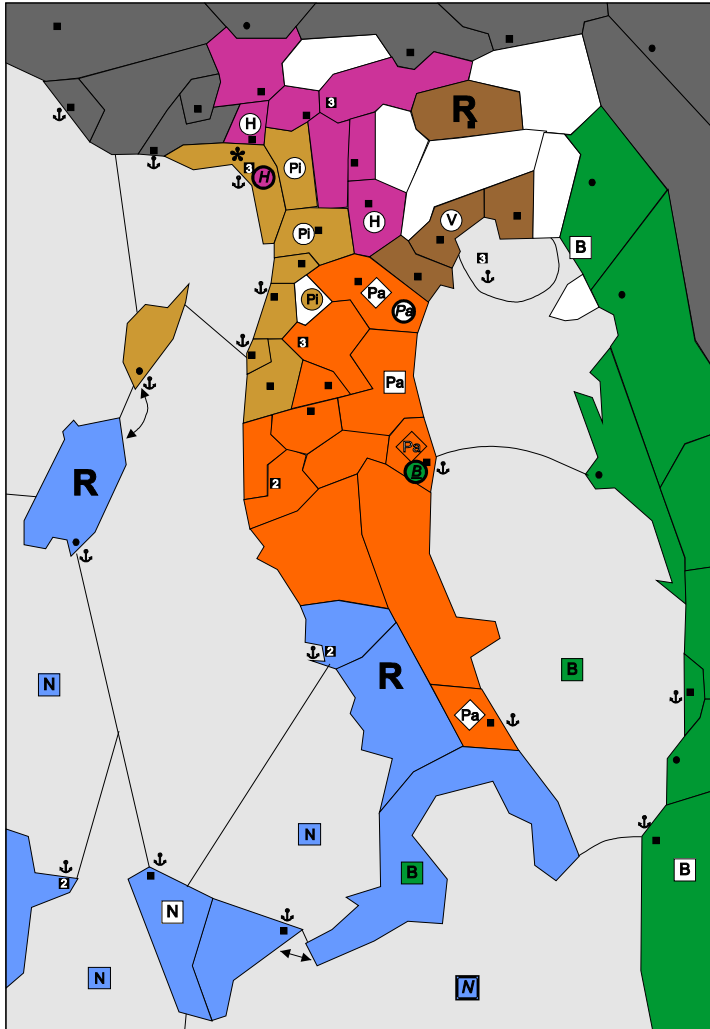
PISA (Scott): A Genoa supports A Lucca to Modena (DISLODGED, retreat garrison, OTB), A FORNOVA supports A Lucca to Modena, A Lucca to MODENA, A Pisa to PISTOIA

VENICE (Wilson): A Treviso to PADUA

Your treasury:

Press

Venice – All: I'm still hangin' on but it sure is hard to make any progress. Damn that plague!



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

Barking Up the Wrong Tree

Spring 1253

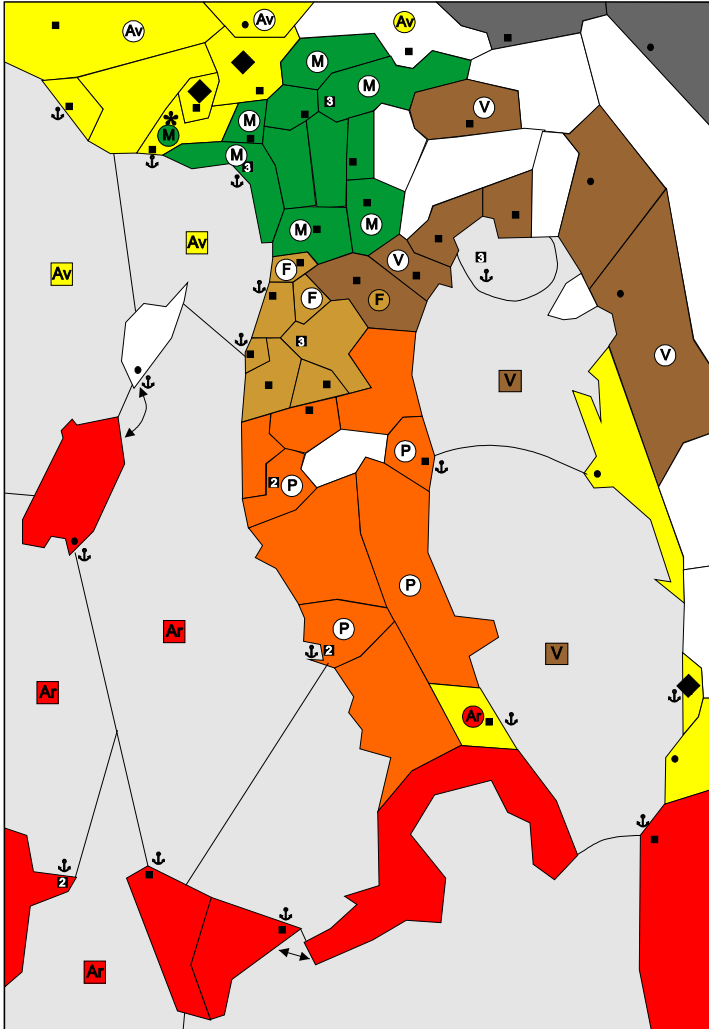
Miller Number 2007Bpw10

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

Deadline for Summer 1253 4/7, Tuesday

Avignon is stalemated in the south by Aragon but loses ground to Milan. Florence is unable to advance against Venice and Milan. The Pope mostly holds in place and Venice sets sail.

Barking Up the Wrong Tree



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

Orders

- ARAGON (Scharf): A Otranto to BARI, F WESTERN MEDITERRANEAN to Gulf of Lions, F TYRRHENIAN SEA supports F Western Mediterranean to Gulf of Lions (cut), F Ionian Sea to CENTRAL MEDITERRANEAN
- AVIGNON (Nichols): A SWISS supports A Tyrolea, A AVIGNON to Turin, A TYROLEA supports A Avignon to Turin (cut), F Savoy to Genoa (DISLODGED, retreat Provence, garrison, OTB), F LIGURIAN SEA to Tyrrhenian Sea, F GULF OF LIONS supports F Ligurian Sea to Tyrrhenian Sea (cut)
- FLORENCE (Whyte): A LUCCA to Modena, A BOLOGNA supports A Lucca to Modena (cut), A PISTOIA supports A Bologna
- MILAN (Renken): A Turin to SAVOY, A COMO to Turin, A MONTFERRAT supports A Genoa, A GENOA supports A Turin to Savoy, A MILAN to Tyrolea, A Cremona to MANTUA, A MODENA supports Venice A Ferrara to Bologna (cut)
- PAPACY (Robles): A ROME holds, A ANCONA holds, A Capua to AQUILA, A NAPLES holds
- VENICE (Partridge): A TRENTO besieges (garrison destroyed), A FERRARA to Bologna, A Croatia to DALMATIA, F Venice to UPPER ADRIATIC, F Upper Adriatic to LOWER ADRIATIC

Treasury:

Notes

Thanks to Ward Narhi for his unused standby orders for the Papacy.

Doberman

Turn 13a

Turn 13b due 5/19, Tuesday

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

100%Trash selects set 2.

BIBCO selects set 4

PIT selects set 1

GOO selects set 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

Cards

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

Deck will be reshuffled before the turn 13 card draw.

Discards

Growth Accident Raw Materials Raw Materials Waste Disposal Advisor

Flea Collar

Kremlin

End of Game Statements

Chris Geggus: Thanks again guys and Chris. I work in insurance - 'nuff said?

Brendan Whyte: A difficult game by post: so many variables and conditionals. Congrats to Chris.

Pasquale Giovine: I wish to thank the Master for his work and to make congratulation to Chris for his new victory. Kremlin is cursed for me, I proved to wave two or three times in Flea Collar, and some other in previous ones, but I never succeeded: probably it is a sign that I must play other types of game. Happy Easter to all.

Terrier

Silverton

Turn 19 Phases IV- VI and Turn 20, Phases I-III

Turn 20, Phases IV- VI and Turn 20, Phases I-III, 5/19, Wednesday

Turn 19

Operations

Brown (Partridge) declines claim #59, operates #45 (\$30, 3 silver), #79 (\$40, 3 coal), #42 (\$40, 2 silver). Delivers 4 coal from Bowie to Denver for \$400, buys 3 coal from Orange at Crested Butte for \$150 and delivers it to Denver for \$300. Gains \$550 in passenger revenue.

Blue (Bolduc) operates #88 (\$50, depletes), #57 (\$20, 3 lumber), and #132 (\$50, 4 coal). Delivers 7 coal from Aspen, 3 coal from Steamboat Springs, and 3 lumber from Boulder to Salt Lake City for \$2200, and 1 coal from Steamboat Springs to Denver for \$100. Gains \$690 in passenger revenue.

Red (Scharf) operates #125 (\$20, 5 coal), #109 (\$20, 1 copper), delivers 8 coal from Capitan to El Paso for \$960, 3 copper from Pinos Altos and 1 copper from Tyrone to El Paso for \$1200. Gains \$560 in passenger revenue and buys a +2 snowplow for \$40.

Aqua (Lewis) operates #68 (\$20, depletes), #74 (\$20, 2 coal), #70 (\$40, 3 coal), and #130 (\$80, 2 copper). Delivers 10 coal from Schofield to Salt Lake City for \$1000. Gains \$410 in passenger revenue.

Green (Longdin) operates #61 (\$20, 2 lumber) and #52 (\$40, 2 silver). Delivers 2 lumber from South Fork to Pueblo for \$400. Gains \$120 in passenger revenue.

Orange (Hooton) buys #90 for \$60, operates #63 (\$50, 3 lumber), #123 (\$40, 4 coal), #58 (\$40, 2 lumber), #82 (\$20, 4 coal), #84 (\$20, 3 coal), #83 (\$20, depletes), #55 (\$50, 2 lumber), #66 (\$30, 2 lumber), and #87 (\$30, 4 coal). Delivers 6 lumber from Lumberton to Santa Fe for \$960, 6 coal from Durango (#83) to El Paso for \$720, 2 coal from Durango (#84) to El Paso for \$240, 1 lumber from McGaffey to El Paso for \$100. Receives \$450 in passenger revenue. Buys a 42 train for \$320, turning in a 24 train for \$100 credit.

Determine Price Changes

Gold: Remains at \$250

Copper: -1 to \$320

Silver: +5 to \$200

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

Turn 20

Move Prospectors and Surveyors

Brown (Partridge) no surveying, prospects the deck.

Blue (Bolduc) no surveying, prospects #91

Red (Scharf) no surveying, prospects #124

Aqua (Lewis) no surveying, prospects #59

Green (Longdin) surveys Walsenburg to Alamo, prospects #90.

Orange (Hooton) no surveying, prospects #59 (+1) and the deck

Dispute Resolution

Aqua and Orange have a dispute over #59. Aqua has a net +5 (+2 prospector, connected) and Orange +4 (+1 prospector, connected). Aqua dr = 9 + 5 = 14. Orange dr = 4 + 4 = 8. Aqua wins. Brown draws #29 (Gold at Leadville) and Orange draws claim #129 (Copper at Dillon) from the deck – they each have first right of refusal. Brown spends \$0 (or \$100), Blue spends \$60, Red spends \$80, Aqua spends \$60, Green spends \$140, and Orange spends \$0 (or \$100).

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$6,685	9, 15, 42		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$6,540	9, 15, 72, 72		S, S+1, P+2
Bill Scharf	Red	El Paso	\$6,645	9, 24, 72	+2, +4	S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$9,530	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$6,190	15, 24, 42, 72	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$16,960	24, 42, 42, 42		S, S, P, P+1

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
45	Westcliffe	Brown	Silver	4	\$30
79	Bowie	Brown	Coal	4	\$40
42	Leadville	Brown	Silver	6	\$40
57	Boulder	Blue	Lumber	0	\$20
132	Steamboat Springs	Blue	Coal	0	\$50
91	Trinidad	Blue	Coal	N	\$30
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	Depleted
125	Capitan	Red	Coal	0	\$20
117	Cloudcroft	Red	Lumber	8	Depleted
112	Tyrone	Red	Copper	2	Depleted
104	Mogollon	Red	Silver	7	Depleted
109	Pinos Altos	Red	Copper	0	\$20
124	Magdalena	Red	Coal	N	\$40
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	19	Depleted
68	Scofield	Aqua	Coal	12	Depleted
74	Elk Springs	Aqua	Coal	5	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	10	\$40
130	Bingham	Aqua	Copper	2	\$80
59	Dolores	Aqua	Lumber	N	\$40
81	Crested Butte	Green	Coal	9	Depleted
85	Canon City	Green	Coal	0	\$30
61	South Fork	Green	Lumber	0	\$20
52	Lake City	Green	Silver	2	\$40
90	Trinidad	Green	Coal	N	\$40
63	Lumberton	Orange	Lumber	3	\$50
123	Gallup	Orange	Coal	4	\$40
58	Dolores	Orange	Lumber	8	\$40
82	Crested Butte	Orange	Coal	11	\$20
84	Durango	Orange	Coal	8	\$20
55	Walden	Orange	Lumber	4	\$50
66	Vallecitos	Orange	Lumber	2	\$30
87	Alamo	Orange	Coal	4	\$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

#	Type	Route	Payoff	Owner	Notes
					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 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	
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
29	<i>Leadville</i>	<i>Gold</i>	<i>\$100</i>	<i>\$20</i>
129	<i>Dillon</i>	<i>Copper</i>	<i>\$100</i>	<i>\$40</i>
69	Scofield	Coal	\$40	\$30
71	Sunnyside	Coal	\$100	\$20
77	Craig	Coal	\$40	\$20
131	Hot Sulphur Springs	Lumber	\$40	\$20
97	Elizabethtown	Gold	\$140	\$40
103	Hillsboro	Silver	\$60	\$30
121	York Canyon	Coal	\$100	\$30
72	Emery	Coal	\$60	\$30

Deck was reshuffled twice (card #94 and #95).

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	

#	Type	Route	Payoff	Cost	Notes
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	
19	C	Salt Lake City – Albuquerque	\$600	\$975	

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	

Available Trains

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

Available Snowplows

Type	# Available	Cost
Die +2	1	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	5	\$200

Bulldog

Turns 15.1 to 16.1

Deadline End of Game Statements, 5/19 Tuesday

Turn 15

Mike rolls a 10. Mike gains 2 grain and 1 lumber, Andy and Chris each gain 2 ore, and Dave H. gains 1 grain. Passes.

Dave P. rolls a 6. Mike receives 2 wool and 2 lumber, Dave P. receives 2 lumber, and Andy receives 1 lumber. Dave trades 4 grain for 1 brick, and 2 lumber at the lumber port for 1 grain. Builds a ship from C4 to C3 and a settlement at C3.

Michael rolls an 8. Mike receives 3 brick, Dave P. receives 3 ore, Michael receives 2 brick, Dave H. receives 2 ore and 1 brick, and Chris receives 2 ore. Michael trades 4 brick for 1 ore. During the special build turn, Mike builds roads

from E11 to D11, D11 to D10, and D9 to E9. Mike gains the longest trade route.

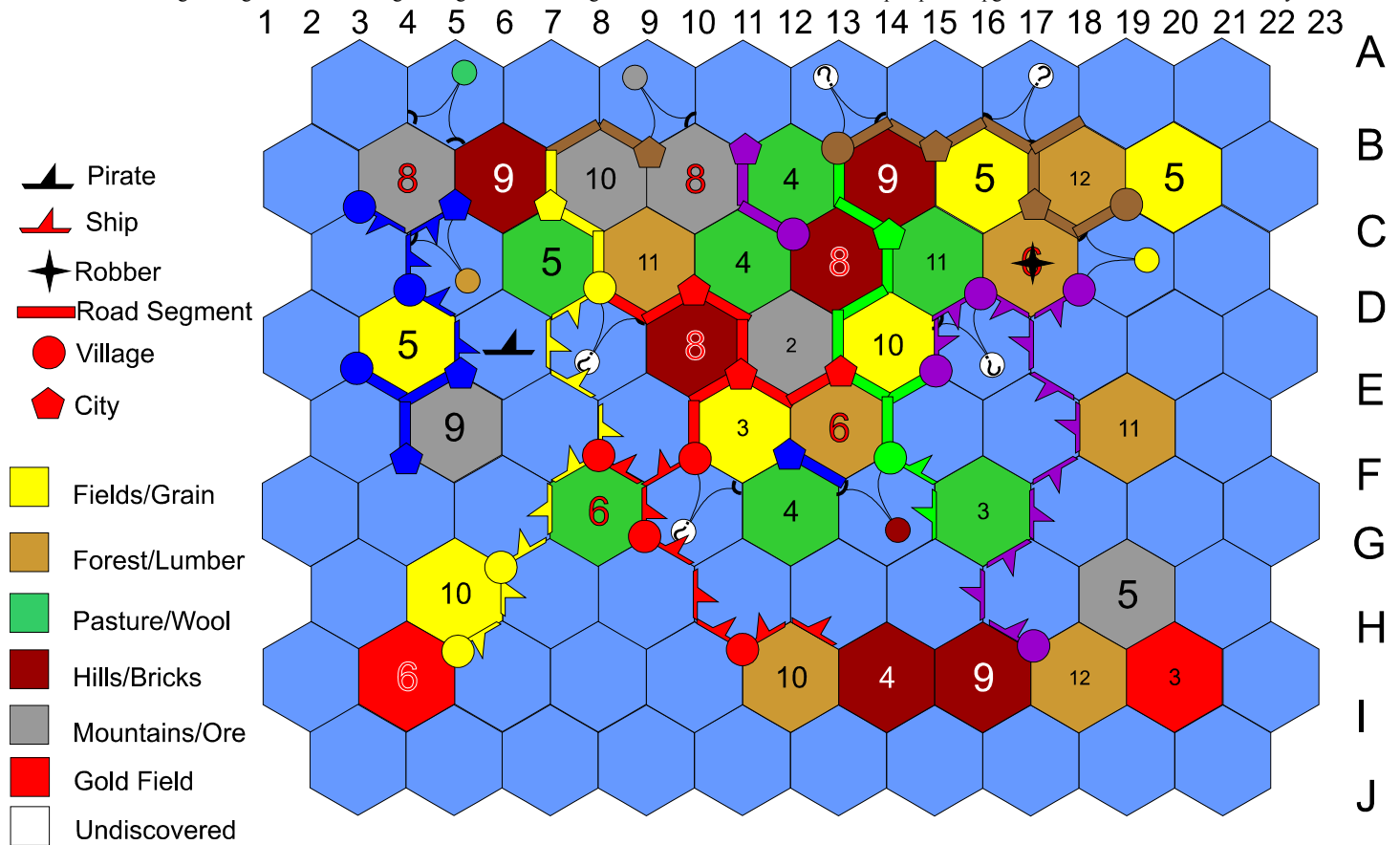
Andy rolls a 3. Mike gains 3 grain and Dave P. gains 2 grain. Andy trades 3 ore for 1 grain and builds a settlement at F6.

Dave H. rolls a 5. Dave P. gains 4 grain, Andy gains 3 wool, and Chris gains 5 grain. Trades 3 ore for 1 wool at the open port and builds a settlement at H17.

Chris rolls a 2. Mike receives 4 ore. Trades 4 ore for 1 lumber and 1 brick at the ore port, 6 grain for 2 wool at the open port, and buys 2 development cards (Resource gain and Roadbuilding).

Turn 16

Mike rolls a 3. Mike gains 3 grain and Dave P. gains 2 grain. Trades 6 grain for 1 lumber and 1 ore at the open port. Upgrades the settlement at D10 to a city.



Notes

Mike has now gained 12 victory points and with that, the victory. Congratulations to Mike!

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	1	2		3	2	Knight	12*

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Dave Partridge	Blue	8			1	5		11
Michael Longdin	Green	1		1	1	1		3
Andy York	Yellow		5	1		3		5
Dave Hooton	Purple	1		1		1	Knight, 1 unknown (Market)	7
Chris Geggus	Brown	4		1	1	2	2 unknown (Resource gain, Roadbuilding)	8

* Longest trade route.

Cats and Dogs

Epoch V Holy Roman Empire, Chola, and Sung Dynasty Deadline Epoch V Seljuk Turks, Mongols, 5/19 Tuesday

Epoch V

The Time Traveler (Anderson) plays Disaster (Tidal Wave) in Southern Iberia. Monument, fort, and city destroyed. HOLY ROMAN EMPIRE: Army and Capital Central Europe (Frank army retreats to Northern Gaul), army Dalmatia (vs. Franks; H: 6, 5; F: 4, 1; wins), Baltic Seaboard (vs. Vikings; H: 4, 1; V: 3; wins), plays Allies, army Northern European Plain, Eastern Steppe, Tarim Basin (vs. Han Dynasty; HRE: 4, 2; HD: 3, 1; wins), Turanian Plain (vs. Huns; HRE: 3, 2; Hu: 5; loses), Turanian Plain (vs. Huns; HRE: 6, 1; Hu: 1; wins), Persian Plateau (vs. Huns; HRE: 3, 2; Hu: 3; HRE: 4, 2; Hu: 3; wins), Zagros (vs. Arabs; automatic win), Hindu Kush (vs. Huns; HRE: 2, 1; Hu: 3; loses), Hindu Kush (vs. Huns; HRE: 3, 2; Hu: 3; HRE: 6, 3; Hu: 4; wins). Builds Monument Tarim Basin. Points: Control of North Africa (6), Dominance in Middle East (6), Northern Europe (4), and Eurasia (2), Presence in China (3), India (3), and Southern Europe (3), 3 Capitals (6), 1 city (1), 1 Sea (1), and 7 Monuments (7) for 42 points.

Systematic Chaos (Cain) plays Kingdom in the Malay Peninsula. Army, city, and Fort Malayan Peninsula (Hun army retreats to Ganges Delta). CHOLA: Army and Capital Eastern Ghats (Vedic armies destroyed), fleet Bay of Bengal, army Eastern Deccan (vs. Guptas; C: 4, 2; G: 3; wins, Capital reduced to city), Ganges Valley (vs. Huns; C: 3, 2; H: 4; loses), Ganges Valley (vs. Huns; C: 4, 2; H: 2; wins), Upper Indus (vs. Huns; C: 5, 4; H: 1; wins), Hindu Kush (vs. Holy Roman Empire; C: 5, 1; H: 6, 2; loses), Hindu Kush (vs. Holy Roman Empire; C: 6, 4; H: 2, 1; wins). Builds Monument Eastern Ghats. Points: Dominance in China (6), India (6), and Southeast Asia (4), Presence in Southern Europe (3), 2 Capitals (4), 4 cities (4), 2 Seas (2), and 4 Monuments (4) for 33 points.

The Questioner (Partridge) SUNG DYNASTY: Army and Capital Szechuan (T'ang army retreats to Yangtse Kian), army Irrawaddy (vs. T'ang Dynasty; S: 6, 2; T: 5, 2; wins), Wei River (vs. T'ang Dynasty; S: 5, 5; T: 3; wins), Eastern Steppe (vs. Holy Roman Empire; S: 5, 1; H: 3; wins), North European Plain (vs. Holy Roman Empire; S: 4, 3; H: 5, 1; loses), North European Plain (vs. Holy Roman Empire; S: 5, 2; H: 6, 2; loses), Yangtse Kian (vs. T'ang Dynasty; S: 4, 1; T: 4; S: 3, 2; T: 6; loses), Yangtse Kian (vs. T'ang Dynasty; S: 4, 2; T: 5; loses), army forfeited due to lack of access to the South China Sea. Points: Presence in China (3), India (3), Southern Europe (3), Southeast Asia (2), and Eurasia (1), 1 Capital (2), 1 Monument for 14 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
Paul Bolduc	Arachnids (blue)	40	66
Dennis Cain	Systematic Chaos (black)	44	101
Andy Lewis	Marching through the Ages (red)	50	116
Dave Partridge	The Questioner (yellow)	53	107
Dave Anderson	The Time Traveler (orange)	55	127

Marching Through the Ages: Fleet Western Mediterranean. MAYANS: Army and Capital Central America, army Guiana Highlands. HSUING-NU: Army Mongolia. HUNS: Two armies and Monument Ganges Delta, armies Dniepr, Western Steppe. SOUTHERN IBERIAN KINGDOM: Army Southern Iberia. FRANKS: Two armies and Capital Northern Gaul, army and city Balkans, army and Monument Southern Apennines, armies Central Massif, 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. HOLY ROMAN EMPIRE: Army, Capital and Monument Central Europe, army and Monument Tarim Basin, Zagros, armies Dalmatia, Baltic Seaboard, North European Plain, Turanian Plain, 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 Western Deccan. SUNG DYNASTY: Army and Capital Szechuan, army and Monument Wei River, armies Irrawaddy, Eastern Steppe.

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 CardsEpoch V Empire**Greyhound**

Turn 4, Phase 7 and Turn 5, Phases 1 through 3
Deadline Turn 5, Phases 3 through 6, 5/19 Tuesday

Turn 4, Phase 7 – Buy Tokens**Barcelona** buys 26 tokens**Paris** buys 11 tokens**Venice** buys 0 tokens.**London** buys 30 tokens**Hamburg** buys 20 tokens**Genoa** buys 15 tokens.Turn 5, Phase 5 – Draw Cards

Done

Phase 2 – Buy Cards

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

Phase 3 – Play Cards**Venice** plays Silk (Barcelona gains \$32, Venice and London each gain \$8), Alchemist's Gold on Barcelona (Barcelona loses \$58), and Desiderius Erasmus**Paris** plays Spice (London gains \$36, Genoa gains \$9), Black Death in area VI**Genoa** plays Wool (London and Barcelona each gain \$27, surplus removed) and Timber (Hamburg and London each gain \$12, Venice, Paris, and Barcelona each gain \$3)**Hamburg** passes**Barcelona** plays Christopher Columbus (30: U, T)**London** plays Papal Decree banning Exploration advances, and Nicolas Copernicus (20: A, X)Played Leaders

Desiderius Erasmus (20: O, Q): Venice only

Christopher Columbus (30: U, T): Barcelona and one other player

Nicolas Copernicus (20: A, X): London and two other players

Notes

Thanks to Michael Lowrey for his unused standby orders.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	40	0	\$75	1	8	4	1	A, B, N
Dave Partridge	Hamburg	50	20	\$128	4	11	4	5	I, N, R
Bob Robles	Paris	60	11	\$87	2	12	4	1	A, E, F, N, V
Dave Hood	London	70	30	\$173	6	10	6	5	A, E, F, N, V
Steve Koehler	Barcelona	50	26	\$109	5	16	10	5	A, E, F, I, N, R, S, V, X
Robert Koehler	Genoa	60	15	\$87	3	6	4	4	I, V

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	--	2	--
Metal (8)	--	2	1	2	1	--
Fur (9)	--	1	--	--	2	1
Silk (10)	1	--	--	1	2	--
Spice (11)	--	--	--	--	1	--
Gold (12)	--	1	--	--	1	--
Ivory (12)	--	--	--	1	2	--

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

Combat

Carthag

Harkonnens play Truthtrance on the Atreides, asking "Will you play a Shield?" The answer is yes. The Atreides use prescience to see the Harkonnens' defense. It is revealed as a Shield. The Guild gives 9 spice to the Atreides.

	Harkonnens	Atreides
Leader	Beast Rabban (4)	Lady Jessica (5)
Offense	Gom Jabbar	Ellaca Drug
Defense	Shield	Shield
Dial	4.5	10
Spice	2	10
Total	4.5	10

Your Spice:

Your Cards:

Your Traitor(s):

Atreides are victorious. The Gom Jabbar and Shield of the Harkonnens are discarded, 8 Harkonnen tokens, 10 Atreides tokens, Beast Rabban, and Lady Jessica go to the tanks. The Atreides receive 9 spice. The Kwisatz Haderach is now available to the Atreides.

Spice Collection

Atreides collect 4 spice (2 from Arrakeen, 2 from Carthag)

Fremen collect 6 spice (Rock Outcroppings)

Guild collects 1 spice (Tuek's Sietch)

Harkonnens collect 6 spice (Wind Pass North)

Ixians collect 10 spice (technology sales)

Press

Ixians – All: Did the Atreides and Guild catch us all sunning ourselves in the sun? We are about to die of sunstroke!

Notes

The Atreides/Guild alliance has captured three strongholds and is thus victorious! Congratulations to Jerry and Kevin! Thanks to Dave Partridge for his standby orders.

Positions

Atreides: 8 tokens Arrakeen, 2 tokens Carthag, 10 tokens and Lady Jessica in the Tanks, Kwisatz Haderach available

Bene Tleilaxu: No traps.

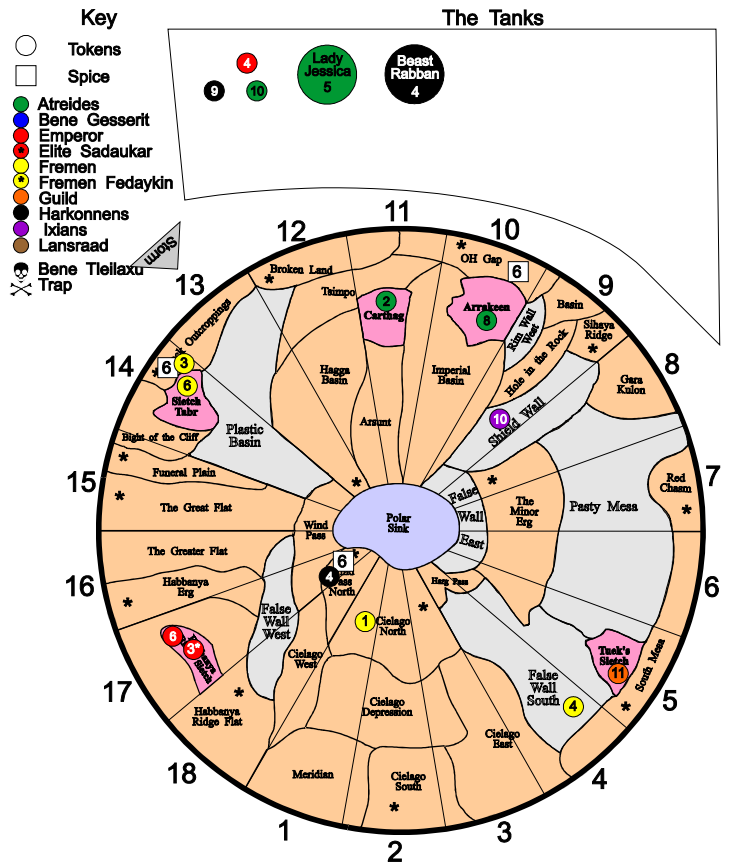
Emperor: 9 tokens (3 Elite Sadaukar) Habbanya Ridge Sietch, 4 tokens in the Tanks, 7 tokens (2 Elite Sadaukar) off-planet

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: 4 tokens Wind Pass North (17), 9 tokens and Beast Rabban in the Tanks, 7 tokens off-planet

Ixians: 10 tokens Shield Wall (9), 10 tokens off-planet



Gaspode

Turn 9

Turn 10, 5/19 Tuesday

Turn 9

Chris chooses the Trader, trading Coffee for 6 doubloons (4 plus Trader plus Small Market), Tom trades Tobacco for 4 doubloons (3 plus Small Market), Andy Y. trades Sugar for 2 doubloons, Dave trades Indigo for 1 doubloon. Trading house is cleared.

Tom chooses the Prospector and gains 3 doubloons.

Andy Y. chooses the Captain, and ships 4 Indigo on Ship 3 for 5 VP, Dave ships 3 Indigo on Ship 3 for 3 VP, Andy L. ships 3 Coffee in Ship 1 for 3 VP, Chris ships 2

Tobacco on Ship 2 for 2 VP, Tom ships 1 Indigo on Ship 3 for 1 VP (Ship 3 sails), Andy Y. ships 2 Tobacco on Ship 2 for 2 VP, Chris ships 1 Coffee on Ship 1 for 1 VP. Andy L. discards 3 Corn and 1 Indigo, Tom discards 1 Corn.

Dave chooses the Builder and builds a Small Sugar Mill (1 doubloon discount for Builder, 1 doubloon discount for the Quarry), Andy L. builds a Large Warehouse for 4 doubloons (2 doubloon discount from Quarries), Chris builds a Factory for 6 doubloons (1 doubloon discount for the Quarry), Tom builds a Sugar Mill for 2 doubloons (2 doubloon discount for Quarries), Andy Y. passes

Andy L. chooses the Craftsman, producing 3 Corn, 1 Indigo, 1 Sugar, and 3 Coffee (3 doubloons produced from Factory), Chris produces 2 Corn, 1 Sugar, 2 Tobacco, and 1 Coffee, Tom produces 2 Corn, 1 Indigo, and 1 Tobacco, Andy Y. produces 3 Indigo, 1 Sugar, and 1 Tobacco, and Dave produces 4 Indigo.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Captain	Indigo, Indigo, Indigo, Sugar, Tobacco, Corn, Coffee	Indigo Plant (x3), Small Sugar Mill, Tobacco Storage (x2), Sugar Mill		2	1 Corn, 3 Indigo, 1 Sugar, 1 Tobacco	14
Dave Partridge	Builder	Indigo, Quarry, Corn, Indigo, Indigo, Indigo, Coffee, Tobacco, Sugar, Coffee, Tobacco	Small Indigo Plant, Hacienda, Indigo Plant (x3), Office, Small Sugar Mill		1	4 Indigo	11
Andy Lewis	Craftsman	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, Large Warehouse		3	3 Corn, 1 Indigo, 2 Sugar, 3 Coffee	11
Chris Geggus	Trader	Corn, Tobacco, Tobacco, Quarry, Sugar, Coffee, Corn, Indigo	Small Market, Tobacco Storage (x2), Coffee Roaster (x1), Small Sugar Mill, Indigo Plant		0	3 Corn, 1 Sugar, 2 Tobacco, 1 Coffee	10
Tom Howell	Prospector	Corn, Tobacco, Quarry, Quarry, Quarry, Corn, Indigo, Sugar	Construction Hut, Small Market, Tobacco Storage (x1), Small Indigo Plant, Office, Sugar Mill		5	3 Corn, 1 Indigo, 1 Tobacco	8

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): 4 Coffee
 Victory Points: 68

Trading House:
 Ship 2 (capacity 7): 4 Tobacco Ship 3 (capacity 8):

Commodities

Corn: 0 **Indigo:** 2 **Sugar:** 7 **Tobacco:** 1 **Coffee:** 1

Buildings

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

Roles

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

Plantations

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

Robover

Turn 3

Turn 4, 5/19 Tuesday

Program Robots

DizzyBot schedules a power down 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	Rotate Left (190)	Move 2 (780)	Rotate Right (220)	Move 1 (630)	Rotate Left (70)
Jeeves	Move 3 (790)	Rotate Right (400)	Move 1 (560)	Rotate Left (310)	Move 2 (690)
THX 1139	Powered Down				
Dalekbot	Rotate Right (240)	Rotate Left (410)	Rotate Right (200)	Rotate Left (370)	Rotate Right (180)

Narbot	U-Turn (20)	<i>Move 2 (720)</i>	<i>Rotate Right (160)</i>	<i>Move 1 (660)</i>	<i>Move 1 (540)</i>
100% Robotomy	Rotate Right (120)	Back Up (460)	Move 2 (710)	Move 2 (750)	Move 1 (570)
Protomax	Move 1 (500)	Rotate Right (260)	Rotate Right (280)	Move 1 (620)	<i>Rotate Right (300)</i>

Locked registers are in italics.

Phase 1

Jeeves moves ahead 3 to E14, pushing Protomax to D14, Dizzybot moves ahead 1 to E19, Protomax moves ahead 1 to E13, transferring his archive there, Dalekbot rotates right to face north, Slambot 9000 rotates left to face west, 100% Robotomy rotates right to face east, and Narbot makes a U-turn to face north. Conveyor belts: Jeeves is moved to G14, THX1139 is moved to J22 and rotated to face south, Narbot is moved to C14 and rotated to face south, DizzyBot is moved to E18, Dalekbot is moved to I15 and rotated to face east, and 100% Robotomy is moved to C22. Jeeves shoots Narbot, Narbot and 100% Robotomy shoot each other (Narbot's fifth register is locked), and the board laser shoots DizzyBot, destroying his Mechanical Arm.

Phase 2

DizzyBot moves ahead 3 to E21, Slambot 9000 moves ahead 2 to A13, Narbot moves ahead 2 to C16, 100% Robotomy backs up to C23, Dalekbot rotates left to face north, Jeeves rotates right to face north, and Protomax rotates right to face east. Conveyor belts: Jeeves is moved to I14, THX1139 is moved to H22, DizzyBot is moved to E20, Dalekbot is moved to I16, Narbot is moved to C15 and rotated to face east, and 100% Robotomy is moved to C22. 100% Robotomy shoots Narbot (fourth register locked), and Dalekbot shoots Jeeves.

Phase 3

DizzyBot moves ahead 2 to E22, 100% Robotomy moves ahead 2 to C20, Jeeves moves ahead 1 to I13, Protomax rotates right to face south, Slambot 9000 rotates right to face north, Dalekbot rotates right to face east, and Narbot rotates right to face north. Conveyor belts: Dizzybot is moved to D21 and rotated to face west, THX1139 is moved to F22, Dalekbot is moved to I17, Narbot is moved to D15, and 100% Robotomy is moved to C19. Narbot and Protomax shoot each other (Narbot's third register is locked).

Phase 4

DizzyBot moves ahead 2 to B21, 100% Robotomy moves ahead 2 to C17, Narbot moves ahead 1 to D14, Slambot 9000 moves ahead 1 to A12, transferring his archive there, Protomax moves ahead 1 to D14, pushing Narbot to D15, Dalekbot rotates left to face north, and Jeeves rotates left to face west. Conveyor belts: DizzyBot is moved to B19, THX1139 is moved to D22 and rotated to face west, Protomax is moved to F14, Dalekbot is moved to I18, Narbot is moved to E15, and 100% Robotomy is moved to C16. Dalekbot shoots Jeeves (locking its fifth register) and is shot by the on-board laser.

Phase 5

Jeeves moves ahead 2 to G13, 100% Robotomy moves ahead 1 to C15, Narbot moves ahead 1 to E14, Protomax rotates right to face west, Dalekbot rotates right to face west, DizzyBot rotates left to face south, Slambot rotates left to face east. Conveyor belts: DizzyBot is moved to B17, THX1139 is moved to D20, Narbot is moved to G14, Protomax is moved to H14, Jeeves is moved to G12, Dalekbot is moved to I19, 100% Robotomy is moved to D15. Jeeves shoots Slambot 9000 (locking its fifth register), Narbot and Protomax shoot each other (locking Narbot's second register and Protomax's fifth register).

Cleanup

Slambot 9000 is repaired one point, unlocking its fifth register. Dalekbot's Ciriut Breker option activates and Dalekbot will be shut down next turn for repair.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		B17>S		3	9
2	Bill Scharf	Slambot 9000	Pink	Tractor Beam	A12>W		3	4
3	Chris Geggus	Jeeves	Yellow	Flywheel (Move 2 (670))	G12>W		3	5
4	Dave Hooton	THX 1139	White	Recompile	D20>W		3	0
5	Andy York	Dalekbot	Silver	Circuit Breaker	I19>N		3	3
6	Ward Narhi	Narbot	Red	Gyroscopic Stabilizer	G14>E		3	8
7	Michael Longdin	100% Robotomy	Dark Green	Ramming Gear	D15>N		3	1
8	Cary Nichols	Protomax	Green	Abort Switch	H14>W		3	5

Your Program Cards:

Husky

Gamestart

Company Name and Color and Turn 1, Power Plant Bidding, 5/19 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plants	Money
1	Michael Longdin				50
2	Dave Hooton				50
3	Dave Partridge				50
4	Andy York				50
5	Brad Martin				50

Power Plant Market

Current Market

03 Oil 2→1

04 Coal 2→1

05 Hybrid 2→1

06 Trash 1→1

Future Market

07 Oil 3→2

08 Coal 3→2

09 Oil 1→1

10 Coal 2→2

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium											1	1
Trash							3	3				
Oil			3	3	3	3	3	3				
Coal	3	3	3	3	3	3	3	3				

Notes

We are playing on the Germany map, all regions in play except the far south (purple). Power plants will be noted in the following format: XX Fuel I→O (FF), where XX is the power plant number, "Fuel": is the type of fuel it takes, I is the number of inputs, O is the number of cities it powers, and (FF) is the amount of fuel stored on it, if any.

Pateel

Gamestart

Influence Declaration and Turn 1, Cure through Health, 5/19 Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80	
KGB Head	Karel Krakemheds (E)	72	
Foreign	Igor Doberman (L)	65, weak	
Defense	Eduard Boremtodev (K)	66	
Ideology	Victor Wasolin (Z)	50	
Industry	Ludmilla Patina (S)	58	
Economy	Boris Badenuff (X)	53, weak	
Sport	Mikail Strychnin (T)	57	

Candidates: G, H, P, Q, R
People: B, C, D, F, I, J, M, N, O, U, V, W, Y
Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	
Ward Narhi	
Pasquale Giovine	
Mike Scott	
Bill Scharf	

Intrigue Cards

Pedagoguery

Venus is commonly referred to as Earth's twin, and in many respects, it is. It's diameter is 95% of Earth's, and its mass is 81% of Earth's. It has a similar density, indicating a similar composition. However, it has very different conditions on its surface. How did Venus get to be the way it is?

Given the physical similarities of the two planets, it is quite likely that they started with similar inventories of carbon dioxide and water. Most of Earth's carbon is locked up in carbonate rock found deep under the oceans. By contrast, most of Venus' carbon dioxide remains free, resulting in an atmospheric abundance some 250,000 times greater than Earth's resulting in a greenhouse effect that makes the surface temperature of Venus some 900°F greater than it otherwise would be (as compared to Earth's greenhouse effect difference of about 60°F).

One reason for the difference are the oceans on Earth, which provide a huge sink for carbon dioxide. Carbon dioxide dissolved in seawater provides some of the raw material for diatoms to create their carbonate skeletons. It is these skeletons that, when the diatom dies, fall to the bottom of the sea to eventually be compressed into carbonate rock like limestone.

One of the main differences between Venus and Earth are the length of their respective days. Earth's is 24 hours long, while Venus' day is 243 Earth days long. What's more, Venus rotates in the opposite direction of the other planets. It is likely the result of a terrible collision early in the formation of Venus, that

essentially halted the rotation of the young planet. This lack of fast rotation has a significant consequence: Venus lacks a significant magnetic field since it does not have significant rotation to stir up the molten iron in its core to form a dynamo.

Water vapor tends to distribute itself fairly evenly in an atmosphere. There are barriers to its movement, such as the temperature inversion at the top of Earth's troposphere that keep most of Earth's water vapor confined to the lower part of the atmosphere, but it can cross that barrier. When the water vapor gets high enough in the atmosphere, solar ultraviolet can disassociate the molecule into hydrogen and oxygen atoms. The hydrogen atoms will preferentially escape, due to the fact that they are least massive of the atoms and thus the average kinetic energy of the atoms means they are moving faster. This process, however, is slow, even at Venus' distance from the Sun, and so cannot account for all of Venus' water loss. Here, the lack of a magnetic field is key. In Earth's case, the magnetic field serves to deflect the oncoming solar wind. The solar wind is comprised of charged particles, mainly hydrogen and helium nuclei, that are expelled from the Sun's atmosphere. So, in the presence of a magnetic field, the solar wind is deflected away, and does not interact strongly with the Earth's atmosphere, except at the poles. In the case of Venus, however, it is much different. The solar wind directly impacts the upper atmosphere of Venus. Especially along the terminator line, the high energy particles of the solar wind can strip atoms out of the upper atmosphere. The Venus Express probe has observed a tail of ionized gas,

including hydrogen and oxygen, emanating from the night side of Venus, lending evidence to this theory.

So, the early history of Venus probably was something similar to Earth's. After the planet cooled, the atmosphere, which was probably produced primarily by volcanic out gassing, consisted of carbon dioxide, water vapor, sulfur dioxide, carbon monoxide, nitrogen, hydrogen, methane, ammonia, and chlorine. As the planet further cooled, the water vapor condensed out to form oceans. Being closer to the Sun, Venus was warmer than the Earth, but not as warm as today for a couple of reasons. First, the atmosphere was much thinner, having just been formed. Secondly, the Sun was not as hot then as it is today. As a star ages, the

Best in Show

This is the selected list of all games that have finished in this zine, as well as who won.

Machiavelli

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

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

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

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

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	Jerry Roalstad and Kevin Wilson

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey

abundance of helium in its core increases, forcing it to contract slightly and thus increase its temperature to maintain equilibrium. The increased warmth of Venus as compared with Earth meant that the atmosphere was more humid. Water vapor is a power greenhouse gas, so as more water vapor was added to the atmosphere, both through evaporation and volcanic out gassing, temperatures rose. A positive feedback loop developed, causing greater evaporation and eventually kicking more and more water vapor into the upper atmosphere. There, the molecules were disassociated, hydrogen was stripped away by the solar wind, and eventually what was left behind was the parched hellhole we see today.

Next time, the colors of alien vegetation.

Name	Winner
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius

History of the World

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

New World

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

Settlers/Seafarers of Catan

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

¹ GMed by Andy Lewis

Kremlin

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

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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, 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

None this issue!