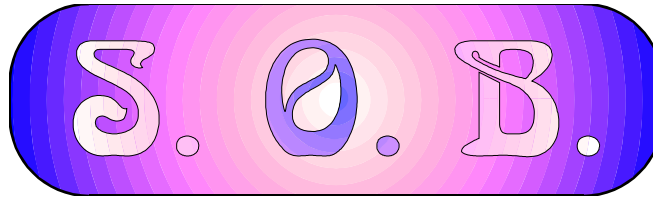


Number 153

June, 2009



Notes from Hades

Perhaps it is to compensate for the fact that I had no travel last time, but this time, I had two trips. The first trip was to Rome. There are typically two types of meetings I go to: Interim meetings of working groups, and the Forum. The Forums take place twice per year, and the first of them for this year was in Rome. Forums tend to be much busier than interim meetings, since I have a leadership position within the organization which means that I have meetings during the week from 8:00 am to 7:00 pm. This leaves little time for sightseeing, unfortunately. However, I was able to take part of the day on Sunday to go see the Colosseum and the Palatine Hill. Our hosts also provided a social event, which was a brief tour of the Capitoline Museum, followed by a buffet dinner on the top of one of the museum buildings overlooking the old Roman Forum. Overall, the city was very nice, and the food was excellent. I very much enjoyed Rome, and would like to see more of the city.

My second trip was to Amsterdam. This was a working meeting, so I had a bit more time to see the city. I took a couple of canal tours and did a fair amount of walking in the city, but I wasn't able to hit some of the more famous landmarks, such as the Anne Frank House and the main museum, with its large collection of Rembrandt paintings. Overall, I enjoyed the city, though.

Beyond that, not much new to report.

The next deadline is **Tuesday, July 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, Andy Lewis, and James Pratt. **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. **Starts this 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, Bob Robles, and Dave Hood, will take up to 1 more.

Purebred. Machiavelli. This game will start after the second Machiavelli game ends. Have Ward Narhi, Bob Robles, Pasquale Giovine, Dave Partridge, and Walt O'Hara, will take up to 3 more.

Wish List

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

Silverton. Will start after Hunter ends. Have Eric Brosius and Dave Partridge, will take up to 4 more.

Kremlin. Will start after Pateel ends. Have Walt O'Hara. Will take up to 5 more.

Seavarrers of Catan. Have Chris Geggus and Dave Partridge. Will take up to 4 more.

Outpost. Will start after Basset ends. Will take up to 10.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

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chassler@roadrunner.com

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

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

Dog Park

Fall 1054

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Winter/Spring 1055 7/7, Tuesday**

Pisa and the Pope combine to launch a major invasion of the Holy Roman Empire while the Byzantines establish a bridgehead on the peninsula and the Normans a foothold in the Balkans. Venice is largely ignored.

Summer 1054 Retreats

Pisa retreats A Genoa to garrison

Expenditures

Holy Roman Empire borrows 3 ducats for 2 years (5 ducats due Fall 1056) and

counterbribes A Genoa.

Papacy borrows 8 ducats for 2 years (12 ducats due Fall 1056) and gives 9 ducats to Pisa.

Pisa borrows 16 ducats for 2 years (24 ducats due Fall 1056) and spends 24 ducats

to buy Holy Roman Empire A Montferrat

Outstanding Loans

- Spring 1056: 17 ducats due from the Holy Roman Empire (11 borrowed)
- Summer 1056: 15 ducats due from the Byzantines (10 borrowed)
- Fall 1056: 5 ducats due from the Holy Roman Empire (3 borrowed), 12 ducats due from the Papacy (8 borrowed), 24 ducats due from Pisa (16 borrowed)

Orders

- BYZANTINES (Giovine): A (EP) ANCONA besieges (Papal garrison destroyed), F Carniola to UPPER ADRIATIC, F Durazzo supports F Lower Adriatic (cut, DISLOGED, retreat Albania, garrison, OTB), F LOWER ADRIATIC supports F Carniola to Upper Adriatic, F OTRANTO to Bari
- HOLY ROMAN EMPIRE (Partridge): A Montferrat to Padua (nsu), A Mantua to MODENA, A (EM) GENOA supports A Mantua to Modena (cut)
- NORMANS (Horsley): F GULF OF NAPLES to Otranto, F Western Mediterranean to SARDINIA, F Central Mediterranean to IONIAN SEA, F Palermo to MESSINA, F (EM) Ionian Sea to DURAZZO
- PAPACY (Roalstad): A (EM) Bologna to MANTUA, F URBINO to Upper Adriatic, G BOLOGNA convert to A, G ANCONA convert to F (DESTROYED), G BARI convert to F
- PISA (Scott): A Montferrat to TURIN, A Fornova to PAVIA, A Modena to PARMA, A PISTOIA holds, G GENOA converts to A
- VENICE (Wilson): A Padua to FERRARA

Your treasury:

Spring 1054 Famine

Poor Year – Row Only: Friuli, Bologna, Salerno, Verona, Milan, Sienna, Durazzo

Spring 1054 Income

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

Provinces

BYZ	Carniola, Croatia, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania, Ancona, Otranto	9
HRE	Genoa, Montferrat, Modena, Cremona, <u>Milan</u>	4
NOR	<u>Sardinia</u> , Tunis, Palermo, Messina, Naples, <u>Salerno</u> , <u>Durazzo</u>	4
PAP	<u>Bologna</u> , Florence, Urbino, Arezzo, Perugia, Patrimony, Rome, Spoleto, Capua, Aquila, Bari	10
PIS	Turin, Pavia, Fornova, Parma, Lucca, Pistoia, Pisa, Piombino, <u>Sienna</u> , Corsica	9
VEN	<u>Trent</u> , Ferrara, Padua, Treviso	3

Seas

BYZ	Lower Adriatic, Upper Adriatic, Venice	3
NOR	Gulf of Naples, Ionian Sea	2

Cities

BYZ	Carniola, Croatia, Dalmatia, Ragusa, Albania, Ancona, Venice (3)	9
HRE	Montferrat, Modena, Cremona, <u>Milan (3)</u>	3
NOR	<u>Sardinia</u> , Tunis (2), Palermo, Messina, Naples (2), <u>Durazzo</u>	6
PAP	<u>Bologna</u> , Florence (3), Arezzo, Perugia, Rome (2), Bari	8
PIS	Genoa (3), Turin, Pavia, Lucca, Pisa, Piombino, <u>Sienna</u> , Corsica	9
VEN	<u>Trent</u> , Ferrara, Padua, Treviso	3

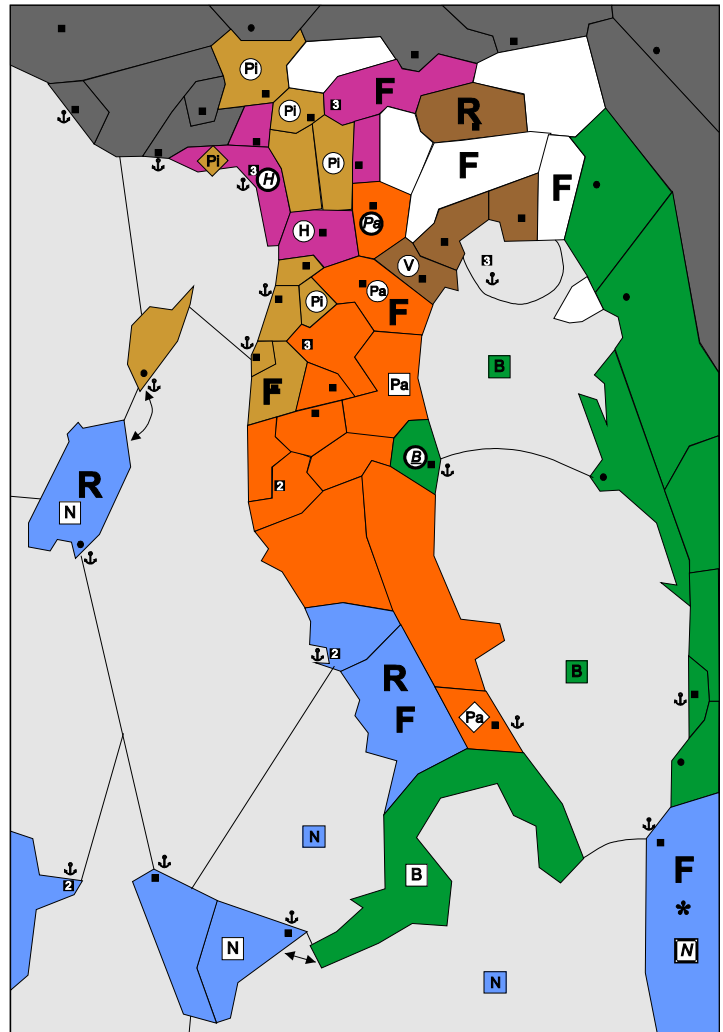
Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	5	9	3	9	26
HOLY ROMAN EMPIRE:	4	4	0	3	11
NORMANS:	12	4	2	6	24
PAPACY:	6	10	0	8	24
PISA:	5	9	0	9	23
VENICE:	5	3	0	3	11

Total treasury:

Dog Park



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

Game Summary

	1051	1052	1053	1054	1055
Byzantines:	3	6	7	7	7
Holy Roman Empire:	3	6	6	6	4
Muslims:	3	3	0	0	0
Normans:	1	2	5	5	6
Papacy:	3	5	6	7	7
Pisa:	3	5	7	7	7
Venice:	3	4	5	4	4

Barking Up the Wrong Tree

Fall 1253

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline for Winter/Spring 1254 7/7, Tuesday

Avignon loses ground against Milan and Venice, and exchanges territory with Aragon. Florence holds off the Venetian and Milanese assault, and the Pope remains static.

Summer 1253 Retreats

Avignon retreats F Savoy to Provence

Orders

ARAGON (Scharf): A BARI holds, F WESTERN MEDITERRANEAN TO Gulf of Lions, F TYRRHENIAN SEA supports F Western Mediterranean to Gulf of Lions, F CENTRAL MEDITERRANEAN TO Western Mediterranean

AVIGNON (Nichols): A SWISS to Turin, A AVIGNON supports A Swiss to Turin, A TYROLEA supports A SWISS to Turin (cut), F PROVENCE to Gulf of Lions, F LIGURIAN SEA supports F Provence to Gulf of Lions, F Gulf of Lions to SARDINIA

FLORENCE (Whyte): A LUCCA supports A Bologna, A BOLOGNA holds, A PISTOIA supports A Bologna

MILAN (Renken): A SAVOY supports A Montferrat to Turin, A Como supports A Montferrat to Turin, A Montferrat to TURIN, A GENOA supports A Savoy, A MILAN to Tyrolea, A MANTUA supports A Modena, A MODENA supports Venice A Ferrara to Bologna

PAPACY (Robles): A ROME holds, A ANCONA holds, A AQUILA to Bari, A NAPLES holds

VENICE (Partridge): A Trent to VERONA, A FERRARA to Bologna, A DALMATIA holds, F UPPER ADRIATIC supports A Ferrara to Bologna, F Lower Adriatic to ALBANIA

Treasury:

Notes

Milan has conquered Genoa. All Genoese territories are considered home territories for Milan, and Milan gains the Genoa variable income die roll.

Spring 1253 Famine

Poor Year – Row Only: Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto

Spring 1253 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Provinces

ARA	Tunis, Palermo, Messina, Otranto, Bari, Durazzo	6
AVI	Avignon, Swiss, Tyrolea, <u>Marseilles</u> , Provence, Saluzzo, Sardinia, <u>Ragusa</u>	6
FLO	Lucca, <u>Pistoia</u> , Bologna, Pisa, Pistoia, Sienna, Arezzo, Florence	7
MIL	Savoy, Genoa, Turin, Montferrat, Como, Pavia, Milan, Cremona, Parma, Fornova, Modena, Mantua	12
PAP	Urbino, Perugia, Patrimony, Rome, Ancona, Capua, Aquila, Naples, Salerno	9
VEN	Trent, Verno, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Albania	9

Seas

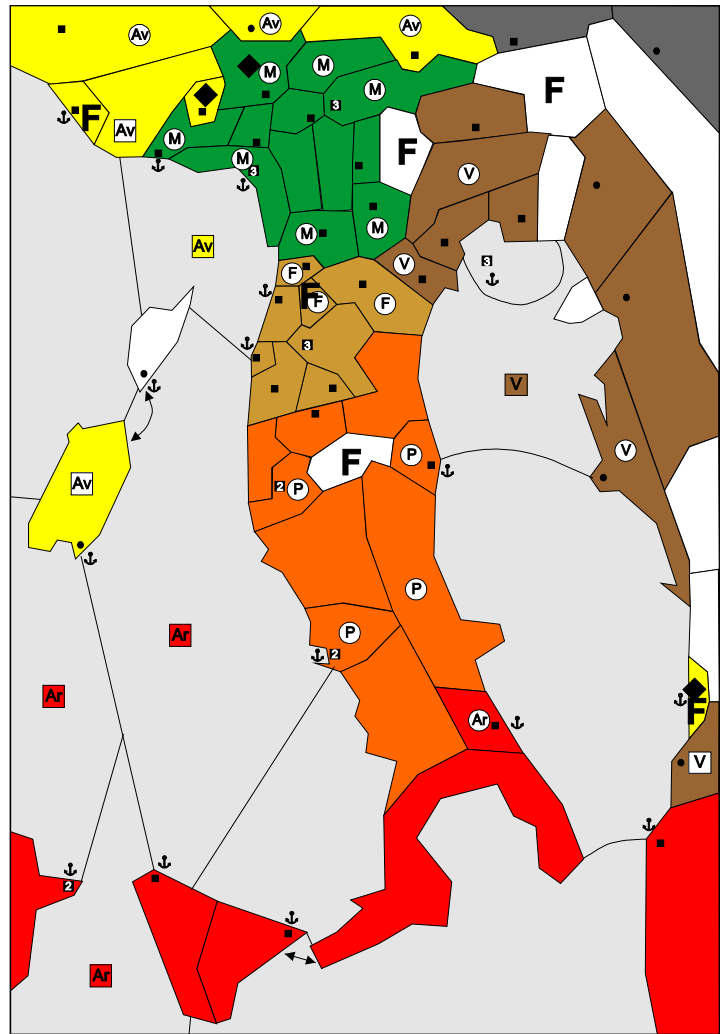
ARA	Western Mediterranean, Central Mediterranean, Tyrrhenian Sea	3
AVI	Ligurian Sea	1
VEN	Upper Adriatic, Venice	2

Cities

ARA	Tunis (2), Palermo, Messina, Bari, Durazzo	6
AVI	Avignon, Swiss, Tyrolea, <u>Marseilles</u> , Sardinia	4

FLO	Lucca, Bologna, Pisa, Pistoia, Sienna, Arezzo, Florence (3)	9
MIL	Savoy, Genoa (3), Montferrat, Pavia, Milan (3), Cremona, Modena, Mantua	12
PAP	Perugia, Rome (2), Ancona, Naples (2)	6
VEN	Trent, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Albania, Venice (3)	11

Barking Up the Wrong Tree



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

Total

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Gross
ARAGON:	3	6	3	6	18
AVIGNON:	3	6	1	4	14
FLORENCE:	3	7	0	9	19
MILAN:	7	12	0	12	31
PAPACY:	4	9	0	6	19
VENICE:	4	9	2	11	26

Total Treasury:

Game Summary

	1250	1251	1252	1253	1254
Aragon:	3	3	4	5	5
Avignon:	4	5	6	7	5
Florence:	3	4	5	6	7

	1250	1251	1252	1253	1254
Genoa:	3	3	3	0	0
Milan:	3	6	6	7	8
Papacy:	3	4	4	4	4
Venice:	3	4	4	7	9

Doberman**Turn 13b****Turn 14a due 7/7, Tuesday**Cards

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

100%Trash plays Growth, increasing Growth to 15.

BIBCO plays Innovation, spending \$5 to improve Raw Materials to 1/15.

PIT plays an Order, using 5 raw materials and gaining \$19 and 1 waste.

GOO plays Raw Materials, putting 2 raw materials up for auction and buying them himself for \$5.

100%Trash discards Hiring/Firing.

BIBCO plays Growth, increasing Growth to 17.

PIT plays Raw Materials, putting 5 raw materials up for auction and buying them himself for \$6.

GOO plays Waste Disposal, reducing his waste to 2.

100%Trash plays an Order, using 1 raw material and producing \$15 and 4 waste..

BIBCO plays an Order, using 1 raw material and producing \$17 and 1 waste.

PIT discards Growth

GOO plays Waste Removal, reducing his waste to 1, and increasing the waste of 100% Trash to 15, BIBCO to 9, and PIT to 8.

100%Trash passes

BIBCO passes

PIT passes

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

100% Trash pays \$5, 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	4	\$16	60	2	15	5	Order
Dave Partridge	BIBCO	1	\$31	0	0	17	4	Bribery
Richard Weiss	PIT	2	\$17	10	7	19	3	Hiring/Firing
Eric Brosius	GOO	3	\$34	10	1	18	3	

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	15	-18
Dave Partridge	4/3	1/15	1/15	9	65
Richard Weiss	3/6	5/1	1/15	8	39
Eric Brosius	3/6	2/10	1/15	2	56

Available Cards

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

Deck was reshuffled..

Discards

Advisor Waste Disposal Raw Materials Raw Materials Growth

Terrier
Silverton
Turn 20 Phases IV- VI and Turn 21, Phases I-III
Turn 21, Phases IV- VI and Turn 22, Phases I-III, 7/7, Wednesday
Turn 20

Operations

Brown (Partridge) buys #29 for \$100, operates #45 (\$30, depletes), #79 (\$40, 3 coal), #42 (\$40, depletes), and #29 (\$20, 4 gold). Delivers 4 gold from Leadville to Denver for \$1000, 6 silver from Leadville to Denver for \$800, and 2 silver from Westcliffe to Denver for \$400. Gains \$130 in passenger revenue. Buys a 42 train for \$320.

Blue (Bolduc) operates #57 (\$20, depletes), #132 (\$50, 4 coal), and #91 (\$30, 4 coal). Delivers 4 coal from Trinidad to Denver for \$480 and 4 coal from Steamboat Springs to Salt Lake City for \$320. Gains \$20 in passenger revenue.

Red (Scharf) operates #125 (\$20, 3 coal), #109 (\$20, 2 copper), and #124 (\$40, 5 coal). Places +2 snowplow on Gallup to Thoreau line (dr = 6, success) and +4 snowplow on Belen to Willard (dr = 4, success). Gains \$560 in passenger revenue.

Aqua (Lewis) operates #74 (\$20, 2 coal), #70 (\$40, 3 coal), #130 (\$80, 2 copper), #59 (\$40, 2 lumber). Delivers 10 coal from Schofield to Salt Lake City for \$800. Gains \$410 in passenger revenue.

Green (Longdin) operates #85 (\$30, 3 coal), #61 (\$20, 1 lumber), #52 (\$40, depletes), and #90 (\$40, 3 coal). Delivers 9 coal from Crested Butte to Denver for \$1080, 1 lumber from South Fork to Pueblo for \$200, and 2 silver from Lake City to Pueblo for \$400. Gains \$120 in passenger revenue.

Orange (Hooton) buys #129 for \$100, operates #63 (\$50, 1 lumber), #123 (\$40, 4 coal), #58 (\$40, 2 lumber), #82 (\$20, 3 coal), #84 (\$20, 3 coal), #55 (\$50, 1 lumber), #66 (\$30, 4 lumber), #87 (\$30, 3 coal), and #129 (\$40, 2 copper). Delivers 6 lumber from Dolores to Santa Fe for \$720, 8 coal from Durango to Santa Fe for \$800, 6 lumber from Vallecitos to El Paso for \$720, 2 lumber from Dolores to El Paso for \$240. Receives \$450 in passenger revenue.

Determine Price Changes

Gold: -2 to \$200

Copper: +1 to \$400

Silver: -1 to \$200

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

Turn 21

Move Prospectors and Surveyors

Brown (Partridge) no surveying, prospects the deck.

Blue (Bolduc) no surveying, prospects passenger line 22.

Red (Scharf) no surveying, prospects #103

Aqua (Lewis) no surveying, no prospecting

Green (Longdin) surveys Bath Divide to Divide, no prospecting

Orange (Hooton) no surveying, prospects #97 (+1) and the deck

Dispute Resolution

No disputes. Brown draws #107 (Copper at Santa Rita) and Orange draws claim #50 (Silver at Silverton) from the deck – they each have first right of refusal. Brown spends \$0 (or \$100), Blue spends \$1100 (passenger lines 15 and 16 are eliminated), Red spends \$60, Aqua spends \$0, Green spends \$200, and Orange spends \$140 (or \$240).

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$8,465	9, 15, 42, 42		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$6,160	9, 15, 72, 72		S, S+1, P+2
Bill Scharf	Red	El Paso	\$7,065	9, 24, 72	+2, +4	S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$10,560	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$7,660	15, 24, 42, 72	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$19,330	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	2	Depleted
79	Bowie	Brown	Coal	7	\$40
29	Leadville	Brown	Gold	0	\$20
132	Steamboat Springs	Blue	Coal	0	\$50
91	Trinidad	Blue	Coal	0	\$30
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	Depleted
125	Capitan	Red	Coal	3	\$20
117	Cloudercroft	Red	Lumber	8	Depleted
112	Tyrone	Red	Copper	2	Depleted
104	Mogollon	Red	Silver	7	Depleted

#	City	Owner	Type	Goods	Operation
109	Pinos Altos	Red	Copper	2	\$20
124	Magdalena	Red	Coal	5	\$40
103	Hillsboro	Red	Silver	N	\$30
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	19	Depleted
68	Scofield	Aqua	Coal	2	Depleted
74	Elk Springs	Aqua	Coal	7	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	13	\$40
130	Bingham	Aqua	Copper	4	\$80
59	Dolores	Aqua	Lumber	2	\$40
85	Canon City	Green	Coal	3	\$30

#	City	Owner	Type	Goods	Operation
61	South Fork	Green	Lumber	1	\$20
90	Trinidad	Green	Coal	3	\$40
63	Lumberton	Orange	Lumber	4	\$50
123	Gallup	Orange	Coal	8	\$40
58	Dolores	Orange	Lumber	2	\$40
82	Crested Butte	Orange	Coal	14	\$20
84	Durango	Orange	Coal	3	\$20
55	Walden	Orange	Lumber	5	\$50
66	Vallecitos	Orange	Lumber	0	\$30
87	Alamo	Orange	Coal	7	\$30
129	Dillon	Orange	Copper	2	\$40
97	Elizabethtown	Orange	Gold	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
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	
22	C	Denver – Salt Lake City	\$800	Blue	
4	A	El Paso – Deming	\$60	Red	
18	C	Gallup – Santa Rosa	\$500	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	

Available Trains

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

#	Type	Route	Payoff	Owner	Notes
11	B	Salt Lake City – Grand Jct.	\$140	Aqua	Discard when 20 is taken. Good for \$140 toward card 20 or 21
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
107	<i>Santa Rita</i>	<i>Copper</i>	<i>\$100</i>	<i>\$50</i>
50	<i>Silverton</i>	<i>Silver</i>	<i>\$100</i>	<i>\$50</i>
69	Scofield	Coal	\$40	\$30
71	Sunnyside	Coal	\$100	\$20
77	Craig	Coal	\$40	\$20
131	Hot Sulphur Springs	Lumber	\$40	\$20
121	York Canyon	Coal	\$100	\$30
72	Emery	Coal	\$60	\$30
54	Steamboat Springs	Lumber	\$80	\$40
53	Lake City	Silver	\$60	\$30

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	
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	1	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	5	\$200

Bulldog

End of Game Statements

Mike Scott: A win in my FIRST SEAFARER'S Game, how about that! Wow Wee! Thanks Chris for GMing, and thanks to the other players... especially if you messed up somehow and let me win. I really didn't know how to play this scenario, and just got lucky with some good hexes and die rolls, and then got that longest trade route... see you in the next one everyone!

Andy York: I definitely still have a lot to learn with this game, especially with the variants. Great job to Mike, and thanks to Chris for running the game.

Dave Hooton: Congratulations, Mike. That was excellent timing for the monopoly card and cutting the longest route.

Chris Geggus: Congrats to Mike. I could never really get going in this (apart from forgetting the victory conditions), but looking forward to the next one.

Dave Partridge: Congratulations Mike. All that ore didn't help much once I hit the limit on cities. Thanks Chris for running the game.

Cats and Dogs

Epoch V Seljuk Turks and Mongols

Deadline Epoch VI Empire Selection and Ming Dynasty, 7/7 Tuesday

Epoch V

100% Pussycats (Longdin) plays Empire Fortifies to build forts in Albion and Pyrenees. SELJUK TURKS: Army Turanian Plain (Holy Roman Empire army retreats to Persian Plateau), Tsrin Basin (vs. Holy Roman Empire; S: 4, 3; H: 6, 3; loses), Tarim Basin (vs. Holy Roman Empire; S: 4, 1; H: 2, 1; wins), Hindu Kush (vs. Chola; S: 6, 4; C: 4, 2; wins), Persian Plateau (vs. Holy Roman Empire; S: 6, 4; H: 2; S: 5, 5; H: 5; S: 6, 2; H: 5; wins), Upper Indus (vs. Chola; S: 5, 4; C: 5; S: 3, 2; C: 3; S: 4, 2; C: 1; wins), Ganges Valley (vs. Chola; S: 5, 1; C: 2; wins), Eastern Deccan (vs. Chola; S: 4, 3; C: 6, 5; loses), Eastern Deccan (vs. Chola; S: 3, 1; C: 3, 1; S: 5, 3; C: 6, 3; loses), Eastern Deccan (vs. Chola; S: 6, 4; C: 4, 1; wins, city eliminated), Eastern Ghats (vs. Chola; S: 4, 4; C: 6; loses), Eastern Ghats (vs. Chola; S: 5,

4; C: 1; wins, Capital reduced to a city). Points: Dominance in India (6), Presence in Middle East (2), China (3), Southern Europe (3), Northern Europe (2), Southeast Asia (2), and Eurasia (1), 1 Capital (2), 2 cities (2), and 4 Monuments (4) for 27 points.

Royal Manticoran Historical Society (Wilson) MONGOLS: Army Mongolia (Hsuing-nu army destroyed), Manchurian Plain, Eastern Steppe (vs. Sung Dynasty; M: 5, 1; S: 5; M: 4, 2; S: 4; M: 5, 2; S: 2; wins), plays Allies, army Korean Peninsula, Honshu, Hokkaido (vs. Fujiwara; M: 4, 2; F: 4, 1; M: 6, 1; F: 6, 3; M: 6, 2; F: 6, 1; M: 4, 1; F: 5, 4; loses), Hokkaido (vs. Fujiwara; M: 6, 5; F: 2, 1; wins, Capital reduced to city), Great Plain of China (vs. Fujiwara; M: 3, 2; F: 5, 4; loses), Great Plain of China (vs. Fujiwara; M: 2, 1; F: 6, 2; loses), Great Plain of China (vs. Fujiwara; M: 5, 2; F: 4, 2; wins, fleet Sea of Japan unsupported), fleet Sea of Japan, Chekiang (vs. T'ang Dynasty; M: 4, 3; T: 4; M: 5, 1; T: 2; wins), Wei River (vs. Sung Dynasty; M: 4, 3; S: 5; loses), Wei River (vs. Sung Dynasty; M: 4, 1; S: 4; M: 6, 5; S: 3; wins), Yangtse Kian (vs. T'ang Dynasty; plays Treachery, automatic win, Capital reduced to city), Szechuan (vs. Sung Dynasty; M: 6, 6; S: 2; wins, Capital reduced to city), Tarim Basin (vs. Seljuk Turks; M: 4, 3; S: 4; M: 4, 4; S: 1; wins), Mekong (vs. Khmers; M: 2, 2; K: 5, 5; loses), Mekong (vs. Khmers; M: 5, 2; K: 4, 4; wins, Capital reduced to city), Irrawaddy (vs. Sung Dynasty; M: 1, 1; S: 3; loses), Irrawaddy (vs. Sung Dynasty; M: 6, 5; S: 2; wins), Ganges Delta (vs. Huns; M: 5, 5; H: 6, 4; loses), Ganges Delta (vs. Huns; M: 4, 2; H: 5, 1; loses). Builds Monument Hokkaido. Points: Dominance in China (6) and Eurasia (2), Presence in Middle East (2), Southern Europe (3), Southeast Asia (2), 4 cities (4), 3 Seas (3), and 5 Monuments (5) for 27 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Michael Longdin	100% Pussycats (green)	36	83
Paul Bolduc	Arachnids (blue)	40	66
Dennis Cain	Systematic Chaos (black)	44	101
Andy Lewis	Marching through the Ages (red)	50	116
Kevin Wilson	Royal Manticoran Historical Society (purple)	53	109
Dave Partridge	The Questioner (yellow)	53	107
Dave Anderson	The Time Traveler (orange)	55	127

Positions

Systematic Chaos: Fleets South China Sea, Bay of Bengal. GREEK CITY STATES: Army and city Crete. HAN DYNASTY: Army and city Yellow River, army East Indies. MALAYAN KINGDOM: Army, city, Fort, and Monument Malayan Peninsula.

100% Pussycats: CIVIL WAR: Two armies and city Morea. CELTS: Two armies and a fort Albion, army and fort Pyrenees. KHMERS: Army Si-Kyang. SELJUK TURKS: Army, city, and Monument Eastern Ghats, army and Monument Persian Plateau, Upper Indus, armies Turanian Plain, Hindu Kush, Ganges Valley, Eastern Deccan.

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, armies Dalmatia, Baltic Seaboard, North European Plain, Zagros.

Royal Manticoran Historical Society: Fleets Black Sea, Sea of Japan, 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 Anatola, Eastern Anatola. MONGOLS: Army, city, and Monument Hokkaido, army and city Yangtse Kian, Szechuan, Mekong, army and Monument Great Plain of China, Wei River, Tarim Basin, armies Eastern Steppe, Mongola, Manchurian Plain, Korean Peninsula, Honshu, Chekiang, Irrawaddy.

The Questioner: ROMANS: Two armies Western Iberia. GUPTAS: Army Western Deccan.

Arachnids: Fleets North Sea, Atlantic Ocean. NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. GOTHs: Armies Danubia, Caucasus. VIKINGS: Armies Scandinavia, Ireland, Baltic Seaboard, West Indies.

Event Cards

Epoch VI Empire Draw

Greyhound

Turn 5, Phases 3 through 6

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

Phase 4 – Purchases

Venice buys Printed Word (O, 30 credit from Written Record, 20 credit from Desiderius Erasmus, \$10), Laws of Matter (C, 40 credit from Sciences, \$50), and stabilization for \$1.

Paris buys Caravan (I, \$20), Nationalism (W, 20 credit from Civics, \$40), Galley 6 for \$10, and stabilization for \$1.

Genoa buys Holy Indulgence (F, \$60, Misery increases to 70) and stabilization for \$10.

Hamburg buys Holy Indulgence (F, \$60, Misery increases to 60), The Heavens (A, \$30), and stabilization for \$10

Barcelona buys Nationalism (W, 60 credit from Civics, free), Improved Agriculture (J, 10 credit from Commerce, 10 credit from Institutional Research, \$20, Misery decreases to 50), Cathedral (H, 30 credit from Religion, \$90, Misery increases to 60), and stabilization for \$10

London buys Institutional Research (X, 20 credit from Civics, 20 credit from Nicolas Copernicus, \$60), Caravan (I, 10 credit from Institutional Research, \$10), Cathedral (H, 30 credit from Religion, \$90, Misery increases to 90), Human Body (B, 20 credit from Science, 10 credit from Institutional Research, \$30, Misery drops to 80). No stabilization, Misery increases to 90.

Phase 5 – Expansion

Venice loses \$10 and each other player gains 2 tokens from Holy Indulgence, except for London, who gains 1 token and \$1.

Venice passes.

Paris expands to Strasbourg (5, vs. Hamburg, dr = 4, 4, 4; wins), Toledo (7, vs. Barcelona, dr = 5, 4, 6; wins)

Genoa expands to Belgrade (5, vs. Venice, dr = 3, 6, 1; wins), Dijon (7, vs. Paris, dr = 2, 4, 2; wins), Tripoli (4, vs. Barcelona., dr = 5, 6, 5; wins), Barca (1)

Hamburg expands to Varna (4, vs. Barcelona, dr = 4, 3, 5, loses), Tana (4, vs. Barcelona, dr = 5, 6, 4, wins), Treibizond (8, vs. Barcelona, dr = 2, 5, 4; wins), Angora (4, vs. Barcelona, dr = 1, 5, 4; wins), Abasgia (1), Kamshin (1)

Barcelona expands to Treibizond (8, vs. Hamburg, Cathedral automatic victory), Salonika (5, vs. Venice, Cathedral automatic victory), Lisbon (7, vs. Paris, Cathedral automatic victory), Tripoli (4, vs. Genoa, Cathedral automatic victory), Cyprus (4, vs. London, dr = 3, 2, 2, loses).

London expands to Grenada (4, vs. Barcelona, dr = 2, 4, 1; wins), Malmo (2, vs. Hamburg, dr = 1, 3, 2; wins), Stockholm (6, vs. Hamburg, Cathedral automatic victory), Cyprus (2), Athens (2, vs. Barcelona, dr = 6, 5, 2; wins), Crete (6, vs. Barcelona, dr = 3, 2, 3; loses), Salonika (4, vs. Barcelona, dr = 4, 3, 6; loses), Salonika (4, vs. Barcelona, dr = 4, 5, 2; wins), Acre (1).

London gains:.

Phase 6 – Buy Cards

Venice gains \$51.

Genoa gains \$63

Barcelona gains \$93

Paris gains \$87

Hamburg gains \$81

London gains \$99

Shortage of Silk (Barcelona gains

), Shortage of Wine

Turn 6, Phase 1 – Draw Cards

Your card was:

Epoch III began just after Genoa's card draw.

Phase 2 – Buy Cards

Barcelona bought

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	30		\$55		6	4	2	A, B, C, N, O
Dave Partridge	Hamburg	60		\$109		11	4	6	A, I, F, N, R
Bob Robles	Paris	70		\$103		12	6	2	A, E, F, I, N, V, W
Dave Hood	London	90		\$106		14	6	7	A, B, E, F, H, I, N, V, X
Steve Koehler	Barcelona	60		\$95		13	10	8	A, E, F, H, I, J, N, R, S, V, W, X
Robert Koehler	Genoa	60		\$80		8	4	5	F, 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)	--	1	1	4	2	1
Timber (4)	1	2	1	2	1	--
Grain (5)	--	2	1	1	--	3
Cloth (6)	3	1	1	--	--	2
Wine (7)	--	--	3	1	3	--
Metal (8)	--	1	1	4	--	--
Fur (9)	--	2	--	--	1	1
Silk (10)	--	--	--	1	2	--
Spice (11)	--	--	--	--	1	--
Gold (12)	--	1	--	--	1	--
Ivory (12)	--	--	--	1	2	--

Cards

Shortage, Surplus

Sand FleaEnd of Game Statements

Kevin Wilson (Guild): Ward was more right than he knows. It didn't only catch some of the others sunning themselves, it sort of caught me off guard too. Somehow I had gotten in my mind an alliance took 4 strongholds for a win, not 3. I was probably confusing someone else's house rules for alliances. It was alliance partner who pointed out that this might be enough so I gave him all the spice he would need to win, so we could win. Once I did realize that 3 was all we needed.

Thanks to my alliance partner. He knew the rules better than I did (at least about how many strongholds to win). He was doing it from years of memory not having played in a bit nor seen the rules in a bit. We stayed pretty good contact, which let us coordinate fairly well, or at least as much as was needed for a game that didn't really take much time to progress very far.

Thanks to the others for having the game. Dune is one of my favorites. There was talk a couple of years back that Fantasy Flight was going to do a remake but I think I

read they couldn't get the rights. Then, I read they were going to do a similar themed games set in their Twilight Imperium universe. Given their nice production qualities, I hope they try something and I hope it's close enough to the original to try.

There wasn't a lot of correspondence in the game, other than between my and my ally. I guess we never really got going, a win on turn 3 will do that. Maybe next time there will be more intrigue, more plotting, more treachery. After all, those are what makes this one of my top 5 favorite games! Let's do it again.

Paul Bolduc (Harkonnens): Shazbot! This is why alliances in pbm DUNE should require 4 stronghold.

Chris Hassler (Game Master): The victory conditions were an oversight on my part. I thought I had put the 4-stronghold requirement for alliances into the house rules, but I neglected to do so. That mistake has already been corrected.

Gaspede

Turn 10

Turn 11, 7/7 Tuesday

Turn 10

Tom chooses the Settler, gaining 2 doubloons, and choosing a Sugar plantation, Andy Y. selects a Sugar plantation, Dave selects a Corn plantation, Andy L. passes, and Chris selects an Indigo plantation.

Andy Y. chooses the Prospector, gaining 3 doubloons.

Dave chooses the Mayor, gaining 1 doubloon, and placing colonists on the Small Sugar Mill, Corn plantatin, Coffee plantation, and San Juan, Andy L. places colonists on the Large Warehouse, Tobacco, plantation and Hacienda, Chris places colonists on Factory, Indigo Plant, and Indigo plantation, Tom places colonists on the Sugar plantation, and 2 on the Sugar Mill, and Andy Y. places colonists on the Sugar Mill and Sugar plantation.

Andy L. chooses the Trader, trading Coffee for 5 doubloons, Chris trades Tobacco for 4 doubloons, Tom trades Tobacco for 4 doubloons, and Andy Y. trades Sugar for 2 doubloons.

Chris chooses the Captain, sending 3 Corn on ship 3 for 4 VP, Tom sends 3 Corn on ship 3 for 3 VP, Andy Y. sends 1 Corn on ship 3 for 1 VP, Dave passes, Andy L. sends 2 Coffee on ship 1 for 2 VP (ship 1 sails), Chris sends 1 Tobacco on ship 2 for 1VP, Tom passes, Andy Y. sends 1 Tobacco on ship 2 for 1 VP, Dave passes, Andy L. sends 1 Corn on ship 3 for 1VP (ship 3 sails). Chris discards 1 Sugar, Andy L. discards 2 Indigo, Dave discards 3 Indigo.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Prospector	Indigo, Indigo, Indigo, Sugar, Tobacco, Corn, Coffee, Sugar	Indigo Plant (x3), Small Sugar Mill, Tobacco Storage (x2), Sugar Mill (x1)		7	1 Indigo	16
Dave Partridge	Mayor	Indigo, Quarry, Corn, Indigo, Indigo, Indigo, Coffee, Tobacco, Sugar, Coffee, Tobacco, Corn	Small Indigo Plant, Hacienda, Indigo Plant (x3), Office, Small Sugar Mill	1	2	1 Indigo	11
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, Large Warehouse		8	2 Corn, 1 Indigo, 2 Sugar	14
Chris Geggus	Captain	Corn, Tobacco, Tobacco, Quarry, Sugar, Coffee, Corn, Indigo, Indigo	Small Market, Tobacco Storage (x2), Coffee Roaster (x1), Small Sugar Mill, Indigo Plant, Factory		4	1 Coffee	15
Tom Howell	Settler	Corn, Tobacco, Quarry, Quarry, Quarry, Corn, Indigo, Sugar, Sugar	Construction Hut, Small Market, Tobacco Storage (x1), Small Indigo Plant, Office, Sugar Mill (x2)		11	1 Indigo	11

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: 2

Colonist Ship: 11

Trading House:

Cargo Ships: Ship 1 (capacity 6):

Ship 2 (capacity 7): 6 Tobacco

Ship 3 (capacity 8):

Victory Points: 55

Commodities

Corn: 8

Indigo: 7

Sugar: 9

Tobacco: 3

Coffee: 8

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)	
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Roles

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

Plantations

Indigo, Sugar, Tobacco, Tobacco, Coffee, Sugar

Discard Pile:

Robover**Turn 4****Turn 5, 7/7 Tuesday***Program Robots*

Slambot 9000 schedules a power down for next turn.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Powered Down				
Slambot 9000	Rotate Right (80)	Move 1 (520)	Rotate Right (400)	<i>Rotate Left (390)</i>	<i>Rotate Left (410)</i>
Jeeves	Move 2 (670)	Back Up (450)	Back Up (460)	<i>Rotate Right (360)</i>	<i>Move 2 (690)</i>
THX 1139	Move 1 (600)	Rotate Left (250)	U-Turn (30)	Move 2 (770)	Move 2 (680)
Dalekbot	Powered Down				
Narbot	<i>U-Turn (50)</i>	<i>Move 2 (720)</i>	<i>Rotate Right (160)</i>	<i>Move 1 (660)</i>	<i>Move 1 (540)</i>
100% Robotomy	Move 2 (780)	Move 1 (500)	U-Turn (40)	Move 2 (730)	Rotate Left (290)
Protomax	Rotate Left (330)	Back Up (470)	Rotate Right (70)	Rotate Left (190)	<i>Rotate Right (300)</i>

Locked registers are in italics.

Phase 1

100% Robotomy moves ahead 2 to D13, moving his archive to that space, Jeeves moves ahead 2 to E12, THX 1139 moves ahead 1 to C20, Protomax rotates left to face south, Slambot 9000 rotates right to face north, and Narbot makes a U-turn to face west. Conveyor belts: DizzyBot is moved to B15, Narbot is moved to I14, Protomax is moved to J14 and rotated to face west, THX 1139 is moved to C19, and Dalekbot is moved to I20. Jeeves fires at Slambot 9000, locking Slambot's fifth register, Protomax fires at Narbot, locking Narbot's last register, and the on-board laser fires at Jeeves, destroying the Flywheel.

Phase 2

Narbot moves 2 to G14, Slambot 9000 moves 1 to A11, 100% Robotomy moves 1 to D12, Protomax backs up to K14, Jeeves backs up to F12, and THX 1139 rotates left to face south. Conveyor belts: DizzyBot is moved to C14 and rotated to face west, Narbot is moved to I14, THX 1139 is moved to C18, Dalekbot is moved to I21 and rotated to face east, 100% Robotomy is moved to D11 and rotated to face east, and Protomax is moved to K15. Narbot fires at DizzyBot.

Phase 3

Jeeves backs up to G12, Slambot 9000 rotates right to face east, Narbot rotates right to face north, Protomax rotates right to face north, 100% Robotomy makes a U-turn to face west, and THX 1139 makes a U-turn to face north. Conveyor belts: DizzyBot is moved to E14, Narbot is moved to J15 and rotated to face east, THX 1139 is moved to C17, Dalekbot is moved to H21, 100% Robotomy is moved to H11, and Protomax is moved to K16. Slambot 9000 uses the Tractor Beam to pull 100% Robotomy to D11, and 100% Robotomy fires at Slambot 9000, locking register 4.

Phase 4

THX 1139 moves ahead 2 to C15, 100% Robotomy moves ahead to B11, Narbot moves ahead 1 to K15, Slambot 9000 rotates left to face north, Jeeves rotates right to face north, and Protomax rotates left to face west. Conveyor belts: DizzyBot is moved to G14, 100% Robotomy is moved to B9 and rotated to face south, THX 1139 is moved to D15, Dalekbot is moved to G21, Narbot is moved to K16, and Protomax is moved to K17. The on-board laser fires at Dalekbot, eliminating the Circuit Breaker.

Phase 5

Jeeves moves ahead 2 to G10, THX 1139 moves ahead 2 to D13, relocating its archive there, Narbot moves ahead 1 to L16, Slambot 9000 rotates left to face west, Protomax rotates right to face north, and 100% Robotomy rotates left to face east. The pusher pushes Jeeves back to G11. Conveyor belts: DizzyBot is moved to I14, 100% Robotomy is moved off the board and destroyed, Jeeves is moved to H11, Dalekbot is moved to F21, and Protomax is moved to K18. The on-board laser shoots Jeeves, locking its fourth register.

Cleanup

THX 1139 gains the Double-Barreled Laser option. The destruction of 100% Robotomy means that it loses its Ramming Gear option and re-enters the game with 2 damage points at its archive location. Since that location is currently occupied, it may reenter at any adjacent square (including diagonally) facing any direction, unless that would put a robot within 3 squares in front of 100% Robotomy. 100% Robotomy may choose to re-enter powered down.

Notes

Ward Narhi has NMRed. As the only standby I have for Robo Rally is already in this game, I will issue an open call for a standby. If no one comes forward, the robot will follow its existing programming until it is eliminated, and will not be replaced.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		I14>W		3	1
2	Bill Scharf	Slambot 9000	Pink	Tractor Beam	A11>W		3	6
3	Chris Geggus	Jeeves	Yellow		H11>N		3	6

4	Dave Hooton	THX 1139	White	Recompile, Double-Barreled Laser	D13>N		3	0
5	Andy York	Dalekbot	Silver		F21>E		3	0
6	Ward Narhi?	Narbot	Red	Gyroscopic Stabilizer	L16>E		3	9
7	Michael Longdin	100% Robotomy	Dark Green		?		2	2
8	Cary Nichols	Protomax	Green	Abort Switch	K18>N		3	5

Your Program Cards:

Husky

Turn 1, Phase 2

Turn 1, Phases 3 through 5, 7/7 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plants	Money
5	Michael Longdin	100% Power Mad	Green	04 Coal 2→1	46
2	Dave Hooton	Volksich Tzapverein (VoIT)	Orange	08 Coal 3→2	40
4	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	05 Hybrid 2→1	45
3	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	07 Oil 3→2	42
1	Brad Martin	Renewal Energy Matters (REM)	Blue	10 Coal 2→2	40

Power Plant Bidding

100% Power Mad opens the bidding on power plant 4 for 4 Elektro and gets it. Power plant 7 moves to the current market, and power plant 13 enters the future market.

VoIT opens the bidding on power plant 7 for 7 Elektro, DEAD bids 8 and gets it. Power plant 8 moves to the current market, and power plant 46 enters the futures market. VoIT opens the bidding on power plant 8 at 8 Elektro, SMOG bids 9, VoIT bids 10 and gets it. Power plant 9 moves into the current market, and power plant 39 enters the future market.

SMOG opens the bidding on power plant 5 for 5 Elektro, and gets it. Power plant 10 moves to the current market, and power plant 22 enters the future market.

DEAD passes.

REM opens the bidding on power plant 10 for 10 Electro and gets it. Power plant 13 moves to the current market, and power plant 35 enters the future market. Player order is re-adjusted.

Power Plant Market

Current Market

03 Oil 2→1

06 Trash 1→1

09 Oil 1→1

13 Eco X→1

Future Market

22 Eco X→2

35 Oil 1→5

39 Nuclear 1→6

46 Hybrid 3→7

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

Remember that Phases 3 and 4 take place in REVERSE turn order.

Pateel

Gamestart - Delayed

Influence Declaration, 7/7 Tuesday

Notes

Ward Narhi has NMRed. **Will Walt O'Hara please submit standby orders.**

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

Intrigue Cards

Player
 Bob Robles
 Ward Narhi?
 Pasquale Giovine
 Mike Scott
 Bill Scharf

Faction Name

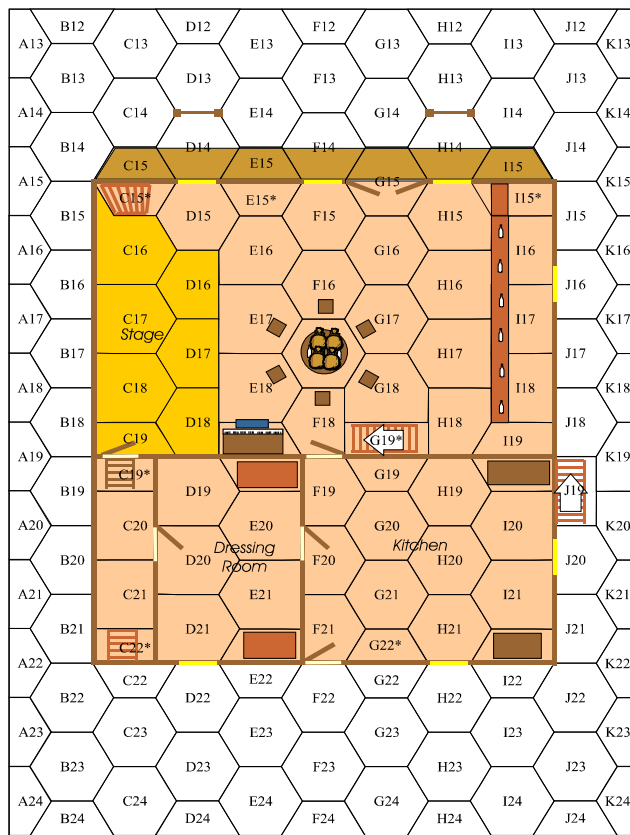
Frontier Dog
Gamestart
Initial Setup, 7/7 Tuesday

We will be playing Showdown 14: The Poker Game. Below is a list of the characters. For players, we have:

Paul Bolduc Chris Geggus Mike Scott Andy Lewis James Pratt

Please submit your preference list for characters, as well as your preferred setup location (may be made conditional on earlier setups). Setup is in the order listed below, and all characters must set up adjacent to F17. F17 contains a table and four money bags, each of which is worth 4 VP.

Frontier Dog



	Hitching Post		Door		Bottle
	Stairs		Window		Money Bag
	Player (up)		Table		Player (dead)
	Gun		Chair		Aim Points
	Knife				Player (down)

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A		Old Man (O)		5, 7, 8	BR +1		25	
B		Cattle Baron (C)					20	
C		Banker (B)					20	
D		Smith (S)		8	BR +2		30	
E		NCO (N)		9	BR +1		20	

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Old Man	C36c, Knife	Empty	Empty	Empty	C36c: △△△△△△
Cattle Baron	C45, Knife	Empty	Empty	Empty	C45: OOOOOO
Banker	SW45	Empty	Empty	Empty	SW45: OOOOOO
Smith	C45c, Knife	Empty	Empty	Empty	C45c: △△△△△△
NCO	C41, SBR	Empty	Empty	Empty	C41: OOOOOO

Procyon
Gamestart**Bidding and Preference Lists, 7/7 Tuesday**

Players:

Dave Partridge**Bob Robles****Chris Geggus****Dennis Cain****Andy Lewis****Andy York**

Just a reminder of the rules. We are using the following variant rules: [The Lost Planet variant](#), The Colony World variant and the Relics Variant from the [Prism Variants](#), The Lost “?” Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species' world), [Optional Spaceships](#), the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me, or the links above. Victory conditions will be a net worth of \$4000.

Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Also, remember that with the Optional Spaceships, you can opt to start with a Needle instead of a Scout. If you do so, you start with \$20 less. Please indicate your starting ship preference with your other orders. If you do not express a preference, I will assume that you will take a Scout.

Well, that about covers it. Happy trading!

Pedagoguery

One of the current goals of many scientists is to identify life on other planets. Given that the number of exoplanets is currently in the hundreds, and the fact that powerful new telescopes dedicated to this task are being designed and funded, it seems like a goal that can be achieved in our lifetimes. Certain biomarkers can be easily determined from spectroscopy: the presence of oxygen with water vapor, ozone, and oxygen with methane are examples. However the color of plants on the surface of a planet would also be a major biomarker. What color would plants on other planets be? The answer, of course, is, it depends.

One of the major determining factors in the color of a photosynthetic organism is the spectrum of the light that it receives. The peak wavelength of sunlight at the top of the Earth's atmosphere is 583 nanometers (nm), which lies in the yellow-green part of the spectrum. However, this is not the light that plants on the Earth's surface see. The atmosphere of our planet is not transparent at all wavelengths. Oxygen, water vapor, carbon dioxide, and ozone all combine to alter the spectrum at the surface. For instance, ozone filters out much of the ultraviolet, while also broadly but weakly absorbing across the entire visual spectrum. Oxygen has two strong absorption lines at 687 and 761 nm, which combined with a water absorption line at 700 nm sharply defines the lower limit of the visual range. As a result, the peak wavelength of the surface is shifted to 685 nm, which is in the red part of the spectrum.

On Earth, the dominant forms of photosynthetic organisms primarily use three different pigments to accomplish this task. Two of them are closely related: Chlorophyll a and chlorophyll b. The third is a family of pigments called carotenoids. Both chlorophylls have a dual peaked absorption spectrum, with a strong peak in the blue, and a weaker peak in the red. Most of the yellow and green is reflected, hence the green color of the plants that we see. Carotenoids are the pigments you see in the autumn on the leaves deciduous trees as the chlorophyll is degraded. Because they absorb mostly in the blue and green parts of the spectrum, they look red, orange, and yellow.

How plants look to us now, however, is not how they have always looked. The first photosynthetic organism to evolve on Earth were bacteria around 3.4 billion years ago. They utilized mostly red and infrared light, and thus probably looked purple in color. At this time, Earth's atmosphere was very different than it is today, and the bacteria were aquatic, meaning that the light they received was

much different than current plants receive at the surface. In addition, they did not produce oxygen. Instead, they probably produced sulfur or sulfate compounds.

Around 2.7 billion years ago, the first photosynthetic organisms that produced oxygen evolved. These were the cyanobacteria. They used a combination of pigments including carotenoids and phycobillins. Phycobillins absorb primarily in the yellow and longer wavelengths, thus resulting in the blue color of these bacteria.

These examples mean that we have to take into account the star, the atmosphere, and the evolutionary age of the planet to be able to guess the color of the plant life. To do this, I will take four examples. The first is a mature M class star, or a red dwarf. The planet would probably lie a mere 0.07 astronomical units (AU) away from the star, or 7% of the radius of Earth's orbit around the sun. The second example is a young M class star, with a planet at 0.16 AU. The third example would be an F class star with a planet at 1.69 AU.

For the mature M class star, assuming an atmospheric composition similar to that of Earth, the peak of light at the surface would be 1044 nm – well into the infrared. Very little available energy would be found in the visible part of the spectrum, but photons below a certain threshold of energy would not be useful for photosynthetic reactions because they would not be energetic enough. As a result, the plants would probably need to soak up as much of the available higher energy photons as they could, resulting in pigments that to our eyes would look black.

Young M class stars tend to emit violent ultraviolet flares, potentially frying any life on a nearby planet not shielded. The most likely shielding would be water, so we would expect photosynthetic life to be aquatic. At a depth of about 9 meters, there would be sufficient protection from UV, while still providing enough light to allow photosynthesis. The peak of radiation at the surface (not counting flares) would be 1045nm, once again in the near-infrared. However, water tends to absorb longer wavelengths preferentially, so the peak at nine meters would be much shorter. The plants would still need to absorb most of the available energy, so they might still be black, but they might end up being purple like early photosynthetic bacteria on Earth.

For the F class star, the situation is more straightforward. The peak of light on the surface is at 451 nm, in the blue part of the spectrum. These highly energetic photons are quite useful for photosynthetic organisms, but there are so

many of them that it might be damaging to the plant. A couple of possibilities suggest themselves. If the plant can utilize the blue photons without damage, it would not need longer wavelength photons, and would probably look yellow to us. If it needed protection, it would develop a pigment that reflected much of the blue light, and would thus have a bluish tint.

In the final analysis, much of this is informed speculation, and nature has many surprises in store for us. However, being open to the possibilities allows us to recognize ambiguous signs when we encounter them.

Next time, the chaotic birth of planetary systems.

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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

Open call for Narbot in Robover
Walt O'Hara for Ward Narhi in Pateel