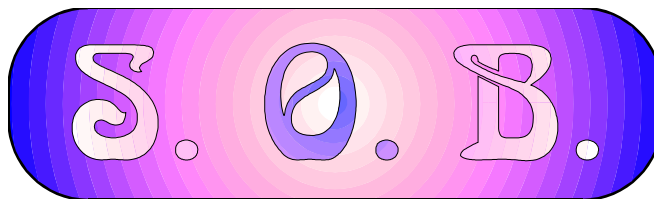


Number 156



October, 2009

Notes from Hades

No travel this time around, although I did have the pleasure of remotely attending a two-day meeting in Paris. That meant working from midnight to 9:00 am for a couple of days. It was an interesting experience. On the plus side, there were no plane trips or waiting around in airports. On the minus side, you still had the jet lag without actually being in Paris. But, for a two-day meeting, my boss didn't think it was worthwhile to send me all the way there, so what are you going to do.

A couple of points in the zine itself. It has been over five and a half years since I last raised subscription prices (issue #116, February/March 2005 to be exact), so I'm afraid that the time has come to do it again.

On a different note, I am going to start an occasional column devoted to game reviews. This will be run as space permits, and I welcome reviews from anyone. I will tend to write about games that can be run in the zine, but not exclusively, and anyone who wants to submit a review on a game should not let that prevent them from doing so.

The next deadline is **Tuesday, November 2 at 5:00 p.m. Pacific Time.** Please do not call or fax orders after 10:00 p.m. Pacific time. My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

Contents

Dog Park	Machiavelli	Page 1
Barking Up...	Machiavelli	Page 2
Doberman	Industrial Waste	Page 3
Terrier	Silverton	Page 4
Cats and Dogs	History of the World	Page 6
Greyhound	Age of Renaissance	Page 7
Gaspode	Puerto Rico	Page 7
Robover	Robo Rally	Page 8
Husky	Power Grid	Page 9
Pateel	Kremlin	Page 9
Frontier Dog	Gunslinger	Page 10
Procyon	Merchant of Venus	Page 11
Basset	Outpost Gamestart	Page 13
Pedagoguery		Page 13

Game Openings

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.

Dogbreath. History of the World. Have Chris Geggus, Dave Partridge, Andy Lewis, Kevin Wilson, Dave Anderson, Paul Bolduc, will take up to 1 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. **Starts this issue!**

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, Mike Scott, will take up to 2 more.

Golden Retriever. Seafarers of Catan. Have Chris Geggus, Dave Partridge, Dave Hooton, Mike Scott. Will take up to 2 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, Dave Partridge, and Dave Hooton, will take up to 3 more.

Kremlin. Will start after Pateel ends. Have Walt O'Hara, Mike Scott. Will take up to 4 more.

Outpost. Will start after Basset ends. Have Eric Brosius, will take up to 9 more.

Goa. Will take up to 4.

Puerto Rico. Will take up to 5.

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

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

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

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

Subscriptions cost \$2.50 per issue (\$3.75 overseas).

Dog Park

Summer 1055

Miller Number 20077Apw10

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

Deadline for Fall 1055 11/2, Tuesday

he Holy Roman Empire goes to the moneylenders to stave off Pisa one more turn, while the Pope does so to eliminate a meddling Venetian army. The Normans and the Byzantines have a massive stalemate in the south.

Summer 1055 Retreats

The Byzantines retreat F Lower Adriatic to Dalmatia

Holy Roman Empire retreats A Modena to Fornova

Summer 1055 Plague

Poor Year – Row Only: Trent, Herzegovina, Pistoia, Corsica, Patrimony

Expenditures

Byzantines give 1 ducat to the Holy Roman Empire

The Holy Roman Empire borrows 11 ducats for 2 years (17 ducats due Summer

1057) and spends 15 ducats to disband Pisa A Milan

The Pope borrows 17 ducats for 2 years (26 ducats due Summer 1057) and spends

15 ducats to disband Venice A Urbino

Venice gives 2 ducats to the Holy Roman Empire

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)
 Spring 1057: 6 ducats due from the Byzantines (4 borrowed)
 Summer 1057: 26 ducats due from the Pope (17 borrowed), 17 ducats due from the Holy Roman Empire (11 borrowed)

Orders

BYZANTINES (Giovine): A (EP) ANCONA to SPOLETO, A ALBANIA supports F DURAZZO, F UPPER ADRIATIC to Lower Adriatic, F DALMATIA supports F Upper Adriatic to Lower Adriatic, F RAGUSA supports F Upper Adriatic to Lower Adriatic, F DURAZZO supports F Upper Adriatic to Lower Adriatic (cut)

HOLY ROMAN EMPIRE (Partridge): A FORNOVA to PARMA, A (EM) CREMONA holds

NORMANS (Horsley): A AQUILA to ANCONA, A PALERMO to DURAZZO, F TYRRHENIAN SEA to SARDINIA, F GULF OF NAPLES to SALERNO, F OTRANTO supports F Lower Adriatic, F IONIAN SEA transports A PALERMO to DURAZZO, F (EM) LOWER ADRIATIC supports A PALERMO to DURAZZO (cut)

PAPACY (Roalstad): A BOLOGNA supports A MANTUA, A (EM) MANTUA supports Pisa A Parma to Cremona (nsu, cut), A FLORENCE supports A Bologna, F BARI supports Norman F Lower Adriatic

PISA (Scott): A MILAN to CREMONA (nsu), A COMO to MILAN, A PARMA to PAVIA, A GENOA to FORNOVA, A MODENA supports A GENOA to FORNOVA, A PISA to GENOA, F LIGURIAN SEA transports A PISA to GENOA

VENICE (Wilson): A FERRARA to Mantua, A (EM) Urbino to Perugia (nsu)

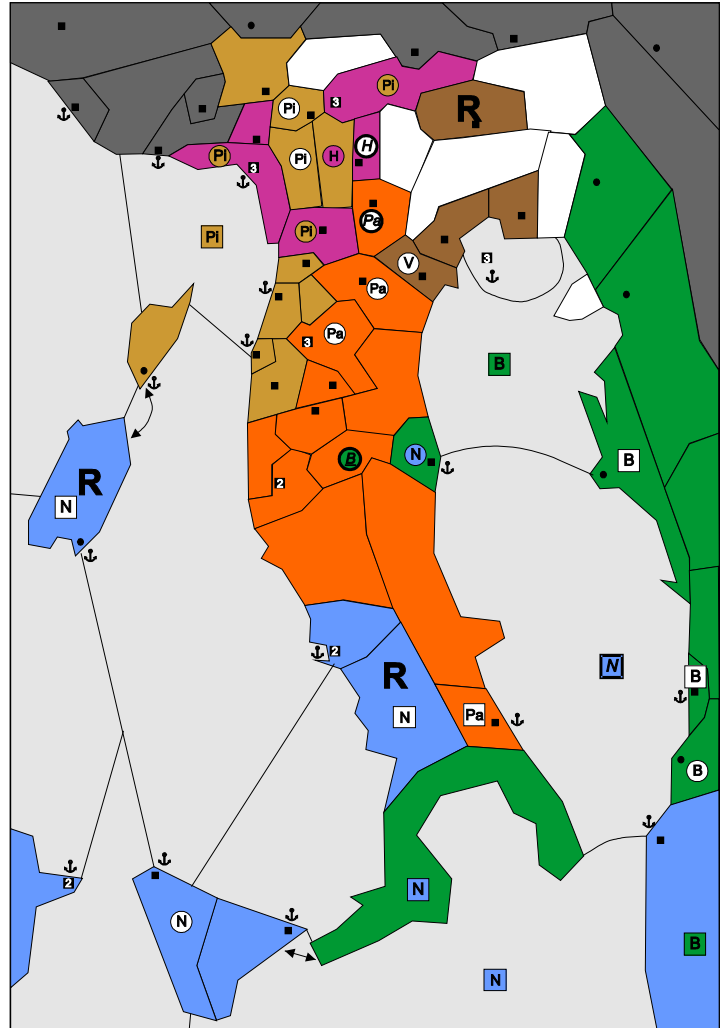
Treasury:

Press

The Voice of the Pope: To those Nobles who have been lead astray from the Holy Church through the Heretic words of the Byzantines... Its not too late to renounce your sins. Turn away from your path, come back to the Holy Father, and your Son & Daughters will not be persecuted as Heretics. It is far to late for the

Byzantines who has caused this strife. Italy will be united under the Holy Church once and for all and the Byzantine Provinces will be divided up to the Allies of the Holy Church.

Dog Park



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

Barking Up the Wrong Tree

Fall 1254

Miller Number 2007Bpw10

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
 Deadline for Winter/Spring 1255 11/2, Tuesday**

Avignon gets a reprieve as Milan moves to attack Florence instead. The Pope continues to move south along the peninsula while Venice and Aragon achieve a truce and move on other targets.

Spring 1254 Retreats

Aragon retreats A Turin to Swiss

Orders

ARAGON (Scharf): A OTRANTO holds, F GULF OF LIONS supports F Corsica, F CORSICA supports F Tyrrhenian Sea to Ligurian Sea, F TYRRHENIAN SEA to Ligurian Sea, F IONIAN SEA supports F Durazzo, F DURAZZO holds

AVIGNON (Nichols): A SWISS to Turin, A AVIGNON supports A Swiss to Turin, F Provence to MARSEILLES

FLORENCE (Whyte): A LUCCA to BOLOGNA, A FLORENCE supports A Lucca to Bologna, A URBINO supports A Lucca to Bologna (cut)

MILAN (Renken): A TURIN besieges, A Savoy to PIOMBINO, A Montferrat to

SAVOY, A PAVIA to PARMA, A TYROLEA supports A Turin, F GENOA to MODENA, F (EM) LIGURIAN SEA transports A Savoy to Piombino

PAPACY (Robles): A ANCONA holds, A ROME holds, A Capua to NAPLES, A NAPLES to SALERNO, A BARI holds

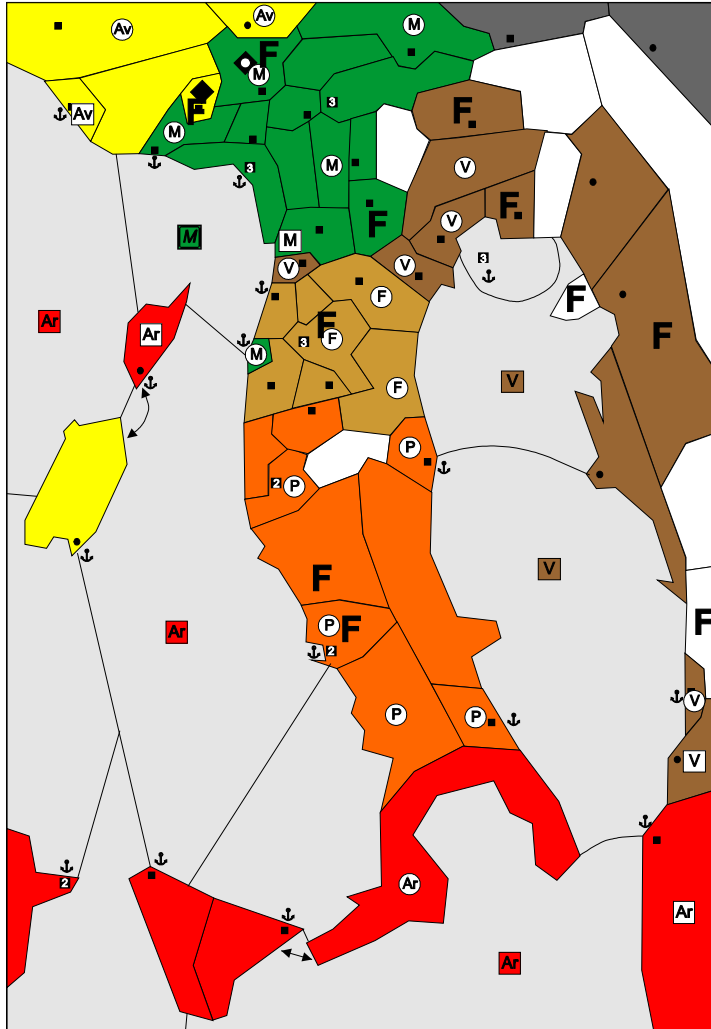
VENICE (Partridge): A VERONA to Ferrara, A PADUA to Urbino, A FERRARA to Bologna, A Pistoia to LUCCA, A Herzegovina to RAQUSA, F UPPER ADRIATIC transports A Padua to Urbino, F LOWER ADRIATIC supports F Upper Adriatic, F ALBANIA supports F Lower Adriatic

Treasury:

Press

Aragon – Papacy: Are you trying to make enemies of all those around you?
Aragon – Venice: Whoa there big fella, that's close enough.
Florence – Tonight's Lovely Audience: How do you make a Venetian Blind?
 Poke him in the eye-tie.
Florence – Pope: See, I told you.

Barking Up the Wrong Tree



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

Spring 1255 Famine

Bad Year – Row and Column: Croatia, Florence, Turin, Mantua, Capua, Treviso, Herzegovina, Trent, Saluzzo, Naples, Istria

Spring 1255 Income

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

S.O.B.

Provinces

ARA	Corsica, Tunis, Messina, Palermo, Otranto, Durazzo	6
AVI	Avignon, Marseilles, Provence, <u>Saluzzo</u> , Swiss, Sardinia	5
FLO	Pisa, Pistoia, Bologna, <u>Florence</u> , Sienna, Arezzo, Urbino	6
MIL	Tyrolea, <u>Turin</u> , Savoy, Genoa, Montferrat, Parma, Modena, <u>Mantua</u> , Fornova, Cremona, Milan	9
PAP	Patrimony, Perugia, Rome, Ancona, <u>Capua</u> , Aquila, <u>Naples</u> , Salerno, Bari	7
VENI	<u>Trent</u> , Verona, Ferrara, Padua, <u>Treviso</u> , Carniola, <u>Croatia</u> , Dalmatia, Ragusa, Albania	7

Seas

ARA	Gulf of Lions, Tyrrhenian Sea, Ionian Sea	3
MIL	Ligurian Sea	1
VEN	Venice, Upper Adriatic, Lower Adriatic	3

Cities

ARA	Corsica, Tunis (2), Messina, Palermo, Durazzo	6
AVI	Avignon, Marseilles, Swiss, Sardinia	4
FLO	Pisa, Bologna, <u>Florence</u> (3), Sienna, Arezzo	4
MIL	Tyrolea, Savoy, Genoa (3), Montferrat, Modena, <u>Mantua</u> , Cremona, Milan (3)	1
PAP	Perugia, Rome (2), Ancona, <u>Naples</u> (2), Bari	5
VEN	<u>Trent</u> , Ferrara, Padua, <u>Treviso</u> , Carniola, <u>Croatia</u> , Dalmatia, Ragusa, Albania, Venice (3)	9

Totals

Variable income die roll was 1.

	Variable	Provinces	Seas	Cities	Gross
ARAGON:	1	6	3	6	16
AVIGNON:	1	4	0	4	9
FLORENCE:	1	6	0	4	11
MILAN:	3	9	1	11	24
PAPACY:	2	7	0	5	14
VENICE:	2	7	3	9	21

Game Summary

	1250	1251	1252	1253	1254	1255
Aragon:	3	3	4	5	5	5
Avignon:	4	5	6	7	5	4
Florence:	3	4	5	6	7	5
Genoa:	3	3	3	0	0	0
Milan:	3	6	6	7	8	10
Papacy:	3	4	4	4	4	5
Venice:	3	4	4	7	9	11

Doberman

Turn 15a

Turn 15b due 11/2, Tuesday

Available Cards

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

PIT chooses Set 1

GOO chooses Set 4

100%Trash chooses Set 3

BIBCO chooses Set 5

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$2	60	2	14	5	Order
Dave Partridge	BIBCO	4	\$30	0	1	17	4	
Richard Weiss	PIT	1	\$10	10	7	19	2	Order
Eric Brosius	GOO	2	\$38	10	2	19	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	3/6	12	-23
Dave Partridge	3/6	1/15	1/15	10	68
Richard Weiss	2/10	5/1	1/15	8	40
Eric Brosius	3/6	2/10	1/15	2	59

Cards

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

Deck will be shuffled before Turn 16 card draw.

Discards

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

Terrier**Silverton****Turn 23 Phases IV- VI and Turn 24, Phases I-III****Turn 24, Phases IV- VI, 11/2, Tuesday****Turn 23**Operations

Brown (Partridge) buys #127 for \$60 and declines #89. Operates #79 (\$40, 1 coal), #78 (\$40, 2 coal), #127 (\$20, 1 silver). Delivers 3 coal from Bowie to Denver for \$240. Buys 10 coal from Orange at Crested Butte for \$400 and delivers them to Denver for \$800. Gains \$280 in passenger revenue.

Blue (Bolduc) operates #132 (\$50, 4 coal), #131 (\$20, 1 lumber). Delivers 1 lumber from Hot Sulphur Springs to Salt Lake City for \$300 and 4 coal from Steamboat Springs to Pueblo for \$320. Gains \$2390 in passenger revenue. Buys +5 snowplow for \$200.

Red (Scharf) operates #125 (\$20, 3 coal), #124 (\$40, 2 coal), #103 (\$30, 2 silver), #107 (\$50, 3 copper), delivers 8 lumber from Cloudcroft to El Paso for \$1600, 5 coal from Capitan to El Paso for \$600. Gains \$560 in passenger revenue.

Aqua (Lewis) operates #74 (\$20, 2 coal), #70 (\$40, 2 coal), #130 (\$80, 1 copper), #54 (\$40, 1 lumber), #26 (\$40, 2 gold), delivers 10 coal from Price to Salt Lake city for \$800, 7 copper from Bingham to Salt Lake City for \$2240, 1 lumber from Steamboat Springs to Salt Lake City for \$300, gains \$410 in passenger revenue.

Green (Longdin) operates #61 (\$20, 1 lumber), #90 (\$40, 3 coal), and #53 (\$30, depletes). Delivers 1 lumber from South Fork to Pueblo for \$200, and 3 coal from Trinidad to Pueblo for \$240. Gains \$120 in passenger revenue.

Orange (Hooton) buys #120 for \$40. Operates #63 (\$50, 2 lumber), #58 (\$40, 2 lumber), #82 (\$20, 2 coal), #84 (\$20, 3 coal), #55 (\$50, 1 lumber), #87 (\$30, 2 coal), #129 (\$40, 1 copper), #50 (\$50, 2 silver), #60 (\$20, depletes), #115 (\$40, 1 lumber), #120 (\$30, 4 coal), sells 10 coal at Crested Butte to Brown for \$400, delivers 2 gold from Elizabethtown to Santa Fe for \$400, 4 lumber from Lumberton to El Paso for \$800, 1 lumber from Paxton Springs to El Paso for \$200, and 4 coal from Cuba to El Paso for \$480. Gains \$450 in passenger revenue.

Determine Price Changes

Gold: Remains at \$200

Copper: -2 to \$240

Silver: +5 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	+3 to \$180	-3 to \$100
Coal:	+1 to \$100	+1 to \$100	Remains at \$80	Remains at \$120	-1 to \$100

Turn 24Move Prospectors and Surveyors

Brown (Partridge) no prospecting or surveying

Blue (Bolduc) dismantles South Fork to Alimososa and Antonito to Alimososa, prospects #34.

Red (Scharf) no prospecting or surveying

Aqua (Lewis) prospects #34, no surveying

Green (Longdin) no prospecting or surveying

Orange (Hooton) prospects #64, no surveying

Dispute Resolution

Blue and Aqua have a dispute over claim #34. Both have net +5 on the dice (P+2 and built into Heber City). Blue dr = 4 + 5 = 9, Aqua dr = 8 + 5 = 13. Aqua wins. Blue gain \$80 from dismantles track, Aqua pays \$80.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$12,685	9, 15, 42, 42		S+2, S, P, P+2
Paul Bolduc	Blue	Denver	\$11,950	9, 15, 72, 72	+5, +5	S, S+1, P+2
Bill Scharf	Red	El Paso	\$24,195	9, 24, 72	+2, +4	S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$17,770	9, 15, 42, 72		S, S, P+2
Michael Longdin	Green	Pueblo	\$9,900	15, 24, 42, 72	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$28,860	24, 42, 42, 42	+5	S, S, P, P+2

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
79	Bowie	Brown	Coal	0	\$40
78	Bowie	Brown	Coal	0	\$40
127	Westcliffe	Brown	Silver	1	\$20
132	Steamboat Springs	Blue	Coal	0	\$50
131	Hot Sulphur Springs	Blue	Lumber	0	\$20
125	Capitan	Red	Coal	6	\$20
104	Mogollon	Red	Silver	7	Depleted
109	Pinos Altos	Red	Copper	1	Depleted
124	Magdalena	Red	Coal	5	\$40
103	Hillsboro	Red	Silver	2	\$30
107	Santa Rita	Red	Copper	6	\$50
67	Coalville	Aqua	Coal	9	Depleted
68	Scofield	Aqua	Coal	2	Depleted
74	Elk Springs	Aqua	Coal	13	\$20
25	Bingham	Aqua	Gold	4	Depleted
70	Price	Aqua	Coal	2	\$40
130	Bingham	Aqua	Copper	0	\$80
54	Steamboat Springs	Aqua	Lumber	0	\$40
26	Marysvale	Aqua	Gold	2	\$40
34	Heber City	Aqua	Silver	N	\$40
61	South Fork	Green	Lumber	1	\$20
90	Trinidad	Green	Coal	3	\$40
63	Lumberton	Orange	Lumber	0	\$50
58	Dolores	Orange	Lumber	2	\$40
82	Crested Butte	Orange	Coal	9	\$20
84	Durango	Orange	Coal	3	\$20
55	Walden	Orange	Lumber	11	\$50
87	Alamo	Orange	Coal	14	\$30
129	Dillon	Orange	Copper	2	\$40
50	Silverton	Orange	Silver	2	\$50
49	Silverton	Orange	Silver	0	\$40

Available Trains

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

#	City	Owner	Type	Goods	Operation
115	Paxton Springs	Orange	Lumber	0	\$40
120	Cuba	Orange	Coal	0	\$30

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	
23	C	Salt Lake City – Santa Fe	\$900	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
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 Snowplows

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

Cats and Dogs
Epoch VI Portugal, Spain, and Mughals
Deadline Epoch VII Empire Selection and Russia, 11/2 Tuesday

Epoch VI

Arachnids (Bolduc) plays Black Death in Middle East and India (Eliminated armies: Crusader (and fort) in Palestine, Holy Roman Empire in Zagros, Safavid in Persian Salt Desert, 2 Indus Valley in Western Ghats, Seljuk in Eastern Ghats). PORTUGAL: Plays Fanaticism. Army and Capital Western Iberia (2 Roman armies eliminated), fleet Indian Ocean, army Ceylon, South Africa, Congo Basin, Brasil, Eastern Ghats (city eliminated), Persian Salt Desert (Capital reduced to city), Zagros, Arabian Peninsula (vs. Arabs; P: 6, 5; A: 4, 3; wins, Capital reduced to city). Builds Monument Western Iberia. Points: Dominance in North America (2), Presence in Middle East (2), India (3), Southern Europe (2), Northern Europe (2), Eurasia (1), South America (2), Sub-Saharan Africa (1), 1 Capital (2), 2 cities (2), 1 Sea (1), and 3 Monuments (3) for 23 points.

Marching Through the Ages (Lewis) plays Disaster in Northern Andes (Monument destroyed, Capital reduced to city). Plays Empire Revives and adds 1 army to Northern Gaul and 2 to Central Massif. SPAIN: Army and Capital Pyrenees (Celt army and fort eliminated), fleet Atlantic Ocean, army Congo Basin (vs. Porgual; S: 6, 1; P: 3, 2; wins), fleet Indian Ocean, army Zagros (vs. Portugal; S: 5, 2; P: 2, 1; wins), Upper Tigris (vs. Arabs; S: 6, 4; A: 1; wins), Levant (vs. Arabs; S: 4, 3; A: 3; wins), fleet Eastern Mediterranean (vs. 100% Pussycats; MttA: 6, 1; 100: 2; wins), Nile Delta (vs. Macedonia; S: 5, 5; M: 1, 1; wins), Nubia (vs. Arabs; S: 5, 2; A: 4; wins), Upper Nile (vs. Arabs; S: 2, 1; A: 3; loses), Upper Nile (vs. Arabs; S: 3, 1; A: 4; loses), Upper Nile (vs. Arabs; S: 6, 2; A: 2; wins, fleet Red Sea unsupported), Arabian Peninsula (vs. Portugal; S: 6, 1; P: 5; wins, city eliminated), fleet Red Sea. Builds Monuments Pyrenees and Nubia. Points: Dominance in North Africa (4), Middle East (4), Presence in India (3), Southern Europe (2), Northern Europe (2), Eurasia (1), North America (1), South America (2), Sub-Saharan Africa (1), 3 Capitals (6), 3 Seas (3), and 7 Monuments (7) for 36 points.

Royal Historical Manticoran Society (Wilson) Plays Disaster (Ships at Sea) in Bay of Bengal. Systematic Chaos fleet eliminated. MUGHALS: Army and Capital Ganges Valley (Seljuk army retreats to Upper Indus), army Ganges Delta (vs. Huns; M: 2, 1; H: 4; loses), Ganges Delta (vs. Huns; M: 6, 5; H: 1; M: 2, 1; H: 6; loses), Ganges Delta (vs. Huns; M: 6, 4; H: 2; wins), Upper Indus (vs. Seljuk Turks; M: 5, 1; S: 3; M: 5, 5; S: 2; wins), Lower Indus (vs. Safavids; M: 4, 1; S: 3; wins), Persian Salt Desert (vs. Portugal; M: 3, 2; P: 6, 5; loses), Persian Salt Desert (vs. Portugal; M: 3, 1; P: 3, 1; M: 6, 1; P: 1, 1; wins, city eliminated), Persian Plateau (vs. Timurid Emirates; M: 5, 3; T: 1; wins), fleet Bay of Bengal, army Eastern Deccan (vs. Seljuk Turks; M: 3, 1; S: 6, 4; loses), Eastern Deccan (vs. Seljuk Turks; M: 4, 2; S: 1, 1; wins). Points: Control of Nippon (3), Dominance in India (6), Presence in Middle East (2), China (3), Southeast Asia (2), Eurasia (1), Sub-Saharan Africa (1), 1 Capital (2), 4 cities (4), 2 Seas (2), and 4 Monuments (4) for 30 points.

Press

Marching Through the Ages – All: Wow guys, we're just handing this to Time Traveler. He's got armies left from all five eras. We have to hammer away at his holdings and pass him the US.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	50	89
Michael Longdin	100% Pussycats (green)	51	112
Dennis Cain	Systematic Chaos (black)	54	133
Dave Anderson	The Time Traveler (orange)	59	167
Dave Partridge	The Questioner (yellow)	61	124
Andy Lewis	Marching through the Ages (red)	65	152
Kevin Wilson	Royal Manticoran Historical Society (purple)	65	139

Positions

Systematic Chaos: Fleets South China Sea, Sea of Japan. HAN DYNASTY: Army and city Yellow River, army East Indies. MALAYAN KINGDOM: Army, city, Fort, and Monument Malayan Peninsula. MING DYNASTY: Army, Capital, and Monument Chekiang, army and Monument Great Plain of China, Wei River, army Mongolia.

100% Pussycats: CIVIL WAR: Two armies and city Morea. CELTS: Two armies and a fort Albion. KHMERS: Army Si-Kyang. SELJUK TURKS: Two armies Hindu Kush. OTTOMAN TURKS: Army and Capital Western Anatolia, army, city, and Monument Central Europe, army and Monument Southern Appenines; armies Danubia Baltic Seaboard, Lower Rhein, Balkans, Dalmatia, Pindus, Northern Appenines.

Marching Through the Ages: Fleets Western Mediterranean, Eastern Mediterranean, Atlantic Ocean, Indian Ocean, Red Sea. MAYANS: Army and Capital Central America, army Guiana Highlands. HUNS: Army Dniepr. SOUTHERN IBERIAN KINGDOM: Army Southern Iberia. FRANKS: Three armies and Capital Northern Gaul, three armies Central Massif. SPAIN: Army, Capital, and Monument Pyrenees, army and Monument Nile Delta, Nubia, Levant, Upper Tigris, Arabian Peninsula, army Zagros, Congo Basin.

The Time Traveler: INDUS VALLEY: Army Western Ghats. CARTHAGINIA: Two armies, Capital, and Fort Shatts Plateau, armies Libya, Western Gaul. HIGHLAND KINGDOM: Army, city, and Fort Highlands. ARABS: Army Middle Tigris. CRUSADERS: Army Crete. INCAS: Army and city Northern Andes, army Southern Andes. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard.

Royal Manticoran Historical Society: Fleets Black Sea, Bay of Bengal. SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. BYZANTINES: Army Eastern Anatolia. MONGOLS: Army, city, and Monument Hokkaido, army and city Yangtse Kian, Szechuan, Mekong, armies Manchurian Plain, Korean Peninsula, Honshu, Chekiang, Irrawaddy. MUGHALS: Army and Capital Ganges Valley, army and Monument Ganges Delta, Upper Indus, Persian Plateau, armies Persian Salt Desert, Lower Indus, Eastern Deccan.

The Questioner: GUPTAS: Army Western Deccan. TIMURID EMIRATES: Army and Capital Turanian Plain, army and Monument, Tarim Basin, armies Western Steppe, Eastern Steppe, North European Plain, Baltic Seaboard.

Arachnids: Fleets North Sea, Atlantic Ocean, Indian Ocean. NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. GOTHS: Army Caucuses. VIKINGS: Armies Scandinavia, Ireland, West Indies. PORTUGAL: Army, Capital, and Monument Western Iberia, army and Monument Eastern Ghats, armies

Ceylon, South Africa, Brasil.

Event CardsEpoch VII Empire Draw**Greyhound****Turn 6, Phase 7 and Turn 7, Phases 1 through 3
Deadline Turn 7, Phases 3 through 6, 11/2 Tuesday**Turn 6, Phase 7 – Buy Tokens**Paris** buys 17 tokens **London** buys 24 tokens **Venice** buys 22 tokens **Genoa** buys 34 tokens **Hamburg** buys 25 tokens **Barcelona** buys 31 tokensTurn 7, Phase 1 – Draw Cards

Done

Phase 2 – Buy/Discard Cards

Genoa and Barcelona bought cards.

Phase 3 – Play Cards**Paris** plays Ibn Majid and Rebellion against Lyons.**Venice** passes**London** plays Spice (Hamburg gains \$9 and London gains \$81) and Sir Isaac Newton**Hamburg** plays Papal Decree, preventing Religion purchases**Barcelona** plays Alchemist's Gold on London (London loses \$55) and Wine

(London gains \$5, Paris and Barcelona each gain \$45).

Genoa plays War on London (Genoa +1 due to Nationalism, Genoa dr = 3+1,

London dr = 2. Genoa wins, Genoa Misery increases to 175, London Misery

increases to 200, London must cede 2 areas to Genoa), Religious Strife (Misery

increases: Venice to 60, Hamburg to 175, Paris to 175, London to 350, Barcelona

to 150, and Genoa to 250; Papal Decree nullified), William Caxton

Played Leaders

Ibn Majid (20: T, Y): Paris only

Sir Isaac Newton (20: C, D): London and one other

William Caxton (20: O): Genoa and two others

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	60	22	\$59	2	6	4	1	A, B, C, E, N, O
Dave Partridge	Hamburg	175	25	\$110	4	14	4	3	A, I, F, H, N, O, R
Bob Robles	Paris	175	17	\$175	1	12	8	1	A, B, E, F, G, I, J, N, V, W
Dave Hood	London	350	24	\$141	3	18-2	O-1	5	A, B, E, F, H, I, N, O, S, T, V, X
Steve Koehler	Barcelona	150	31	\$101	5	10	10	5	A, B, E, F, H, I, J, K, N, O, P, R, S, V, W, X
Robert Koehler	Genoa	250	34	\$48	6	6+2	4	2	E, F, I, N, V, W

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	--	--
Grain (5)	--	2	1	1	2	1
Cloth (6)	3	1	1	--	--	2
Wine (7)	--	--	3	1	3	--
Metal (8)	--	1	--	4	--	--
Fur (9)	--	3	1	--	--	--
<i>Silk (10) (x2)</i>	--	--	--	3	1	--
Spice (11)	--	1	--	3	--	--
Gold (12)	--	2	--	--	--	--
Ivory (12)	--	--	--	1	2	1

Shortage, SurplusCards**Gaspede****End of Game Statements****Andy Lewis:** Wow, I can't believe I won. Thanks to my competitors and Chris for the game. PR is a game I enjoy but don't have the chance to play.**Andy York:** Congrats to the other Andy for a convincing win! And, thanks to Chris for a well run game.**Chris Geggus:** All this talk about the best seat for this game depending on a Corn or Indigo start is all nonsense. The worst seat is after Andy. Starting there you might as well be playing for second. The best seat (or the one with a chance) is any one before Andy. However he does it, he just keeps winning.

Note to self - bid more for a starting seat and try harder!

Thanks to all - I did enjoy the game, despite the whinging and congrats to Andy and Chris.

Robover

Turn 7

Turn 8, 11/2 Tuesday

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Rotate Left (190)	Rotate Left (270)	Move 1 (650)	Move 1 (600)	Move 2 (750)
Slambot 9000	Rotate Left (290)	<i>Move 1 (500)</i>	<i>Rotate Right (140)</i>	<i>Move 2 (670)</i>	<i>Move 3 (790)</i>
Jeeves	U-Turn (20)	Move 1 (520)	Move 3 (840)	Rotate Right (200)	Rotate Left (330)
THX 1139	Rotate Left (170)	U-Turn (60)	Move 3 (810)	Move 2 (700)	Move 2 (780)
Dalekbot	U-Turn (30)	Move 2 (690)	Move 2 (730)	Rotate Right (240)	<i>Rotate Right (420)</i>
Narbot	Move 2 (720)	Move 2 (770)	Rotate Right (120)	Move 3 (820)	Rotate Right (80)
100% Robotomy	Move 3 (830)	Move 1 (660)	Rotate Right (300)	Rotate Left (390)	Back Up (480)
Protomax	Powered down				

Locked registers are in italics.

Phase 1

100% Robotomy dashes ahead 3, but is stopped short by the wall at I19, Narbot moves ahead 2 to D20, Slambot 9000 rotates left to face north, DizzyBot rotates left to face north, THX 1139 rotates left to face east, Dalekbot makes a U-turn to face south, and Jeeves makes a U-turn to face west. Conveyor belts: Narbot is moved to D18, DizzyBot is moved to H23, Dalekbot is moved to E17 and rotated to face west, and 100% Robotomy is moved to I20.

Phase 2

Narbot moves ahead to to D20, Dalekbot moves ahead 2 to C17, 100% Robotomy moves ahead 1 to H20, Jeeves moves ahead 1 to I11, Slambot 9000 moves ahead 1 to D7, DizzyBot rotates left to face west, and THX 1139 makes a U-turn to face west. Conveyor belts: Narbot is moved to D18, 100% Robotomy is moved to F20 and rotated to face north, DizzyBot is moved to H23, and Dalekbot is moved to C16. The gear rotates Jeeves to face north. THX 1139 shoots Slambot 9000 and the on-board laser shoots 100% Robotomy.

Phase 3

Jeeves dashes ahead 3 to I8, and THX 1139 moves ahead 3 but is runs into Slambot 9000 which is up against the wall and stops at E7, Dalekbot moves ahead 2 to A16, DizzyBot moves ahead 1 to F23, 100% Robotomy rotates right to face east, Slambot 9000 rotates right to face east, and Narbot rotates right to face west. Conveyor belts: Narbot is moved to D16 and rotated to face north, 100% Robotomy is dumped into the pit at F19, and DizzyBot is moved to E23. Narbot and THX 1139 both shoot Slambot 9000, who shoots THX 1139. Slambot's fifth register is locked.

Phase 4

Narbot dashes ahead 3 to E13 (archive relocated), THX 1139 attempts to move 2, but is blocked, Slambot 9000 moves ahead 2 to F7 (relocated archive), pushing THX 1139 to G7 (relocating archive), DizzyBot moves ahead 1 to D23, Dalekbot rotates right to face north, and Jeeves rotates right to face east. The conveyor belt moves DizzyBot to C23 and rotates it to face north. Slambot 9000 and THX 1139 shoot each other (Slambot 9000's third and fourth registers are locked).

Phase 5

Slambot 9000 moves ahead 3 but is stopped by the wall, ending up in H7 and pushing THX 1139 to I7 (archive relocated), THX 1139 moves 2 to H7 (archive relocated), pushing Slambot 9000 to F7, DizzyBot moves ahead 2 to C21, Dalekbot rotates right to face east, Jeeves rotates left to face north, and Narbot rotates right to face east. The conveyor belt moves DizzyBot to C20. THX 1139 and Slambot 9000 shoot each other (Slambot 9000's first and second registers are locked), and Narbot shoots Protomax.

Cleanup

Slambot 9000 and THX 1139 are repaired 1 point (Slambot 9000's first register is unlocked). Slambot 9000 gets the Dual Processor, THX 1139 gets Radio Control, and Narbot gets Fourth Gear. 100% Robotomy reappears in a square adjacent to D13 (directly or diagonally) facing any direction desired.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		D20>N		3	2
2	Bill Scharf	Slambot 9000	Pink	Tractor Beam, Dual Processor	F7>E		3	8
3	Chris Geggus	Jeeves	Yellow		I8>N		3	0
4	Dave Hooton	THX 1139	White	Recompile, Double-Barreled Laser, Brakes, Radio Control	G7>W	1	3	3
5	Andy York	Dalekbot	Silver		A16>E		3	5
6	Ward Narhi	Narbot	Red	Fourth Gear	D13>E		3	0
7	Michael Longdin	100% Robotomy	Dark Green		?		1	2
8	Cary Nichols	Protomax	Green	Abort Switch	K13>S		3	1

Your Program Cards:

Husky
Turn 2, Phases 3 through 5
Turn 3, Phase 2, 11/2 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
4	Michael Longdin	100% Power Mad	Green	04 Coal 2→1 (2) 24 Trash 2→4	2	38
5	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	08 Coal 3→2 (3) 22 Eco X→2	2	39
1	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	05 Hybrid 2→1 (10) 13 Eco X→1	3	42
2	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	07 Oil 3→2	3	42
3	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2 28 Nuclear 1→4	2	41

Phase 3, Resource Purchases

100% Power Mad buys 2 trash for 12
SMOG buys 2 oil for 5

DEAD buys 3 oil for 10
VoIT buys 3 coal for 9

REM buys 2 coal for 8

Phase 4, Connect to Cities

100% Power Mad connects to Munster for 12
SMOG connects to Dusseldorf for 12 and Duisburg for 10. Power plant 3 becomes obsolete and is discarded. Power plant 44 is drawn and is added to the Future market, bumping plant 33 into the current market.

DEAD connects to Erfurt for 16
VoIT passes
REM passes

Phase 5, Bureaucracy

Produce Electricity

100% Power Mad burns 2 trash and produces for 2 cities, gaining 33 Elektros
SMOG burns 1 oil and produces for 2 cities, gaining 33 Elektros
DEAD burns 3 oil and produces for 2 cities, gaining 33 Elektros

VoIT uses the wind to produce for 2 cities, gaining 33 Elektros
REM burns 2 coal and produces for 2 cities, gaining 3 Elektros

Replenish Resources

5 coal, 4 oil, 3 trash, and 2 uranium added to the fuel market.

Adjust Power Plant Market

Plant 44 moved to the bottom of the deck, replaced by plant 30, which bumps plant 33 back to the Future market.

Power Plant Market

Current Market

06 Trash 1→1

09 Oil 1→1

30 Trash 3→6

32 Oil 3→6

Future Market

33 Eco X→4

34 Nuclear 1→5

35 Oil 1→5

39 Nuclear 1→6

Fuel

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

Pateel

Turn 1 Funeral Commission through Parade
Turn 2 Cure through Health, 11/2 Tuesday

Funeral Commission

TCC and PaH both attempt to get control of Doberman. PaH ends up with 5 IP declared and TCC with 6. PaH also declares 1 IP on Strychnin. Doberman must nominate Boremtodev. Doberman and Boremtodev vote in favor, Strychnin votes against, and Wasolin abstains. Boremtodev becomes the new Party Chief.

Candidates by age.

Rehabilitation Phase

None

Parade Phase

Boremtodev attempts to wave (dr = 10) and fails, aging to 70.

Replacement Phase

Boremtodev declines to act, allowing Patina to become KGB Head and Strychnin Defense Minister by age. None of the Level 1 ministers act, so G advances to Industry Minister, and H to Sport Minister by age, and B and C advance to

Politburo

Office	Politician	Condition	Influence
Party Chief	Eduard Boremtodev (K)	70, ++	8 (KMFC), 10 (PaH)
KGB Head	Ludmilla Patina (S)	58, +	
Foreign	Igor Doberman (L)	66, weak, ?	5 (PaH), 6 (TCC)
Defense	Mikhail Strychnin (T)	57	1 (PaH)
Ideology	Victor Wasolin (Z)	50	5 (KMFC)
Industry	Diwan Palavarian (G)	70	
Economy	Boris Badenuff (X)	54, weak	
Sport	Nikolai Shootemdedsky (H)	69	

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

Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club
Ward Narhi	Finlandia
Pasquale Giovine	Bolshevics Born in Calabria
Mike Scott	The California Connection
Bill Scharf	People are Heroes
Brad Martin	Zapadniye Front

Intrigue Cards

Undeclared Influence

Frontier Dog

Turn 2

Turn 3, 11/2 Tuesday

Segment 1

Old Man: Card 9 – Draw and Cock (C36c into Both), turn 1 of 3
Shaggy: Delay
Banker: Delay
Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (AIM at Smith), turn 1 of 2

and a WILD SHOT, SERIOUS 3

Segment 4

Old Man: Card (3) – Turn (straight ahead to face F18), turn 1 of 1
Shaggy: Card 9 – Draw and Cock (C45 to Gun Hand), turn 3 of 3
Banker: Card 1 – Advance (ahead to H14), segment 2 of 2
Smith: Delay
NCO: Card 6 – Cock/Aim/Shoot (Cock C41), turn 1 of 2

Segment 2

Old Man: Card 9 – Draw and Cock (C36c into Both), turn 2 of 3
Shaggy: Card 9 – Draw and Cock (C45 to Gun Hand), turn 1 of 3
Banker: Card (3) – Turn (ahead right to H14), segment 1 of 1
Smith: Card 9 – Draw and Cock (C45c to gun hand), segment 1 of 3
NCO: Card 5 – Cock/Aim/Shoot (AIM at Smith), turn 2 of 2

Segment 5

Old Man: Passes
Shaggy: Passes
Banker: Card 2 – Run (ahead right to I15), segment 1 of 1
Smith: Delay
NCO: Card 6 – Cock/Aim/Shoot (Cock C41), turn 2 of 2

Segment 3

Old Man: Card 9 – Draw and Cock (C36c into Both), turn 3 of 3
Shaggy: Card 9 – Draw and Cock (C45 to Gun Hand), turn 2 of 3
Banker: Card 1 – Advance (ahead to H14), segment 1 of 2
Smith: Card 9 – Draw and Cock (C45c to gun hand), segment 2 of 3
NCO: Card 7 – Shoot (at Smith), segment 1 of 1. Card 52 drawn – 5 aim points, CRIT, STUN 6 (cards 58, 40, 14, 62, 95) – 8 wound points

End of Turn

Shaggy and Banker each lose 1 delay point, and Smith loses 5 delay points. At the start of Turn 3, Smith draws cards 103, 25, and 101 for the SERIOUS 3, resulting in 2 WILD SHOTS and 0 delay points.

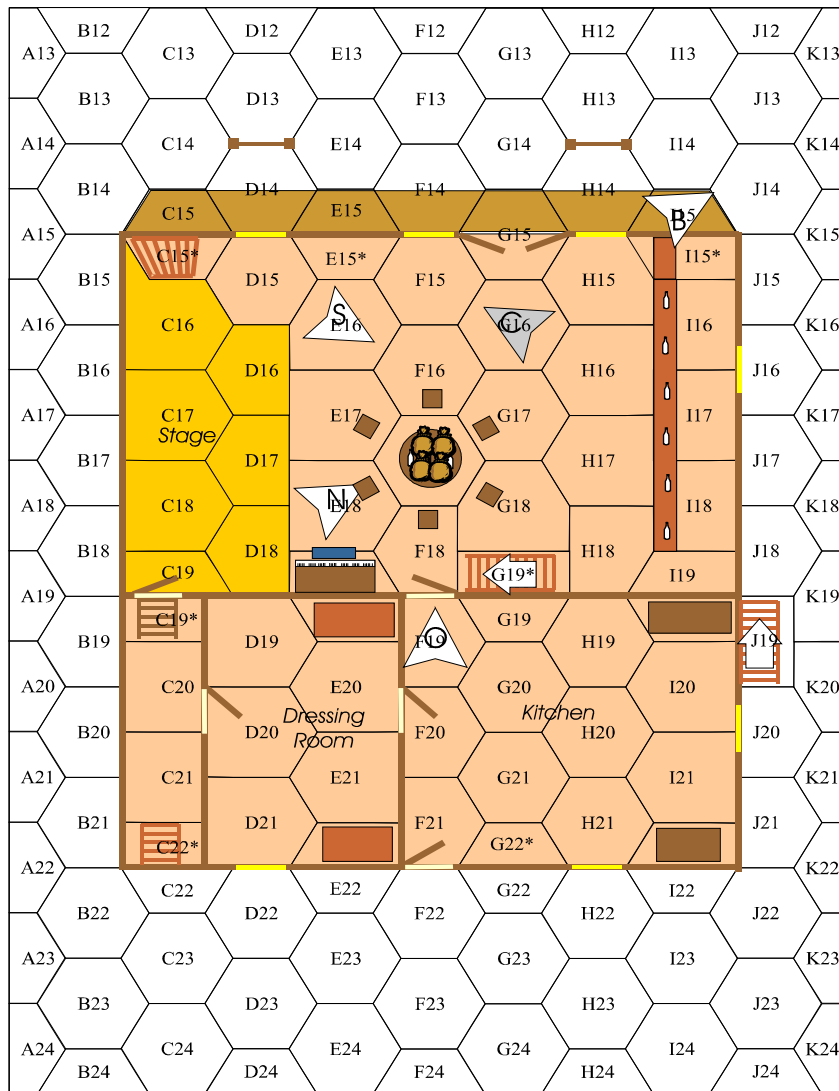
Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	Old Man (O)	F19>F18	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	G16>F15				20	DOWN
C	James Pratt	Banker (B)	I15>J14				20	
D	Mike Scott	Smith (S)	E16>F16	8	BR +2	4	22	SERIOUS 3
E	Chris Geggus	NCO (N)	E18>F17	9	BR +1		20	

Weapons

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

Frontier Dog



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

Procyon

Turns 2.2 through 3.2

Turns 3.3 through 4.3, 11/2 Tuesday

Turn 2

2nd: Dennis Cain (Dell/Step 3 – Profit!) Rolls Used: 6 * 3
Cobble Port (s) – Cobble Port (o) – R – Y – B – R – B – Y – B – R –
Goliath (o) – B – Greathome (o) – B – Grand Port (o) – Grand Port (s).
 Buys a Megalith Paperweight for \$90.

3rd: Bob Robles (Eepeeep/Bender's Freedom Brigade) Rolls Used: 3 6 6
Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10 – B10 – R

– B – Rainfall (o) – Rainfall (s).

Pays \$20 in penalties. Discovers Wraiths (from the cup: Finest Dust at 4a, Visible Holes at 4c, Fare to Base at 7b, and Rock Videos at 4b). Trades in IOU for \$70 credit and buys Visible Holes for the credit and \$30 cash.

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 5 * 3
Goliath (s) – Goliath (o) – B – Greathome (o) – B – Grand Port (o) – R –

1. Mystery Machine 5 \$0
Scout
4: 2 5 5

Hold1 Hold2 Hull

Mulch Wine 3/\$60

Cholos \$200

Hull 3 \$80

2. Step 3 -- Profit! \$28
Needle
4: 2 5 (use 1*3)

Hold1 Hold2 Hull

Megalith Paperwt. 9b/\$160

7b \$100

3. Bender's Freedom Brigade \$50
Scout
3: 1 3 4 // 4: 3 4 4

Hold1 Hold2 Hull

Chicle Liquor 7a/\$90

Visible Holes 4c/\$170

7a \$80

4. Gossuth Entrepreneur Division \$120
Needle
3: 6 6 (use 1*3)

Hold1 Hold2 Hull

Megalith Paperwt. 9b/\$160

Fare to Base \$180

4a \$60

5. Ganymede Enterprises Going South \$110
Scout
3: 3 4 4

Hold1 Hold2 Hull

Red Dye (\$120)

RELIC Gate Lock \$100

6. VOOM \$120
Scout
3: 1 3 5

Hold1 Hold2 Hull

Voll Silk 1b/\$220

5 \$90

Basset
Gamestart
Turn 1, 11/2 Tuesday

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	ML	Michael Lowrey	OrF, OrF, WaF		3
2	KW	Kevin Wilson	OrF, OrF, WaF		3
3	CN	Cary Nichols	OrF, OrF, WaF		3
4	AL	Andy Lewis	OrF, OrF, WaF		3
5	AY	Andy York	OrF, OrF, WaF		3
6	DP	Dave Partridge	OrF, OrF, WaF		3
7	EB	Eric Brosius	OrF, OrF, WaF		3
8	DH	Dave Hooton	OrF, OrF, WaF		3

Available Upgrades

New Arrivals: 4 Data Libraries, 2 Warehouses, 2 Heavy Equipment, 2 Nodules

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	4	1
Warehouse (Wa)	25	0	5
Heavy Equipment (HE)	30	2	3
Nodule (No)	25	2	3

Production Cards

Pedagoguery

Whenever we send a robotic probe out into the solar system, we find surprises. The Mariner 9 probe found that Mars had the largest volcano in the solar system: Olympus Mons. Voyager discovered volcanic activity on Io, a moon thought too small to sustain volcanism. Voyager also discovered nitrogen geysers on Triton, a moon of Neptune. Cassini is no different. Many of the surprises it discovered deal with the moon Enceladus.

The first images of Enceladus by Voyager 2 already hinted at its strangeness. Bright white, like new snow, with extensive uncratered terrain, it was clear that some resurfacing had occurred. However, at a mere 500 kilometers across, it was far too small to generate much heat on its own. And, unlike Io, there were no strong orbital resonances to generate tidal heating. Add to that the fact that it was at the thickest part of the broad, diffuse E ring meant that there was something strange going on in its vicinity.

Enter Cassini. Unlike the Voyager probes, which were flybys, Cassini is an orbiter. Like the Galileo probe at Jupiter, it entered into orbit around Saturn and stays for several years, compiling more and more observations. Cassini's mission was designed to get a good look at Enceladus. Fortunately, Enceladus' position as one of the innermost moons of Saturn proved fortuitous. Of the larger moons, only Mimas orbits closer to Saturn. (Mimas also marks the innermost edge of the E ring.)

Several sets of observations of Enceladus have answered some questions, but deepened the mystery in other ways. Like Voyager did to Io, Cassini caught Enceladus in the act: several jets were observed emerging from the southern limb of Enceladus when it was back lit by the Sun. An equatorial flyby showed that the "smooth" terrain was actually deeply fractured and grooved, evidence of several episodes of severe tectonic activity in its past. A later flyby of the southern latitudes of the moon revealed a roughly circular patch that is completely crater-free, and is marked by a handful of deep, roughly parallel cracks dubbed "tiger stripes". The tiger stripes are nearly evenly spaced, and run for about 130 kilometers, ending in hook-shaped bends. The region is sharply delineated at about 55 degrees of latitude by a meandering circumpolar boundary of concentric mountains and valleys. The whole arrangement seemed to recall processes similar to what is happening on the Earth's mid-Atlantic ridge; a place where the crust is spreading apart. The volcanic activity appeared to be coming from the tiger stripes. When Cassini passed through one of the jets, instruments recorded water, nitrogen, carbon dioxide, and methane. Cassini's spectral imager revealed that the terrain at the bottom of the tiger stripes was considerably hotter than it should be – 180 kelvins, as opposed to the 70 kelvins that would be expected by heating through sunlight. In addition, the energy output at those areas was an astounding 60 watts per square meter. Compare this with Yellowstone's geothermal area,

where the energy output is a mere 2.5 watts per square meter. Something unusual was going on.

What could be the source of the energy driving Enceladus? It is far too small to have a store of radioactives large enough to do the job, but there is an orbital resonance with the moon Dione. Unfortunately, this is not sufficient to account for the observed level of heating. However, there is an interrelationship between the non circularity of Enceladus' orbit, the degree of interior cracking of the crustal ice, and strength of the heating. Here is how the scenario is thought to go. Enceladus starts with a nearly circular orbit, which is gradually made more eccentric due to the orbital resonance with Dione. Tidal stresses due to the non

circular orbit cause cracks to form in the ice crust. As the blocks of ice shift past each other each orbit due to tidal stresses, frictional heating builds up. The heat builds up faster than it can dissipate, potentially melting ice along the cracks and allowing a subsurface sea to accumulate. The tidal stresses and heating dissipate orbital energy, re-circularizing the orbit. Eventually, the cooling causes the cracks to seal up, returning the moon to its original state.

More investigation of the moon is in store, but it remains intriguing. It is yet another place, like Europa and possibly Mars, where liquid water is thought to exist, and thus, where life is possible.

Next time, what is dark energy?

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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