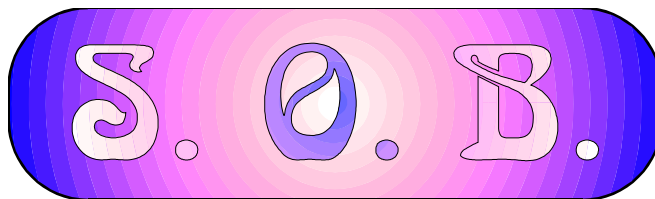


Number 158

December, 2009



Notes from Hades

I had one brief trip in November. It was to Geneva for another Plenary meeting at the UN Palais. My days were pretty full, so I didn't get much of a chance for sightseeing.

Let me take this opportunity to wish all of you a merry Christmas and the best of new years. We are planning on a nice, quiet Christmas at home with no travel. I'm very much looking forward to it.

I forgot to mention this last issue, but I have worked to recover nearly all the back issues of *S.O.B.* as PDF files, and put them on my website. They are linked to from an "Archive" link on the main page. Most of the issues were in a usable electronic form, so it was easy to convert them. Some had to be scanned in from hard copy. There was only one issue that I was not able to recover – issue #3 which for whatever reason I did not have in either a usable hard copy or electronic form. If any of you have that issue, let me know as I would like to have a complete archive.

The next deadline is **Tuesday, January 26 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

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. **Starts this issue!**

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

Starts this issue!

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, Kevin Wilson, Jerry Roalstad,. This game is full.

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

Plantation Dog. Puerto Rico. Have Chris Geggus, Andy York, Richard Weiss, 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, Andy York, will take up to 8 more.

Goa. Have Brad Martin, will take up to 3 more.

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

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

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

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

Dog Park

Spring 1056

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Summer 1056 1/26, Tuesday**

Pisa continues to push back the Holy Roman Empire, aided by a timely assassination courtesy of the moneylenders while the Pope turns his attention to Venice. The Normans, with some Papal help, eliminate a Byzantine fleet.

Fall 1055 Retreats

Holy Roman Empire retreats A Parma to Pavia and A (EM) Cremona OTB

Normans retreat F (EM) Lower Adriatic to Herzegovina

Builds

		Cost
Byz	Maintains F Upper Adriatic, F Dalmatia, F Lower Adriatic, A Albania, builds F (Elite Mercenary) Durazzo	18

HRE	Maintains all, builds G Pavia	6
Nor	Maintains F Sardinia, F Herzegovina, F Ionian Sea, F Otranto, G Ancona, builds A Naples, F Ancona	24
Pap	Maintains all, builds A Arezzo, A Perugia	21
Pis	Maintains all, builds A Pisa, A Piombino, A Lucca	27
Ven	Maintains all, builds A Treviso, A Padua	9

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)
 Spring 1058: 15 ducats due from the Byzantines (10 borrowed).

Orders

BYZANTINES (Giovine): A ALBANIA supports F Lower Adriatic to Herzegovina, F UPPER ADRIATIC to Ancona, F Lower Adriatic to Herzegovina (DISLOGED, retreat Ragusa, OTB), F DALMATIA supports F Lower Adriatic to Herzegovina, G (EM)
 DURAZZO convert to F

HOLY ROMAN EMPIRE (Partridge): A Pavia holds (DISLOGED, retreat Como, Turin, Montferat, OTB), G PAVIA holds

NORMANS (Horsley): A Naples to AQUILA, F Sardinia to TYRRHENIAN SEA, F ANCONA supports F Herzegovina to Lower Adriatic (cut), F OTRANTO supports F Ionian Sea, F IONIAN SEA supports F Herzegovina to Lower Adriatic, F (EM)
 Herzegovina to LOWER ADRIATIC, G ANCONA supports F Ancona

PAPACY (Roalstad): A (EM) Mantua to FERRARA, A BOLOGNA supports A Florence to Urbino, A Florence to URBINO, A AREZZO supports A Perugia, A PERUGIA supports A Florence to Urbino, F BARI supports Norman F Herzegovina to Lower Adriatic

PISA (Scott): A MILAN supports A Cremona besiege, A CREMONA besiege (no garrison), A Parma to PAVIA, A FORNOVA supports A Parma to PAVIA, A MODENA to GENOA, A PISA holds, A PIOMBINO holds, A LUCCA holds, F Tyrrhenian Sea to LIGURIAN SEA

VENICE (Wilson): A Ferrara to VERONA, A TREVISO supports A Ferrara to Verona, A PADUA supports A Ferrara to Vernoia

Treasury:

Note

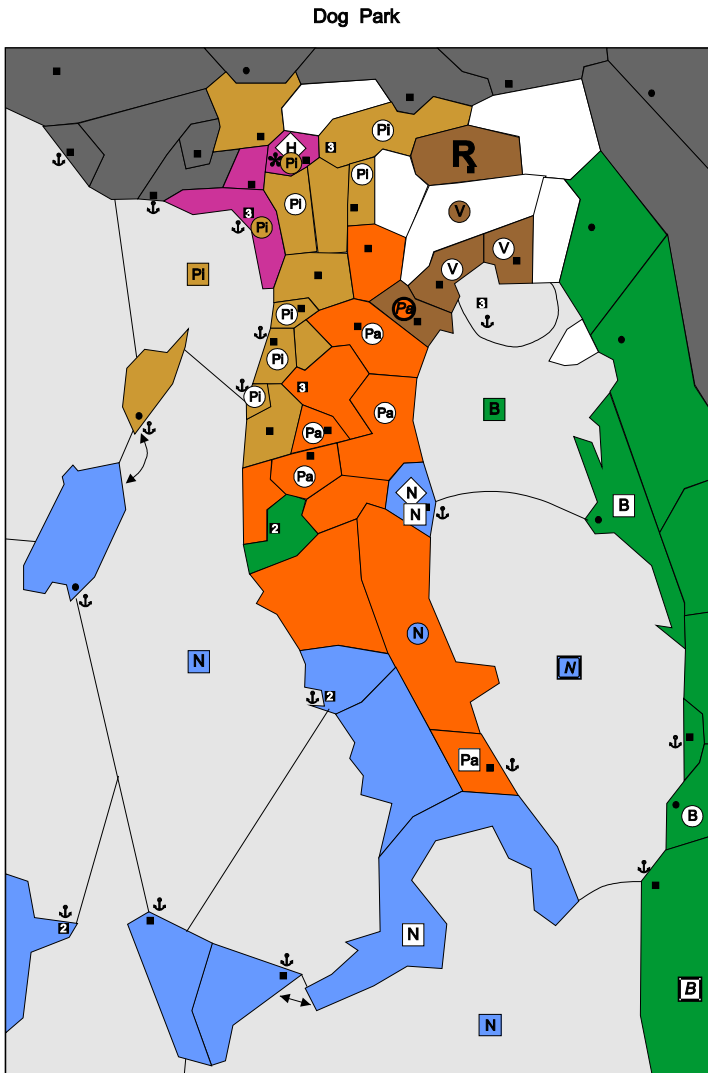
Since the only retreat for the Byzantine fleet in the Lower Adriatic is Ragusa, and if the fleet retreats there it will be destroyed by famine, it is effectively eliminated.

Press

Papacy – Byzantines: Enjoy Rome while you can Byzantine Dog. By next Fall, the Pope will be back in Rome.

Summer 1056 Plague

Good Year – No Plague!



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

Expenditures

The Holy Roman Empire is unable to pay back his loan and is assassinated by the Moneylenders. No rebellions.

Pisa gives 1 ducat to the Papacy.

The Byzantines borrow 10 ducats for 2 years. 15 ducats due Spring 1058.

Outstanding Loans

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)

Barking Up the Wrong Tree

Summer 1255

Miller Number 2007Bpw10

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

Deadline for Fall 1255 1/26, Tuesday

Venice and Milan turn on each other, which gives Avignon something of a respite. Florence uses the power of the almighty ducat to remove a Venetian army while Aragon's push north is thwarted. The Pope whereabouts are unknown. Will there be white smoke at the Vatican?

Spring 1255 Retreats

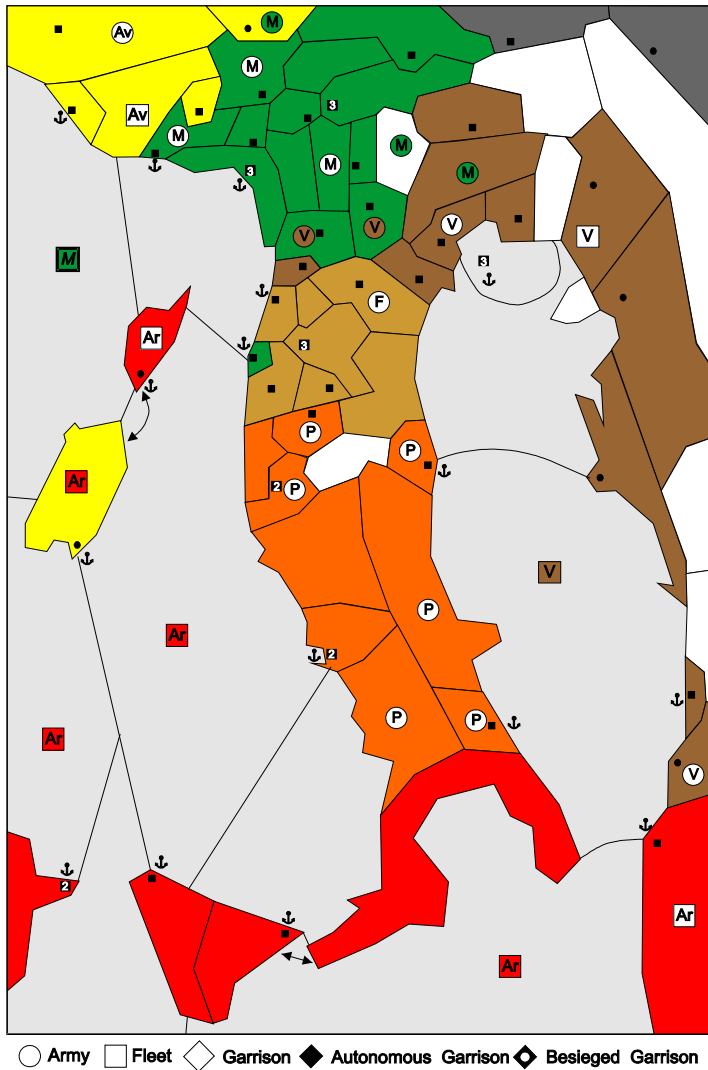
Aragon retreats F Gulf of Lions to Sardinia

Florence retreats A Bologna into garrison

Expenditures

Florence spends 12 ducats to disband Venice A Bologna

Barking Up the Wrong Tree



S.O.B.

Orders

- ARAGON (Scharf): F CORSICA to Ligurian Sea, F SARDINIA supports F Western Mediterranean to Gulf of Lions, F WESTERN MEDITERRANEAN to Gulf of Lions, F TYRRHENIAN SEA supports F Corsica to Ligurian Sea, F IONIAN SEA holds, F DURAZZO holds
- AVIGNON (Nichols): A AVIGNON to Swiss, F Marseilles to PROVENCE
- FLORENCE (Whyte): G BOLOGNA convert to A
- MILAN (Renken): A SWISS supports A Montferrat to Turin (cut), A Provence to SAVOY, A Montferrat to TURIN, A Milan to PARMA, A BERGAMO supports A Carinthia to Verona, A Carinthia to VERONA, F (EM) GULF OF LIONS to Ligurian Sea
- PAPACY (Robles?): NMR! A PERUGIA holds, A ROME holds, A ANCONA holds, A AQUILA holds, A SALERNO holds, A BARI holds
- VENICE (Partridge): A Lucca to MODENA, A Bologna supports A Ferrara to Mantua (nsu), A Ferrara to MANTUA, A PADUA to Verona, A Ragusa to ALBANIA, F Upper Adriatic to CARNIOLA, F LOWER ADRIATIC supports A Ragusa to Albania

Treasury:

Notes

Will Andy York please submit standby orders for the Papacy!

Press

Venice – Milan: My armies will return home if your armies do so and I get a good explanation of what they were doing in Corinthia and Bergamo. Otherwise, a plague on your backstabbing ways!

DobermanEnd of Game Statements

Eric Brosius: I felt as though I was chasing BIBCO for the entire game. I did get out to an early Rationalization advantage, which save me \$1 every turn, so it helped that the game went on longer than any other e-mail game I've ever played in.

Richard tried a creative strategy, pushing his factory to 19 to give him control of when the game would end, but unfortunately the right moment didn't

arrive, so it didn't help him. This made Growth cards useless for him, while I had to throw away at least one Order for lack of Raw Materials (I tend to be stingy in the bidding.)

Dave Partridge: Nicely done Eric. I have a good lead, but without the growth couldn't end the game when I wanted to.

TerrierSilvertonEnd of Game Statements

Paul Bolduc: Bad luck early on with the disputes ruined my chances. The snowplows failing on Turn 24 didn't help any -- could've made it to 4th place if both had come through.

Dave Hooton: This was my first time playing the campaign game and my first time with the optional rules.

Early in the game I had to decide between building south to Hillsboro silver, north to South Fork silver, or west Farmington coal. I chose to sell Hillsboro to Bill for a fair price and use the proceeds to finance the build to Farmington and south towards the El Paso market. Hillsboro was good to Bill, lasting the entire game. South Fork turned out to be a disappointment.

I was able to set up a rotation of coal and lumber deliveries to Santa Fe and El Paso, and that was key to my position.

Thanks to all of you for this most interesting game.

Dave Partridge: Congratulations Dave. It's been pretty obvious for a while that he had it wrapped up, I'm impressed with how close Bill got. I'm just happy not to finish last. My whole strategy and position went down the tubes at the beginning when I lost the Canon City - Salida contest and was playing catch up from then on.

Bill Scharf: A very good game. The main stumbling block to avoid is overspending early....that will cripple you. Congrats to Dave Hooton on his win...whew...I can tell you that having a Santa Fe player DRASTICALLY impacted my game...and not for the better.

If you can avoid running out of cash, it becomes a game of balances...you need mines, track that will get you economically to those mines, trains capable of delivering your goods, snowplows that keep critical parts of your track open all year. Add in the variables of maybe dipping your toes into passenger traffic, and outguessing your opponents as to critical builds and buys and it becomes an

interesting game of resource management. Add in the variability and its a vastly different game every time. Each city has its own challenges...I highly recommend it.

Thanks for running it Chris.

Andy Lewis: Congrats to Dave H and thanks to Chris for running this game. I

thought I was doing well there for a while. Not having played the games in at least a decade probably had something to do with it. I find it interesting that the players outside the main area finished at the top. That was my thinking from before about the game.

Cats and Dogs

Epoch VII Manchu Dynasty, Netherlands, and France Deadline Epoch VII Britain, United States, and Germany, 1/26 Tuesday

Epoch VII

Systematic Chaos (Cain): MANCHU DYNASTY: Plays Leader. Army and Capital Manchurian Plain (Mongol army retreats to Korean Peninsula), army Korean Peninsula (vs. Mongols; Ma: 2, 2, 1; Mo: 3; loses), Korean Peninsula (vs. Mongols; Ma: 6, 6, 1; Mo: 3, Ma: 3, 2, 2; Mo: 1; wins), Honshu (vs. Mongols; Ma: 5, 4, 1; Mo: 4; wins), Hokkaido (vs. Mongols; Ma: 4, 3, 2; Mo: 4; Ma: 5, 2, 1; Mo: 3; wins, city eliminated), fleet Sea of Japan, army Mongolia (vs. Ming Dynasty; automatic victory), Eastern Steppe (vs. Timurid Emirates; M: 3, 3, 1; T: 2; wins), Tarim Basin (vs. Russia; M: 6, 6, 2; R: 5, 3; wins), Turanian Plain (vs. Russia; M: 6, 6, 3; R: 5; wins, city eliminated), Hindu Kush (vs. Seljuk Turks; M: 6, 4, 3; S: 4, 2; M: 5, 5, 3; S: 6, 2; loses), Hindu Kush (vs. Seljuk Turks; M: 5, 1, 1; S: 4, 3; wins). Points: Control of Nippon (6), Dominance in China (6), Eurasia (4), Presence in India (3), Southeast Asia (2), 2 Capitals (4), 1 city (1), 2 Seas (2), and 4 Monuments (4) for 32 points.

Royal Manticoran Historical Society (Wilson) plays Plague in Mexican Valley (Aztec army eliminated). NETHERLANDS: Army and Capital Lower Rhein (Ottoman army retreats to Central Europe), fleet North Sea (vs. 100% Pussycats; RMHS: 4, 1; 100: 2; wins), army Central Europe (vs. Ottoman Turks; N: 6, 1; O: 4; N: 6, 1; O: 1; wins, city eliminated), Albion (vs. Celts; N: 4, 1; C: 2+1, 1+1; N: 4, 2; C: 4+1, 3+1; loses), Albion (vs. Celts; N: 5, 2; C: 3+1, 2+1; wins), Dalmatia (vs. Ottoman Turks; N: 5, 3; O: 3, 2; wins), Dneipr (vs. Huns; N: 5, 3; H: 4; wins), North European Plain (vs. Russia; N: 6, 1; R: 1; wins, Capital reduced to city). Builds Monument Lower Rhein. Points: Dominance in India (6), Northern Europe (8), Presence in Middle East (1), China (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), 1 Capital (2), 3 cities (3), 3 Seas (3), and 5 Monuments (5) for 39 points.

Marching Through the Ages (Lewis) plays Jewish Revolt (army, city, and fort Palestine, existing city eliminated). FRANCE: Army and Capital Western Gaul (Carthaginian army eliminated), fleet Pacific Ocean, army Western Ghats (vs. Indus Valley; F: 6, 2; I: 6, 1; F: 4, 2; I: 4, 1; F: 5, 5; I: 5, 1; F: 6, 3; I: 6, 6; F: 4, 4; I: 4, 4; F: 5, 4; I: 3, 1; wins), Australia, New Guinea, Chekiang (vs. Ming Dynasty; F: 4, 2; M: 6, 4; loses), Chekiang (vs. Ming Dynasty; F: 6, 2; M: 6, 2; F: 5, 4; M: 4, 3; wins, Capital reduced to city), Mexican Valley (Capital reduced to city), Pacific Seaboard (vs. Aztecs; F: 4, 1; A: 4; F: 6, 4; A: 6; F: 2, 2; A: 6; loses), Pacific Seaboard (vs. Aztecs; F: 5, 4; A: 4; wins), Deep South, Southern Andes (vs. Incas; F: 5, 1; I: 6, 4; loses), Southern Andes (vs. Incas; F: 5, 1; I: 4, 1; wins), Northern Andes (vs. Incas; F: 6, 3; I: 6; F: 4, 3; I: 1; wins, city eliminated), fleet Caribbean Sea. Builds Monuments Western Gaul and Mexican Valley. Points: Control of Australia (3), Dominance in North Africa (2), Middle East (2), North America (6), South America (4), Presence in China (3), India (3), Southern Europe (2), Northern Europe (4), Sub-Saharan Africa (2), 4 Capitals (8), 3 cities (3), 4 Seas (4), and 9 Monuments (9) for 55 points.

Press

Dennis Cain – All: I thank Chris and everyone else here for over ten years of excellent gaming. I am facing some serious life issues and cannot give my full attention to this zine anymore. I wish you all well as we enter the 2010's.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	50	89
Dave Anderson	The Time Traveler (orange)	59	167
Dave Partridge	The Questioner (yellow)	61	124
Michael Longdin	100% Pussycats (green)	63	157
Dennis Cain	Systematic Chaos (black)	66	165
Kevin Wilson	Royal Manticoran Historical Society (purple)	73	178
Andy Lewis	Marching through the Ages (red)	80	207

Positions

Systematic Chaos: Fleets South China Sea, two fleets 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 and Monument Great Plain of China. MANCHU DYNASTY: Army and Capital Manchurian Plain, army and Monument Tarim Basin, Hokkaido, armies Korean Peninsula, Honshu, Mongolia, Eastern Steppe, Turanian Plain, Hindu Kush.

100% Pussycats: CIVIL WAR: Two armies and city Morea. KHMERS: Army Si-Kyang. OTTOMAN TURKS: Army and Capital Western Anatolia, army and Monument Southern Appenines; armies Danubia, Baltic Seaboard, Balkans, Pindus, Northern Appenines. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. RUSSIA: Army and city Ganges Valley, army and Monument Wei River, Ganges Delta, armies Western Steppe, Szechuan, Irrawaddy.

Marching Through the Ages: Fleets Western Mediterranean, Eastern Mediterranean, Atlantic Ocean, Indian Ocean, Red Sea Pacific Ocean, Caribbean Sea. MAYANS: Army and Capital Central America, army Guiana Highlands. 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. JEWISH KINGDOM: Army, city and fort in Palestine. FRANCE: Army, Capital, and Monument Western Gaul, army, city, and Monument Mexican Valley, Chekiang, army Southern Andes, Northern Andes, Pacific Seaboard, Deep South, Western Ghats, Australia, New Guinea.

The Time Traveler: CARTHAGINIA: Two armies, Capital, and Fort Shatts Plateau, army Libya. HIGHLAND KINGDOM: Army, city, and Fort Highlands. ARABS: Army Middle Tigris. CRUSADERS: Army Crete.

Royal Manticoran Historical Society: Fleets Black Sea, Bay of Bengal, North Sea. SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. BYZANTINES: Army Eastern Anatolia. MONGOLS: Army and city Yangtse Kian, Mekong, army Chekiang. MUGHALS: Army and Monument Upper Indus, Persian Plateau, armies Persian Salt Desert, Lower Indus, Eastern Deccan. NETHERLANDS: Army, Capital, and Monument Lower Rhein, army and Monument

Central Europe, army and city North European Plain, armies Albion, Dalmatia, Dneipr.

The Questioner: GUPTAS: Army Western Deccan.

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

Event Cards

Epoch VII Empire

Greyhound

**Turn 7, Phase 7 and Turn 8, Phases 1 through 3
Deadline Turn 8, Phases 4 through 6, 1/26 Tuesday**

Turn 7, Phase 7 – Purchase Tokens

Paris NMRs and buys 0 tokens

London buys -1 tokens

Hamburg buys 26 tokens

Venice buys 7 tokens

Genoa buys 33 tokens

Barcelona buys 33 tokens

Turn 8, Phase 1 – Draw Cards

Done

Phase 2 – Buy/Discard Cards

Barcelona and Genoa bought cards

Phase 3 – Play Cards

London plays Black Death in area IV, Silk (London receives \$128 and Hamburg receives \$8), Silk (London receives \$128 and Hamburg receives \$8), Metal (London receives \$96, Paris and Hamburg each receive \$6), and Wine (London and Paris each receive \$45 and Hamburg receives \$20, shortage removed).

Paris NMRs, no cards played

Venice passes

Hamburg plays Stone (Paris receives \$16, Hamburg receives \$4, and Venice and Genoa each receive \$1), Fur (Hamburg receives \$63 and Paris receives \$7), and Andreas Vesalius (20: B, D)

Genoa passes

Barcelona plays Grain (Hamburg, Paris, and Barcelona each receive \$36, London receives \$16, shortage removed) and Gold (Venice, Hamburg, and Barcelona each receive \$10)

Played Leaders

Andreas Vesalius (20: B, D) usable by Hamburg only

Notes

Will Michael Lowrey please submit standby orders for Paris! Also, due to the Black Plague event, Barcelona will only have 30 tokens available to play in Expansion.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	70	7	\$51	3	4	4	2	A, B, C, E, F, N, O
Dave Partridge	Hamburg	200	26	\$254	4	16	4	2	A, B, E, F, G, H, I, N, O, R
Bob Robles?	Paris	150	0	\$273	2	12	8	4	A, B, E, F, G, H, I, J, N, O, R, V, W
Dave Hood	London	175	-1	\$567	1	19	O-2	1	A, B, C, D, E, F, H, I, J, N, O, R, S, T, V, X
Steve Koehler	Barcelona	100	33	\$83	6	6	O-1	5	A, B, C, E, F, H, I, J, K, N, O, P, R, S, T, V, W, X
Robert Koehler	Genoa	250	33	\$33	5	9	4	4	A, E, F, I, N, O, V, W

Players are listed in reverse tie breaking order.

Commodity Log

Cards

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

Shortage, Surplus

Robover
Turn 9
Turn 10, 1/26 Tuesday

Program Robots

THX 1139 schedules a shutdown for next turn. Slambot 9000 starts in F7 active and facing E.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Move 3 (830)	Move 2 (680)	Move 1 (570)	<i>Rotate Right (120)</i>	<i>Move 1 (660)</i>
Slambot 9000	Move 2 (780)	Move 1 (560)	Rotate Left (190)	<i>Move 1 (650)</i>	<i>Rotate Left (110)</i>
Jeeves	Move 1 (640)	Rotate Left (310)	Move 1 (620)	Rotate Right (360)	Move 1 (610)
THX 1139	Rotate Left (410)	<i>Move 2 (700)</i>	<i>U-Turn (10)</i>	<i>Rotate Right (380)</i>	<i>Move 1 (490)</i>
Dalekbot	Move 3 (800)	Move 1 (510)	Move 1 (580)	Move 1 (600)	<i>Rotate Right (420)</i>
Narbot	U-Turn (20)	Rotate Right (240)	Back Up (430)	Rotate Left (390)	Rotate Right (100)
100% Robotomy	Move 1 (550)	<i>Rotate Left (210)</i>	<i>Move 1 (540)</i>	<i>Back Up (480)</i>	<i>Back Up (460)</i>
Protomax	U-Turn (50)	Move 1 (590)	Rotate Left (250)	Move 2 (760)	Rotate Right (300)

Locked registers are in italics.

Phase 1

DizzyBot dashes ahead 3 to D12, pushing Protomax to C12, Dalekbot dashes 3 and runs off the board, Slambot 9000 moves ahead 2 to H7, Jeeves moves ahead 1 to E6, 100% Robotomy moves ahead 1 to D7, THX 1139 rotates left to face south, Protomax makes a U-turn to face east, and Narbot makes a U-turn to face south. Conveyor belts: DizzyBot is moved to D11 and rotated to face south, Narbot is moved to F11, and Protomax is moved to D12 and rotated to face north. DizzyBot and Protomax shoot each other, 100% Robotomy fires at THX 1139 (register 4 locked) and THX 1139 uses Radio Control on 100% Robotomy. 100% Robotomy will execute the same program as THX 1139 for the remainder of the turn.

Phase 2

THX 1139 moves ahead 2 to D8, pushing 100% Robotomy to D9, 100% Robotomy moves ahead 2 to D7, pushing THX 1139 to D6, DizzyBog moves ahead 2 to D13, pushing Protomax to D14 (DizzyBot's archive is relocated), Protomax moves ahead 1 to D13, pushing DizzyBot to D12 (Protomax's archive is relocated), Slambot 9000 moves ahead 1 to I7 (archive relocated), Jeeves rotates right to face east, and Narbot rotates right to face west. Conveyor belts: DizzyBot is moved to D11 and rotated to face west, and Narbot is moved to G11. THX 1139 and 100% Robotomy shoot each other (register 3 for THX 1139 is locked), and DizzyBot is shot by Narbot and Protomax (registers 4 and 5 locked).

Phase 3

Jeeves moves ahead 1 to F6 (archive relocated), DizzyBot moves ahead 1 to C11, Narbot backs up to H11, Protomax rotates left to face west, Slambot rotates left to face north, THX 1139 makes a U-turn to face north, and 100% Robotomy makes a U-turn to face south. The conveyor belt moves Narbot to I11 and the gear rotates it to face north. Narbot shoots Slambot 9000.

Phase 4

Protomax moves ahead 2 to B13, Slambot 9000 moves ahead 1 to I6, Narbot rotates left to face west, THX 1139 rotates right to face east, 100% Robotomy rotates right to face west, Jeeves rotates right to face south, and DizzyBot rotates right to face north. The conveyor belt moves Protomax to C14 and rotates it to face south, and the gear rotates Narbot to face north. THX 1139 shoots at Jeeves and Narbot shoots at Slambot 9000.

Phase 5

Jeeves moves 1 to F7 (archive relocated), DizzyBot moves ahead 1 to C10, THX 1139 moves ahead 1 with brakes to D6, 100% Robotomy moves ahead 1 and hits the wall, remaining in D7, Protomax rotates right to face east, Slambot 9000 rotates left to face west, and Narbot rotates right to face east. The conveyor belt moves Protomax to E14 and the gear rotates Narbot to face south. Slambot 9000 and THX 1139 fire at each other (registers 4 and 5 of Slambot 9000 is locked, register 2 of THX 1139 is locked).

Cleanup

Jeeves is repaired one point and gains a Reverse Gear. Dalekbot returns to the board at D13 facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		C10>N		3	4
2	Bill Scharf	Slambot 9000	Pink		I6>W	1	2	6
3	Chris Geggus	Jeeves	Yellow	Reverse Gear	F7>S	1	3	1
4	Dave Hooton	THX 1139	White	Recompile, Double-Barreled Laser, Brakes, Radio Control	D6>E	1	3	7
5	Andy York	Dalekbot	Silver		D13>?		2	2
6	Ward Narhi	Narbot	Red	Fourth Gear	I11>S		3	4
7	Michael Longdin	100% Robotomy	Dark Green		D7>W		1	4
8	Cary Nichols	Protomax	Green	Abort Switch	E14>E		3	4

Your Program Cards:

Husky
Turn 3, Phase 2
Turn 3, Phases 3 through 5, 12/15 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plant 1	Power Plant 2	Power Plant 3	Cities	Money
5	Michael Longdin	100% Power Mad	Green	04 Coal 2→1	24 Trash 2→4	30 Trash 3→6	2	30
4	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	08 Coal 3→2 (3)	22 Eco X→2	32 Oil 3→6	2	39
3	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	05 Hybrid 2→1 (10, 1C)	13 Eco X→1	27 Eco X→3	3	42
1	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	07 Oil 3→2	11 Nuclear 1→2		4	46
2	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)		3	47

Phase 3, Buy Fuel

VoIT passes

100% Power Mad passes

REM buys 2 uranium for 15

DEAD buys 3 oil for 9 and 1 uranium for 10

SMOG buys 1 coal for 3

Phase 4, Connect to Cities

VoIT passes

100% Power Mad passes

REM connects to Kassel for 23

DEAD connects to Leipzig for 10

SMOG passes

Phase 5, Bureaucracy

Produce Electricity

VoIT powers 2 cities with wind for 33

100% Power Mad powers 1 city using 2 coal for 22

REM powers 3 cities using 1 uranium for 44

DEAD powers 3 cities using 3 oil and 1 uranium for 44

SMOG powers 3 cities using wind for 44

Replenish Resources

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

Adjust Power Plant Market

Plant 39 is moved to the bottom of the deck and replaced by plant 50.

Power Plant Market

Current Market

06 Trash 1→1

09 Oil 1→1

25 Coal 2→5

29 Hybrid 1→4

Future Market

33 Eco X→4

34 Nuclear 1→5

35 Oil 1→5

50 Fusion X→6

Fuel

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

Pateel

Turn 2 Funeral Commission through Parade
Turn 3 Cure through Health, 1/26 Tuesday

Funeral Commission

None

Replacement Phase

Palavarian moves to KGB Head and Shootemdedsky to Foreign minister by age.

Strychnin promotes Q to Industry Minister, C to Sport Minister, and J and M to Candidates. Ages to 67.

Rehabilitation Phase

None

Parade Phase

None

Politburo

Office	Policitian	Condition	Influence
Party Chief	Eduard Boremtodev (K)	71, +, ?	10 (KMFC), 10 (PaH)
KGB Head	Diwan Palavarian (G)	75, ?	
Foreign	Nikolai Shootemdedsky (H)	69, ?	
Defense	Mikail Strychnin (T)	67	4 (PaH), 5 (BBC)
Ideology	Victor Wasolin (Z)	50, ?	5 (KMFC)
Industry	Tigran Zenjarplan (Q)	60	
Economy	Boris Badenuff (X)	55, weak, ?	
Sport	Alexej Goferbok ©	74	

Candidates: B, J, M, P, R

People: D, F, I, N, O, U, V, W, Y

Siberia: L (68)
 Kremlin Wall: A, E, S

Players

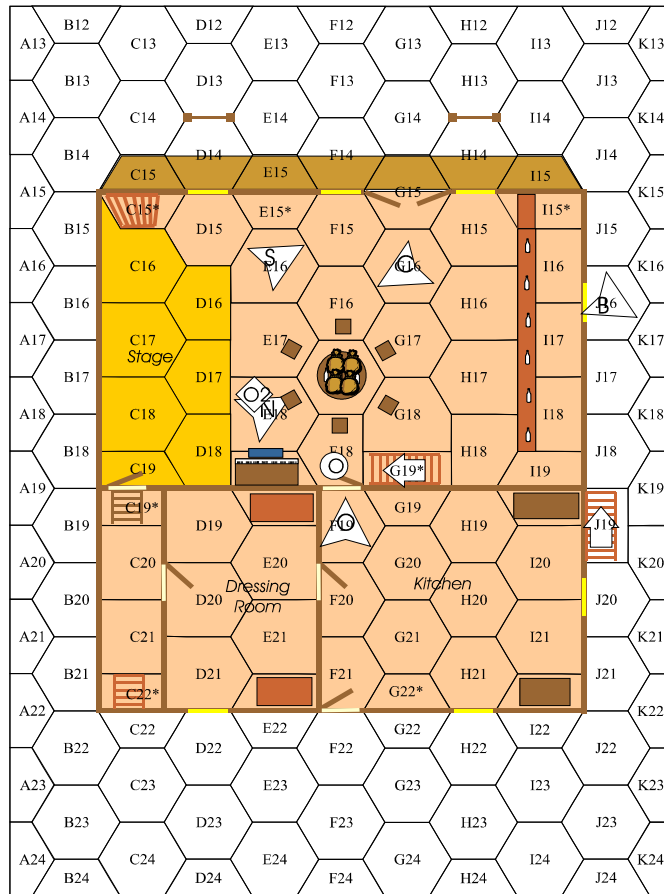
Player	Faction Name
Bob Robles	Karl Marx Fan Club
Ward Narhi	Finlandia

Player	Faction Name
Pasquale Giovine	Bolsheviks Born in Calabria
Mike Scott	The California Connection
Bill Scharf	People are Heroes
Brad Martin	Zapadniye Front

Intrigue Cards

Undeclared Influence

Frontier Dog



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

Frontier Dog
 Turn 4
 Turn 5, 1/26 Tuesday

Segment 1

Old Man: Card 5 – Cock/Aim/Shoot (Aim at NCO), turn 1 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (Cock C45), turn 1 of 2

Banker: Card (2) – Spin Around (rear right to face I17), turn 1 of 2
Smith: Delay
NCO: Card 10 – Jab (at Head in F18), turn 1 of 2

Segment 2

Old Man: Card 5 – Cock/Aim/Shoot (Aim at NCO), turn 2 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (Cock C45), turn 2 of 2
Banker: Card (2) – Spin Around (rear right to face I17), turn 2 of 2
Smith: Delay
NCO: Card 10 – Jab (at Head in F18), turn 2 of 2, range 2, wielding factor 4, card drawn 54, miss

Segment 3

Old Man: Card 6 – Cock/Aim/Shoot (Aim at NCO), turn 1 of 2
Shaggy: Card 6 – Cock/Aim/Shoot (Aim at E17), turn 1 of 2
Banker: Card 9 – Draw and Cock (SW45 to Gun Hand), turn 1 of 3
Smith: Delay
NCO: Card (4) – Leap/Drop (Drop), turn 1 of 1, draws 53 (1 delay point) and 30 (0 delay points)

Segment 4

Old Man: Card 6 – Cock/Aim/Shoot (Aim at NCO), turn 2 of 2

S.O.B.

Shaggy: Card 6 – Cock/Aim/Shoot (Aim at E17), turn 2 of 2
Banker: Card 9 – Draw and Cock (SW45 to Gun Hand), turn 2 of 3
Smith: Delay
NCO: Delay

Segment 5

Old Man: Card 7 – Shoot (at NCO), turn 1 of 1, range 1, aim time 5, card drawn 8, miss.
Shaggy: Card 7 – Shoot (at Smith), turn 1 of 1, range 2, aim time 3, card drawn 43, miss
Banker: Card 9 – Draw and Cock (SW45 to Gun Hand), turn 3 of 3
Smith: Card (4) – Drop, turn 1 of 1, draws 100 (WILD SHOT) and 18 (0 delay points)
NCO: Pass

End of Turn

Smith loses 2 delay points, NCO loses 1 delay point. At the start of Turn 4, Smith draws cards 83, 17, and 84 for the SERIOUS 3, resulting in 4 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	HEAD OUT in F18, 2 AIM points in E17
B	Andy Lewis	Shaggy (C)	G16>F16				20	
C	James Pratt	Banker (B)	J16>I17				20	
D	Mike Scott	Smith (S)	E16>F15	8	BR +2	6	16	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	E18>F17	9	BR +1		20	DOWN

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Old Man	Knife	Empty	Empty	C36c, uncocked	C36c: △△△△△△
Shaggy	Knife	C45, uncocked	Empty	Empty	C45: OOOOO⊗
Banker	None	SW45, cocked	Empty	Empty	SW45: OOOOOO
Smith	C45c, Knife	Empty	Empty	Empty	C45c: △△△△△△
NCO	SBR	C41, uncocked	Empty	Empty	C41: OOOO⊗⊗

Procyon

Turns 4.4 through 5.4
Turns 5.5 through 6.5, 1/26 Tuesday

Turn 4

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 5 * 3 – Paintfall (o) – B – Poisonport (o) – (R) – B.
 Paintfall (s) – Paintfall (o) – ? (It's TeleGate 4) – R – B – Y – B – R – B – Y – Moonport (o) – A.
 Picks up Spy Eye relic.
5th: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 1 5 6
 Moonport (s) – Moonport (o) – Y – B – (R) – B – Y – B – (R) – TeleGate 4

Turn 5

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 4 4
 Open Port – Whale Port (o) – A – NC4 – R – Y – A – Y – B – R – B.
2nd: Paul Bolduc (Dell/Not for Hire) Rolls Used: 3 * 3
 A – Y – B – NC3 – NC3 – ? (it's an R30 penalty marker)
3rd: Bob Robles (Eepeeep/Bender's Freedom Brigade) Rolls Used: 2 5 6
 NMR!
4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 6 * 3
 A – B – Minion (o) – R – A – R – Y – R – NC6 – A – Whale Port (o) – Open Port.
 Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Spice at 4b and Rock Videos at 4b). Buys Shield for \$60, Factory for \$200, and Living Toys for \$80 (receives \$40 factory commission).

Notes

Bob Robles has NMRed. Will Cary Nichols please submit standby orders for Bender's Freedom Brigade!

Current status:

1a (Nillis): 4 Bionic Perfume

1b (Volois): Nothing

2 (Graw): 3 Space Sice

3 (Niks): Demand for Space Spice (+\$60), 2 Mulch Wine

4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60)

4b (Humans): 2 Demand for Space Spice (+\$40), 2 Rock Videos, Demand for Bionic Perfume (+\$60), Gate Lock Relic

4c (Wraiths): Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), 1 Visible Holes

5 (Shenna): 2 Demand for Mulch Wine (+\$40), Fare to Base (\$140), 1 Melf Pelts

6 (Yxklyx): 4 Immortal Grease

7a (Zum): 4 Chicle Liquor, Fare to 4c (\$110), 2 Demand for Finest Dust (+\$50)

7b (Eeepeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Servo-mechanism, Fare to Base (\$110)

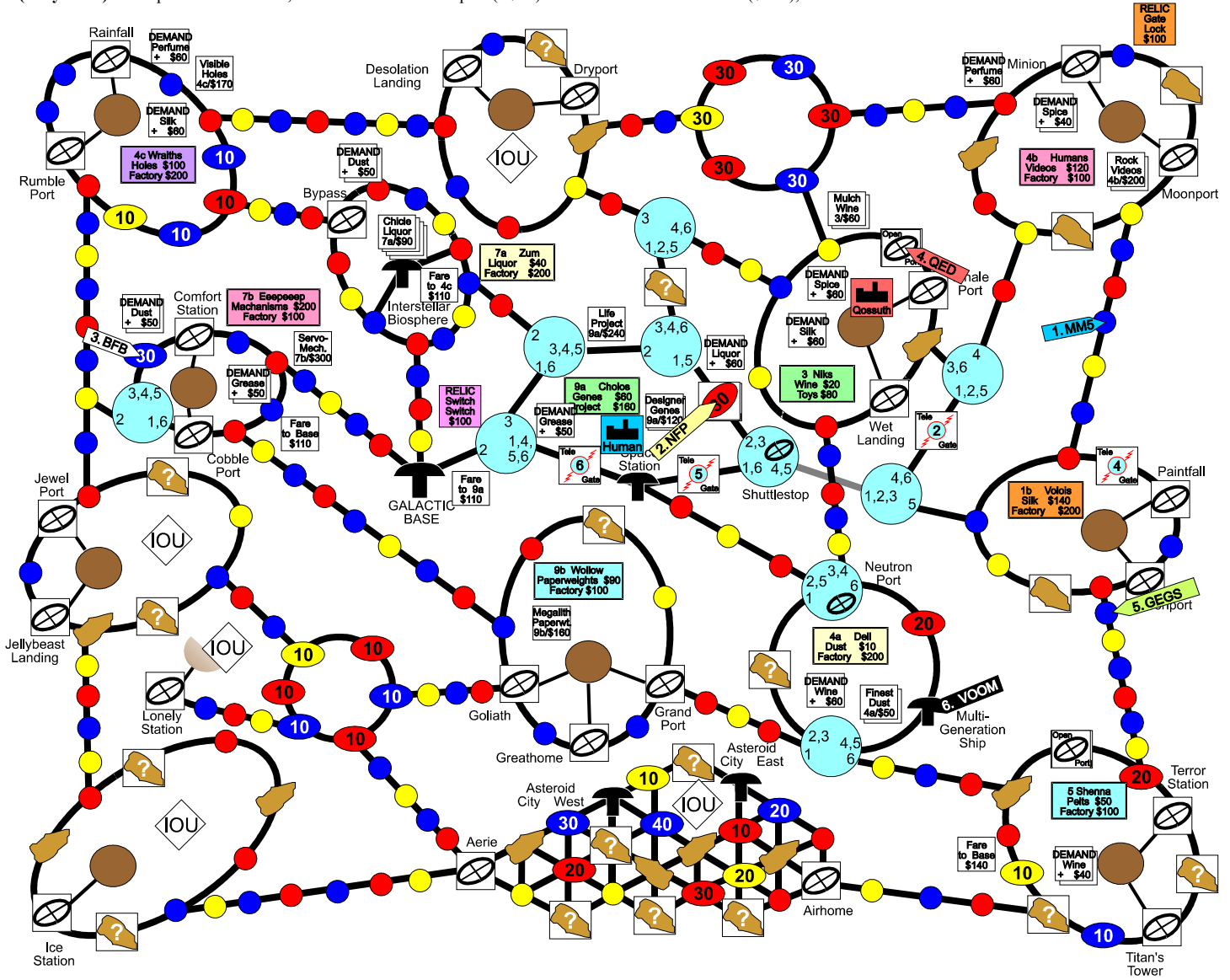
8 (Whynoms): 1 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Designer Genes, Life Project, Demand for Chicle Liquor (+\$60), Demand for Immortal Grease (+\$50)

9b (Wollow): 1 Megalith Paperweight

10 (Qossuth): Demand for Designer Genes (+\$60), Psychotic Sculpture

Base: Fare to 9a (\$110), Switch Switch Relic



1. Mystery Machine 5			\$0
Scout			
6: 1 2 3			
Hold1	Hold2	Hull	
Mulch Wine 3/\$60	Mulch Wine 3/\$60	Shield (\$60)	
Choleos \$200			

2. Not for Hire			\$8
Needle			
6: 3 6 (use 1*3)			
Hold1	Hold2	Hull	
Megalith Paperwt. 9b/\$160		7b \$100 RELIC Mulligan Gear \$120	

3. Bender's Freedom Brigade			\$50
Scout			
6: 1 2 3			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Visible Holes 4c/\$170	7a \$80	

4. Qossuth Entrepreneur Division			\$100
Needle			
6: 1 3 (use 1*3)			
Hold1	Hold2	Hull	
Living Toys 3/\$180	Fare to Base \$180	4a \$60 RELIC Spy Eye \$100 Shield (\$60)	
Niks \$200			

5. Ganymede Enterprises Going South			\$40
Scout			
5: 3 6 6 // 6: 1 4 5			
Hold1	Hold2	Hull	
Rock Videos 4b/\$200	Red Dye (\$120)		

6. VOOM			\$310
Scout			
5: 1 3 6			
Hold1	Hold2	Hull	
Finest Dust 4a/\$50	Melf Pelts 5/\$110		

Basset
Turn 2
Turn 3, 1/26 Tuesday

Commander Actions

HOBO passes
HBDC buys a water factory (Or1, Or4, Or4, Wa4, Wa7) and moves a population factor from an ore factory to man it.
Lowreyville passes
MMC buys a water factory (Or4, Wa6, Wa10) and moves a population factor from an ore factory to man it.
BarterTown passes

Cosmic Nomads opens the bidding on a Data Library at 16 and gets it (Wa8, Wa8)
ShaggyMobile buys a water factory (Or2, Wa9, Wa9) and moves a population factor from an ore factory to man it.
Little Green Men buys a population factor (Or2, Or4, Wa4) and mans the vacant ore factory

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HOBO	Dave Hooton	OrF, OrF, WaF	No	5
2	BarterTown	Andy York	OrF, OrF, WaF	HE	4
3	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF		4
4	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF	DL	4
5	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF		4
6	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF		4
7	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF	DL	4
8	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF		3

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological

Available Upgrades

Production Cards

New Arrivals: 1 Heavy Equipment

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

Hunter

Gamestart

Turn 1, Phases I - III, 1/26 Tuesday

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols		Denver	\$1800	9		6 points
Dave Hooton		Denver	\$1800	9		6 points
Michael Longdin		El Paso	\$1800	9		6 points
Dave Partridge		Salt Lake City	\$1800	9		6 points
Bill Scharf		Pueblo	\$1800	9		6 points
Ward Narhi		Santa Fe	\$1800	9		6 points

Available Claims

Available Passenger Lines

#	City	Type	Claim	Operation
109	Pinos Altos	Copper	\$80	\$20
116	Pinos Altos	Lumber	\$60	\$30
113	Porter	Lumber	\$60	\$30
119	Farmington	Coal	\$80	\$40
92	Raton	Coal	\$80	\$40
108	Lordsburg	Copper	\$140	\$40
120	Cuba	Coal	\$40	\$30
35	Heber City	Silver	\$100	\$50

#	Type	Route	Payoff	Cost	Notes
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
5	A	Denver – Pueblo	\$80	\$165	
4	A	El Paso – Deming	\$60	\$135	
6	A	Santa Fe – Albuquerque	\$90	\$180	
1	A	Denver – Boulder	\$20	\$45	
2	A	Salt Lake City – Provo	\$20	\$50	
3	A	Denver – Colorado Springs	\$50	\$105	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Available Snowplows

Type	# Available	Cost
9	0	\$80
15	6	\$120

Type	# Available	Cost
Die +2	3	\$40

Notes

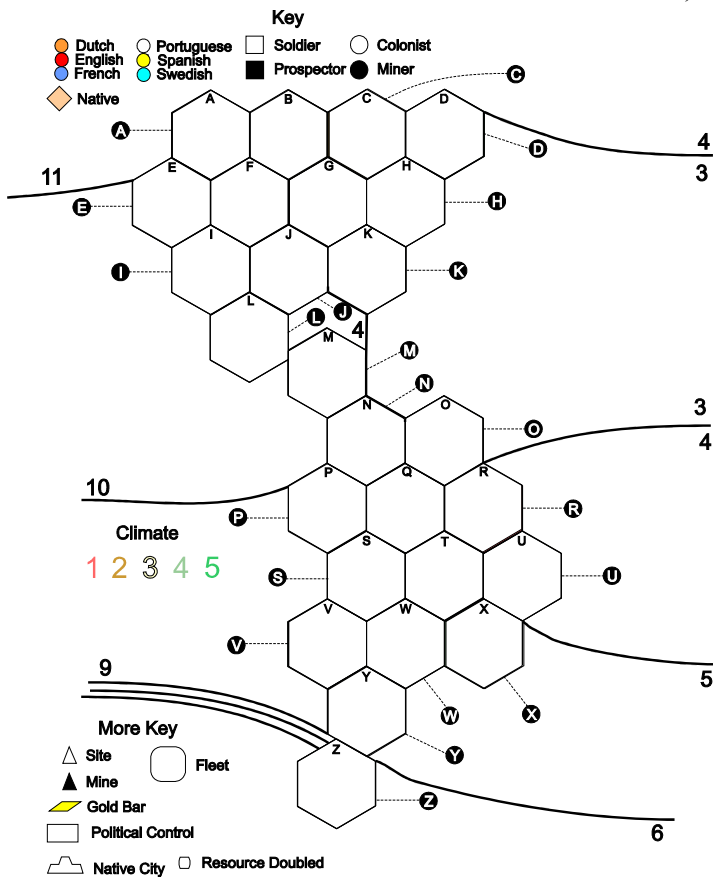
We are playing the Advanced Rules, with the following optional rules: Hiring and Advancing, Joint Passenger Routes, Multiple Snow Plows, and Freight Transfer. Hiring and Advancing allows additional prospectors and surveyors to be purchased at \$400 each (and if your prospector gets killed, this is the cost of rehiring, not what is on the card). You may have a total of four prospectors and/or surveyors at any one time. In the event that a prospector or surveyor wins a dispute, that piece gains a bonus, to a maximum of +2, and keeping counter limits in mind (you may only have one +1 and one +2 prospector and surveyor in play at any one time). Joint passenger routes means that two players may jointly take a passenger route. To do so, both players must place a prospector on the passenger card during the same turn. Then, during the Resolve Disputes phase, the two players each pay for their portion of the distance. Beginning with the turn it is taken, each player collects one half of the revenue (rounded up to the nearest \$10). The two players

function as a single player for purposes of dispute resolution, but they must add 2 to their distance during any dispute. Multiple snow plows allows more than one snow plow to be assigned to a single route. They function independently of each other and if any one successfully clears the route, it is cleared. The Freight Transfer optional rule means that instead of delivering your freight to a market, you may deliver it to another claim of the same type. The freight capacity of your trains is calculated the same, with the exception that any claim in the same location (two silver claims in Leadville, for example) is treated as being a distance of 1 away. So, using the example of two silver claims in Leadville, a power 9 train could transfer 18 silver from one claim to the other. Victory conditions are as in the Campaign game – we are playing 24 turns, and whoever has the most money at the end of that period wins. Good luck.

Boston Terrier

Gamestart

Turn 1, 1/26 Tuesday



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
	Andy York	\$160	24	0	0
	Andy Lewis	\$160	24	0	0
	Dave Partridge	\$160	24	0	0
	Bob Robles	\$160	24	0	0
	Dave Hood	\$160	24	0	0
	Non-Player	\$160	24	0	0

Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. Since we only have 5 players, the sixth will be run using the non-player rules.

For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

Pedagogy

Singularities in mathematics are points where a function is discontinuous or where it goes to infinity. For example, the function $1/x$ has a singularity where $x = 0$. When the equation represents some physical quantity, a singularity means that the laws of physics as we know it break down. This is what happens in general relativity at the heart of a black hole.

A black hole is actually made up of two parts: the singularity at the center, where density is infinite and the laws of general relativity break down, and the event horizon, which is the point of no return. Any object that crosses the event horizon cannot return. In a very real way, the existence of event horizons is actually quite fortunate because singularities are very unpleasant things to deal with. Since the known physical laws break down at that point, we literally have no idea what goes on there. Having the singularity screened off from the rest of the universe is quite convenient. Physicist Roger Penrose, a close collaborator with

Stephen Hawking, even postulated the Cosmic Censorship Hypothesis, which stated that any singularity had to be surrounded by an event horizon. However, it is looking increasingly likely that Dr. Penrose was wrong.

When a massive star nears the end of its life, it starts to contract. When taken in all of its detail, this is an incredibly complex process. Early simulations had to make all kinds of simplifying assumptions: a perfectly spherical star of uniform density with no gas pressure, for example. While the first of those assumptions is fairly reasonable, the latter two are definitely not. The density of a star increases toward the center, and gas pressure definitely does come into play. However, the equations of general relativity are quite complex, so in the absence of computers, they had to do what they could. Given those assumptions, a massive enough collapsing star does indeed form a black hole.

As more computing power became available to model more of the

intricacies, a strange phenomenon appeared: there were fleeting moments where the density at a particular point would increase to infinity while the gravity did not rise to the level where it would trap light – in other words, a singularity without an event horizon. In the parlance of physics, a naked singularity. Even stranger, as more and more complex situations were modeled, this happened more and more.

What would a naked singularity look like? In the absence of an event horizon, you could approach arbitrarily close to the singularity and still escape. Infalling matter would be visible all the way to the shining dust-grain of the singularity and would be rocked by intense gravitational shock waves. Effects near the singularity would be somewhat unpredictable, however, because they would be governed by quantum gravity.

By that token, naked singularities could become laboratories for quantum gravity. If a naked singularity were observed, its behavior could give us clues to the shape of a quantum gravity theory. Current quantum gravity theories are

suffering from a dearth of observational data to constrain the nearly infinite possibilities. A naked singularity could provide such input. Currently the only place we can look to provide such data is the Big Bang itself.

Some physicists have undertaken simulations of a stellar collapse using loop quantum gravity to see if it would generate observable effects. In loop quantum gravity, space itself is composed of “atoms”, or units of the smallest possible size. It is impossible to put too much matter or energy into too small a space – the result is a tremendous repulsive force generated at that point. In their simulations, that repulsive force dispersed the star and dissolved the singularity. Nearly a quarter of the mass of the star was ejected within the final fraction of a microsecond. To a distant observer, there was a sudden momentary dip in the intensity of radiation from the collapsing star. New instruments scheduled to come on line at the International Space Station in 2013 may have the sensitivity to detect such effects.

Next time, an alternative to dark energy.

Game Review: Goa

Goa is a game focused on the Portuguese spice trade in the sixteenth century. Players take the role of a trader trying to build up a colony as quickly as possible to gain the greatest profit. The game is highly abstracted – there are no maps – but retains the feel of the time.

The game is exactly 8 turns long, split equally into 2 4-turn parts, designated A and B. The main playing area is a simple 5-by-5 grid of squares, on which appear the tiles that players bid for. These items come in several varieties. The most common are the plantations, which can provide up to 1 or 2 spice (in part A), or 2 or 3 spice (in part B). In order to encourage players to buy the 1-spice plantation markers, they also provide 1 victory point. A plantation is dedicated to the production of a single spice, of which there are 5 in the game: cinnamon, cloves, ginger, nutmeg, and pepper. Other tiles available for bid provide resources: ships, colonists, extra action markers, and expedition cards. Some, especially in part B, provide special abilities or victory points.

Each game turn has 3 steps. In the first, the first player places the first player token on the board next to one of the tiles, and places his “1” bid marker on it. Other players in turn place their bid markers on tiles adjacent to the item with the highest numbered bid marker. Once all bid markers are placed, the auction begins. The auction is a once-around style, both beginning and ending with the player whose marker is on the tile, although the first bid must be 0. When the player owning the bid marker gets his second bid, he can either accept the bid or bid higher. If he accepts the bid, he also gets the big amount from the purchasing player. If he bids higher, the bid amount goes to the bank. The total number of auctions held will be one higher than the number of players because the first auction is always for the “First Player” token, which is always accompanied by an extra action card.

Now, we come to the third part of the turn, player actions. Players each have 3 actions available, and they can be one of 6 types. Players, starting with the player who one the auction for the “First Player” token, take a single action in turn until all players have taken their 3 actions. Then, players who have additional action cards may turn those in to take additional actions. Only one additional action card may be saved from one turn to the next. The six possible actions are: 1) Progress on the Development Board, 2) Build Ships, 3) Harvest, 4) Taxes, 5) Expedition, and 6) Found Colony. The Development Board is where each player's abilities are defined. It has five columns, each devoted to a single ability: shipbuilding, harvest, taxation, expeditions, and colonization. Progress on these boards takes 2 things: spice, and the ships to send the spice back to Portugal. There are 5 levels in each category, which provide victory points as well as greater abilities in the category in question. In addition, reaching certain benchmarks gives you other advantages. For example, when all 5 of your abilities are at a higher level, you get an additional action card. Also being the first to advance an ability to the fourth and the fifth level gives you an expedition card. Progression is progressively harder. For example, to move from level 1 to level 2 in shipbuilding requires one ginger and a ship, but to move from level 2 to level 3 requires a

ginger, a cinnamon, and 2 ships. Certain expedition cards allow you to advance using spice only, ships only, or by paying ducats.

The Build Ships action is simple, you draw ship cards equal to your current shipbuilding ability, from 1 to 5. The Harvest action is also reasonably simple. You place spice markers of the appropriate type on your colonies or plantations equal to your harvest capacity (1, 2, 4, 6, or 8). If your harvest capacity is greater than the number of available open spots, any excess is lost. Taxation is likewise simple, simply take a number of ducats equal to your taxation level (4, 6, 8, 10, or 12).

Expeditions are slightly more complicated. Your Expedition level on the Development Board determines two things: the number of cards you can draw, and the number you can hold in your hand. When you take this action, you can draw up to your draw limit, provided you don't exceed your hand capacity. If you might do so, you can either use a card immediately, if possible, or discard one if you would prefer to draw a new card. Expedition cards are multi-purpose cards. They provide special abilities, serve as a random number generator for colonization, and also count in a way toward victory.

The final action is colonization. This is how you obtain colonies. The game provides for four colonies: Quilon, Cochin, Madras, and Calicut. Colonies are similar in ways to plantations, in that they provide for spice production. However, they have their differences. First each one can provide at least two types of spice. Quilon, for example, has a production maximum of 1. However, each of the 5 available Quilon tiles can potentially produce one of two types of spice, so building it first allows you the greatest variety of options. Madras works the same way, except it has a production capacity of 2. Cochin, however, has a production capacity of 1, but it is a true wild card – it can produce any spice the player wants. Calicut works the same way, only it can produce 2. For Madras and Calicut, the two spice produced need not be of the same type. Colonization works in the following way. The player declares which colony he wants to found, and draws two expedition cards, and reads the colonization number in the lower left corner of the card. Each card has a value from 1 to 3. Those are totaled along with the colonization value from the Development Board, and may be supplemented by colonist cards the player has available. If the total number is at least equal to the number required to found the colony, it is successful. The numbers are: Quilon: 6, Cochin: 8, Madras: 10, and Calicut: 12. Whether the attempt succeeds or fails, the action is used.

After the fourth turn is completed, all A tiles are removed from the board, and the B tiles are dealt out. The game then continues for an additional 4 turns. At the end of the eighth turn, victory is determined. Players gain victory points for their progress on the the Development Board, the number of colonies founded, saved expedition cards, having the most ducats, 1-space plantations, and certain other tiles. The player with the highest total wins.

Goa is published by Rio Grande Games, and retails for about \$75. It has excellent quality components, and is highly recommended.

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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

Andy York for the Papacy in Barking Up the Wrong Tree
Michael Lowrey for Paris in Greyhound
Michael Longdin for Karl Marx Fan Club in Pateel
Cary Nichols for Bender's Freedom Brigade in Procyon