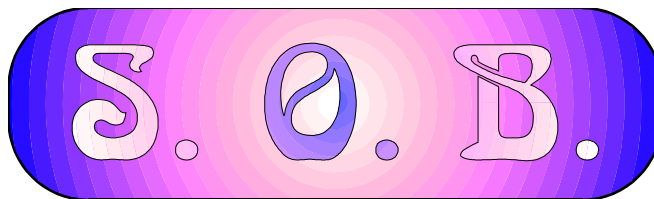


Number 159

January/February,
2010**Notes from Hades**

I hope the holidays treated everyone well. Overall, they were good for us, despite the fact that much of the family was sick the week after Christmas. I managed to escape anything, but that meant I got to play nurse for everyone else.

I had one short trip last week, to Paris. Unfortunately, as is usually the case, I did not have much of an opportunity to do any sightseeing. I arrived late morning on Tuesday, and by the time I got to my hotel, it was early afternoon. I took a shower and a nap, and by the time I was done with that, there really wasn't any time to go anywhere. I had meetings Wednesday through Friday, and flew out Saturday morning. However, the food, as always, was exceptional.

It's been about a year since I mentioned this last, but for those of you who get the zine exclusively by web, I still always welcome donations. The hosting service I am using is not too expensive, but it provides a lot of hosting space. This allows me to keep more back issues online, as well as doing things like hosting the pdf archive. There is also a yearly fee to maintain the domain name. While I understand that the economy has hit a lot of people (my family among them), anything you can spare would be appreciated.

Finally, congratulations to Andy Lewis on yet another History of the World victory. Dogbreath will start up next issue.

The next deadline is **Tuesday, March 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.

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Game Openings

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

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, Andy Lewis, will take up to 1 more.

Rottweiler. Industrial Waste. Have Andy York, Dave Partridge, Eric Brosius, will take up to 1 more.

Wish List

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.

Power Grid. Players will have the choice of 10 maps and several deck options. Will take up to 5.

Phoenicia. A game similar to Outpost set in ancient times. Will take up to 10.

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

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

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

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

Dog Park

Summer 1056

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory
Deadline for Fall 1056 3/2, Tuesday**

Conditions continue to look dire for the Holy Roman Empire, as Pisa tightens the noose. Pisa and the Pope start moving on Venice while the Byzantines mortgage the Hagia Sophia to disband a Norman fleet.

Spring 1056 Retreats

Holy Roman Empire retreats A Pavia to Montferrat

Expenditures

The Byzantines repay 15 ducats to the moneylenders, take out a loan of 11 ducats for 2 years (17 ducats due Summer 1058), and spend 12 ducats to disband Norman EM F Lower Adriatic.

Outstanding Loans

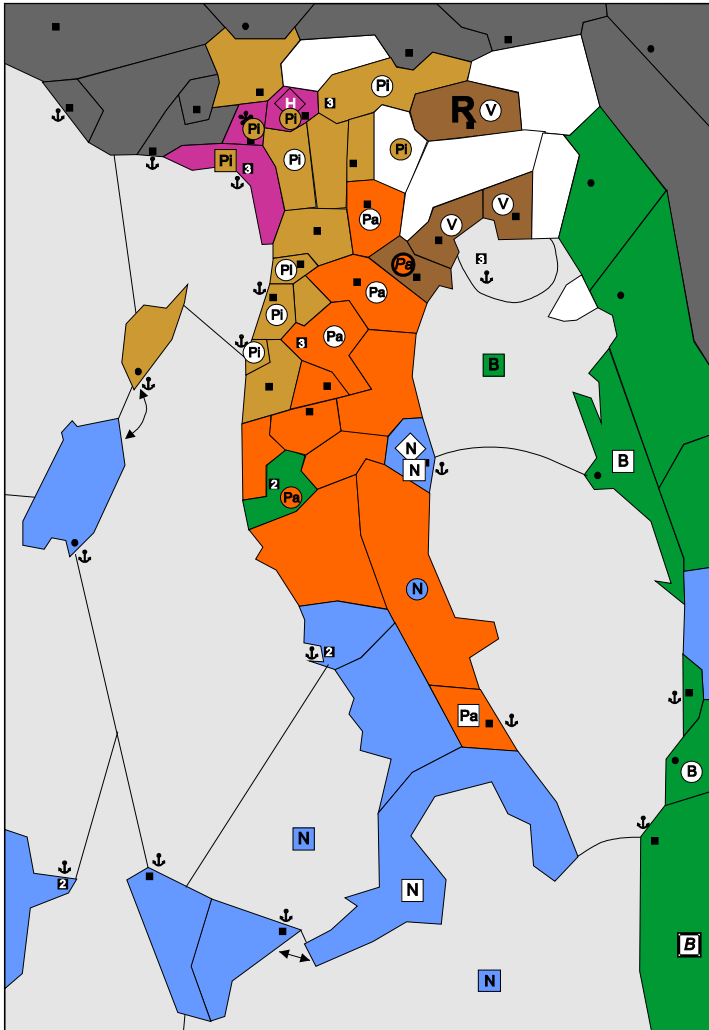
Fall 1056: 5 ducats due from the Holy Roman Empire (3 borrowed), 12 ducats due from the Papacy (8 borrowed), 24 ducats due from Pisa (16 borrowed)

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)
 Spring 1058: 15 ducats due from the Byzantines (10 borrowed).
 Summer 1058: 17 ducats due from the Byzantines (11 borrowed).

Dog Park



- BYZANTINES (Giovine):
 A ALBANIA supports F Durazzo, F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic, F DALMATIA to Lower Adriatic, F (EM) DUARZZO supports F Dalmatia to Lower Adriatic
- HOLY ROMAN EMPIRE (Partridge):
 A Montferrat to Pavia (DISLODGED, retreat Turin, garrison, OTB), G PAVIA supports A Montferrat to Pavia
- NORMANS (Horsley):
 A AQUILA supports G Ancona convert to F, F Tyrrhenian Sea to GULF OF NAPLES, F IONIAN SEA supports F Ancona to Lower Adriatic, F OTRANTO supports F Ancona to Lower Adriatic, F ANCONA to Lower Adriatic, F (EM) Lower Adriatic to Ragusa (nsu), G ANCONA convert to E
- PAPACY (Roalstad):
 A (EM) FERRARA supports A Bologna to Mantua, A Bologna to MANTUA, A Urbino to BOLOGNA, A Arezzo to FLORENCE, A Perugia to ROME, F BARI supports Norman F Ancona to Lower Adriatic
- PISA (Scott):
 A LUCCA holds, A PIOMBINO holds, A PISA holds, A MILAN supporta A Pavia besiege, A PAVIA besieges, A Cremona to BERGAMO, A FORNOVA supports A Genoa to Montferrat, A Genoa to MONTFERRAT, F Ligurian Sea to GENOA
- VENICE (Wilson):
 A Verona to TRENT, A PADUA holds, A TREVISO supports A Padua
- Treasury:

Barking Up the Wrong Tree

Delay

Miller Number 2007Bpw10

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

Deadline for Fall 1255 3/2, Tuesday

Notes

The game has been delayed by request. All orders received will be carried over. Also, thanks to Andy York for his unused standby orders.

Cats and Dogs

Epoch VII Britain, United States, and Germany

Deadline End of Game Statements, 3/2 Tuesday

Epoch VII

Arachnids (Bolduc): Plays Empires Fortify placing forts in Ceylon, Western Iberia, and Ireland. BRITAIN: Plays Elite Troops. Army and Capital Albion (Dutch army eliminated), fleet North Sea (vs. Royal Manticoran Historical Society; A: 6, 1, 1; RHMS: 5; wins), army Lower Rhein (vs. Noetherlands; B: 6, 1, 1; N: 5, 1; wins, Capital reduced to city), Central Europe (vs. Netherlands; B: 6, 4, 3; N: 5; wins), Deep South (vs. France; B: 6, 2, 1; F: 3, 3; wins), Western Ghats (vs. France; B: 5, 3, 2; F: 2, 2; wins), Western Deccan (vs. Guptas; B: 6, 3, 3; G: 4; wins), fleet Bay of Bengal (vs. Royal Manticoran Historical Society; A: 6, 4, 3; RMHS: 3; wins), Pacific, army Sumatra, Chekiang (vs. France; B: 4, 2, 2; F: 6, 5; loses, Elite Troops lost), Chekiang (vs. France; B: 4, 3; F: 4, 2; B: 5, 2; F: 3, 2; wins, city eliminated), Great Plain of China (vs. Ming Dynasty; B: 5, 3; M: 4; wins), Wei River (vs. Russia; B: 6, 4; R: 6; B: 4, 2; R: 1; wins), Manchurian Plain (vs. Manchu Dynasty; B: 5, 1; M: 6; loses), Manchurian Plain (vs. Manchu Dynasty; B: 6, 1; M: 6; B: 6, 6; M: 3; wins, Capital reduced to city), Korean Peninsula (vs. Manchu Dynasty; B: 5, 1; M: 5; B: 5, 2; M: 5; B: 4, 1; M: 3; wins), Pyrenees (vs. Spain; B: 5, 2; S: 2, 1; wins, Capital reduced to city), Patagonia, Southern Andes (vs. France; B: 4, 4; F: 3, 1; wins). Builds

Monument Albion. Points: Dominance in China (6), India (6), Northern Europe (8), North America (6), South America (4), Presence in Southern Europe (2), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), Nippon (2), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 9 Monuments (9) for 58 points.

The Questioner (Partridge) plays Japan. Army and Capital Honshu (Manchu army retreats to Hokkaido), fleet Sea of Japan (vs. Systematic Chaos; Q: 6, 3; SC: 3; Q: 3, 2; SC: 2; wins), army Great Plain of China (vs. Britain; J: 6, 4; B: 2, 2; wins), Manchurian Plain (vs. Britain; J: 5, 1; B: 3; wins, city eliminated), Hokkaido (vs. Manchu Dynasty; J: 5, 2; M: 3; J: 5, 2; M: 2; wins). UNITED STATES: Army and Capital Appalachia, plays Pirates (fleet Atlantic), fleet Caribbean Sea (vs. Marching through the Ages; Q: 6, 1; MttA: 6; Q: 3, 2; MttA: 1; wins), army Patagonia (vs. Britain; U: 5, 1; B: 4, 3; wins), Western Gaul (vs. France; U: 6, 5; F: 4, 1; wins, Capital reduced to city), Pyrenees (vs. Britain; U: 3, 1; B: 3, 3; U: 6, 3; B: 6, 1; U: 6, 5; B: 4, 2; wins, city eliminated), Shatts Plateau (vs. Carthage; U: 5, 5; C: 4+1, 4+1; U: 6, 3; C: 3+1, 1+1; U: 6, 6; C: 5+1, 4+1; U: 5, 5; C: 1+1, 1+1; wins, Capital reduced to city), Congo Basin (vs. Spain; U: 6, 2; S: 2, 1; wins), Guiana Highlands (vs. Mayans; U: 5, 1; M: 6, 1; loses), Guiana Highlands (vs. Mayans; U: 5, 1; M: 5, 4; U: 6, 1; M: 5, 2; wins), Southern Andes (vs. Britain; U: 6, 5; B: 4, 4; wins). Points: Dominance in South America (4), Presence in North Africa (1), China (3), Southern Europe (2), Northern Europe (4), Eurasia (2), North America (3), Sub-Saharan Africa (2), Nippon (2), 2 Capitals (4), 1 city (1), 2 seas (2), and 4 Monuments (4) for 34 points.

The Time Traveler (Anderson) plays Famine in Northern Europe (2 Frank armies eliminated in Northern Gaul). GERMANY: Plays Siegecraft. Army and Capital Baltic Seaboard (Ottoman army eliminated), fleet North Sea (vs. Arachnids; TT: 5, 2; A: 5; TT: 5, 2; A: 6; loses), North Sea (vs. Arachnids; TT: 6, 3; A: 2; wins), Atlantic, army Patagonia (vs. United States; G: 6, 2; U: 6, 5; G: 4, 4; U: 5, 3; loses), Patagonia (vs. United States; G: 6, 5; U: 2, 1; wins), Appalachia (vs. United States; G: 2, 1; U: 6, 1; loses), Appalachia (vs. United States; G: 5, 3; U: 1, 1; wins, Capital reduced to city), Northern Gaul (vs. Franks; G: 5, 3; F: 5, 3; G: 6, 5; F: 3, 1; wins, Capital reduced to city), Albion (vs. Britain; G: 6, 6; B: 3; wins, Capital reduced to city). Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), Southern Europe (2), North America (3), South America (2), 1 Capital (2), 3 cities (3), 1 sea (1), and 1 Monument (1) for 24 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy Lewis	Marching through the Ages (red)	80	207
Dave Anderson	The Time Traveler (orange)	69	191
Kevin Wilson	Royal Manticoran Historical Society (purple)	73	178
Paul Bolduc	Arachnids (blue)	70	167
Dennis Cain	Systematic Chaos (black)	66	165
Dave Partridge	The Questioner (yellow)	71	158
Michael Longdin	100% Pussycats (green)	63	157

Positions

Systematic Chaos: Fleets South China Sea. HAN DYNASTY: Army and city Yellow River, army East Indies. MALAYAN KINGDOM: Army, city, Fort, and Monument Malayan Peninsula. MANCHU DYNASTY: Army and Monument Tarim Basin, armies 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, Balkans, Pindus, Northern Appenines. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. RUSSIA: Army and city Ganges Valley, army and Monument Ganges Delta, armies Western Steppe, Szechuan, Irrawaddy.

Marching Through the Ages: Fleets Western Mediterranean, Eastern Mediterranean, Atlantic Ocean, Indian Ocean, Red Sea Pacific Ocean. MAYANS: Army and Capital Central America. SOUTHERN IBERIAN KINGDOM: Army Southern Iberia. FRANKS: Three armies Central Massif. SPAIN: Army and Monument Nile Delta, Nubia, Levant, Upper Tigris, Arabian Peninsula, army Zagros. JEWISH KINGDOM: Army, city and fort in Palestine. FRANCE: Army, city, and Monument Mexican Valley, army Northern Andes, Pacific Seaboard, Australia, New Guinea.

The Time Traveler: Fleets North Sea, Atlantic Ocean. CARTHAGINIA: Army Libya. HIGHLAND KINGDOM: Army, city, and Fort Highlands. ARABS: Army Middle Tigris. CRUSADERS: Army Crete. GERMANY: Army and Capital Baltic Seaboard, army, city, and Monument Albion, army and city Northern Gaul, Appalachia, army Patagonia.

Royal Manticoran Historical Society: Fleet Black 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 and city North European Plain, armies Dalmatia, Dneipr.

The Questioner: Fleets Sea of Japan, Atlantic Ocean, Caribbean Sea. JAPAN: Army and Capital Honshu, army and Monument Great Plain of China, Hokkaido, army Manchurian Plain. UNITED STATES: Army, city, and Monument Western Gaul, army and city Shatts Plateau, army and Monument Pyrenees, armies Guiana Highlands, Southern Andes, Congo Basin.

Arachnids: Fleets Atlantic Ocean, Indian Ocean, North Sea, Bay of Bengal, Pacific Ocean. NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. GOTHS: Army Caucasus. VIKINGS: Army and fort Ireland, armies Scandinavia, West Indies. PORTUGAL: Army, Capital, fort, and Monument Western Iberia, army and Monument Eastern Ghats, armies Ceylon, South Africa, Brasil. BRITAIN: Army, city, and Monument Lower Rhein, army and Monument Central Europe, Chekiang, Wei River, armies Deep South, Western Ghats, Western Deccan, Sumatra, Korean Peninsula.

Greyhound

Turn 8, Phases 4 through 6

Deadline Final Card Play, 3/2 Tuesday

Phase 4 – Purchases

London buys Wind/Watermill (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20), Master Art (P, 50 credit for Communication, 10 credit for Institutional Research, \$30, discards Cloth), Nationalism (W, 60 credit for Civics, \$0), New World (U, 60 credit for Exploration, 10 credit for Institutional Research, \$90), Proselytism (G, 50 credit for Religion, \$40, Misery increases to 200), Industry and Profit (20 credit for Commerce, 10 credit for Institutional Research, \$50), Industry (20 credit for Commerce, 10 credit for Institutional Research, \$80), Middle Class (Z, 60 credit for Civics, \$110), Renaissance (Q, 50 credit from Communication, 10 credit from Institutional Research, \$60), and \$10 for a ship upgrade. Misery Relief improves Misery to 90.

Paris buys Institutional Research (X, 50 credit from Civics, \$50), Wind/Watermill (K, 20 credit from Commerce, 10 credit from Institutional Research, \$20),

Seaworthy Vessels (S, 20 credit from Exploration, 10 credit from Institutional Research, \$50), Interest and Profit (L, 20 credit from Commerce, 10 credit from Institutional Research, \$50), Laws of Matter (C, 40 credit from Sciences, 10 credit from Institutional Research, \$40), and stabilization for \$10. Misery Relief improves Misery to 125.

Venice buys Overland East (R, \$40) and stabilization for \$3.

Hamburg buys Urban Ascendancy (V, \$20), Nationalism (W, \$60), Institutional Research (X, \$100), Enlightenment (D, 40 credit from Sciences, 20 credit from Andreas Vesalius, 10 credit from Institutional Research, \$50), Improved Agriculture (J, 10 credit from Commerce, 10 credit from Institutional Research, \$20, Misery is reduced to 175), and stabilization for \$3. Misery Relief reduces Misery to 150.

Genoa buys a ship upgrade for \$10 and stabilization for \$10.

Barcelona NMRs! In accordance with the NMR rules, he buys a ship upgrade for \$10 and stabilization for \$15.

Phase 5 – Expansion

London none

Paris none

Venice expands to Dubrovnik (7, vs. Genoa; dr = 5, 6, 4; wins).

Hamburg expands to Angora (4, vs. London, dr = 3, 4, 3; wins), Gallipoli (2, vs. London, dr = 2, 2, 1; wins), Constantinople (8, vs. London, dr = 5, 1, 5; wins), Prague (4, vs. Venice, dr = 4, 5, 1; wins), Malmo (1, vs. London, dr = 4, 2, 5; wins), Stockholm (5, vs. London, dr = 2, 4, 5; loses)

Genoa expands to Fez (4, vs. London, Cathedral loss), York (7, vs. London, dr = 5, 3, 4; loses), York (7, vs. London, dr = 3, 1, 3; loses), York (7, vs. London, dr = 6, 5, 6; wins), Dubrovnik (5, vs. Venice, dr = 6, 6, 1; wins).

Barcelona expands to Valencia (1), Barcelona (2), Basque (1), Salonika (5, vs. London, dr = 6, 1, 6; loses), Salonika (5, vs. London, dr = 2, 4, 4; loses), Salonika (5, vs. London, dr = 3, 3, 6; loses), Salonika (5, vs. London, dr = 1, 1, 2; loses), Salonika (5, vs. London, dr = 3, 5, 2; wins).

Barcelona receives:

Phase 6 – Collect Income

Interest and Profit: Paris receives \$53 and London receives \$77.

London gains \$115

Venice gains \$33

Genoa gains \$75

Paris gains \$87

Hamburg gains \$129

Barcelona gains \$75

Enlightenment Misery reduction: Hamburg goes to 125, Paris goes to 100, London goes to 80

Shortage of Silk (London gains _____), surplus of Timber (Hamburg loses \$3)

Notes

Many thanks to Michael Lowrey for his unused standby orders. Also, the final card has been drawn from the deck, so this is the last turn. I will not call a standby for Barcelona. If Barcelona submits no orders for final card play I will determine the card play randomly.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	70	7	\$41	3	3	4	2	A, B, C, E, F, N, O, R
Dave Partridge	Hamburg	125	26	\$127	4	19	4	2	A, B, D, E, F, G, H, I, J, N, O, R, V, W, X
Bob Robles	Paris	100	0	\$193	2	12	10	4	A, B, C, E, F, G, H, I, J, K, L, N, O, R, S, V, W, X
Dave Hood	London	80	-1	\$259	1	15	O-3	1	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Z
Steve Koehler	Barcelona	100	33	\$133	6	10	O-2	6	A, B, C, E, F, H, I, J, K, N, O, P, R, S, T, V, W, X
Robert Koehler	Genoa	250	33	\$88	5	10	6	4	A, E, F, I, N, O, V, W

Players are listed in reverse tie breaking order.

Commodity Log

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

Cards

Shortage, Surplus

Robover**Turn 9****Turn 10, 1/26 Tuesday***Program Robots*

Dalekbot starts in D13 active and facing south. Slambot 9000 and 100% Robotomy schedule shut downs for next turn.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Rotate Right (140)	Move 1 (550)	<i>Move 2 (770)</i>	<i>Rotate Right (120)</i>	<i>Move 1 (660)</i>
Slambot 9000	Back Up (450)	Move 1 (500)	<i>Rotate Left (70)</i>	<i>Move 1 (650)</i>	<i>Rotate Left (110)</i>
Jeeves	Rotate Right (340)	Rotate Right (360)	Move 2 (740)	Rotate Left (310)	Move 1 (630)
THX 1139	Shut Down				
Dalekbot	Back Up (480)	Move 1 (610)	Move 2 (720)	Rotate Right (300)	Rotate Right (260)
Narbot	Move 2 (670)	Rotate Left (390)	Move 2 (710)	U-turn (40)	U-Turn (20)
100% Robotomy	Rotate Left (230)	Rotate Left (250)	Move 2 (780)	<i>Move 1 (600)</i>	<i>Rotate Right (380)</i>
Protomax	Rotate Right (220)	Back Up (440)	Rotate Right (80)	Move 3 (790)	Move 1 (570)

Locked registers are in italics.

Phase 1

Narbot moves ahead 2 to I13, Dalekbot backs up to D12, Slambot 9000 backs up and runs into a wall, Jeeves rotates right to face east, 100% Robotomy rotates left to face south, Protomax rotates right to face south, and DizzyBot rotates right to face east. Conveyor belts: Dalekbot is moved to D11 and rotated to face west and Protomax is moved to G14. Slambot 9000 shoots THX 1139.

Phase 2

Dalekbot moves ahead 1 to F13, DizzyBot moves ahead 1 to C11, Slambot 9000 moves ahead 1 to H6, Protomax backs up to G13, Narbot rotates left to face east, Jeeves rotates right to face south, and 100% Robotomy rotates left to face east. Conveyor belts: Protomax is moved to G12. Slambot 9000 shoots THX 1139.

Phase 3

100% Robotomy moves ahead 2 to F7 (archive relocated), DizzyBot moves ahead 2 to F10, Jeeves moves ahead 2 to E7, Dalekbot moves ahead 2 to A11, Narbot moves ahead 2 to K13, Protomax rotates right to face west, and Slambot 9000 rotates left to face south.

Phase 4

Protomax moves ahead 3 to D12, Slambot 9000 moves ahead 1 to H7, 100% Robotomy moves ahead 1 to G7 (archive relocated), Jeeves rotates left to face east, Dalekbot rotates right to face north, DizzyBot rotates right to face south, and Narbot makes a U-turn to face west. Conveyor belts: Protomax is moved to D11 and rotated to face north. Jeeves shoots 100% Robotomy (locking register 5), who shoots Slambot 9000 (locking register 3), and Protomax shoots THX 1139.

Phase 5

DizzyBot moves ahead 1 to F11, Jeeves moves ahead 1 to F3 (archive relocated), Protomax moves ahead 1 to D10, 100% Robotomy rotates right to face south, Dalekbot rotates right to face east, Slambot 9000 rotates left to face east, and Narbot makes a U-turn to face east. Conveyor belts: DizzyBot is moved to G11. Jeeves shoots 100% Robotomy (register 4 locked) and Dalekbot shoots DizzyBot (register 3 locked).

Cleanup

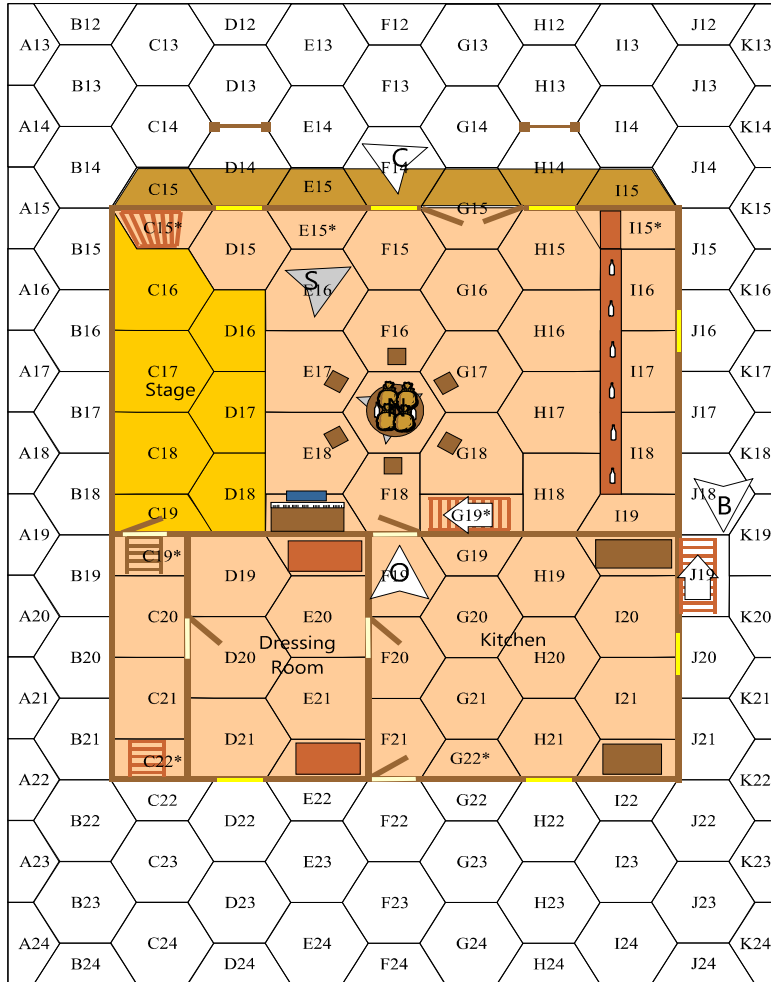
Jeeves is repaired 1 point and gains a Mini-Howitzer with 5 shots. 100% Robotomy is repaired 1 point (register 4 unlocked) and gains a Scrambler.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		G11>S		3	7
2	Bill Scharf	Slambot 9000	Pink		H7>E	1	2	7
3	Chris Geggus	Jeeves	Yellow	Mini Howitzer (5)	F7>E	1	3	1
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Brakes, Radio Control	D6>E	1	3	3
5	Andy York	Dalekbot	Silver		A11>E		2	2
6	Ward Narhi	Narbot	Red	Fourth Gear	K13>E		3	4
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	G7>S		1	6
8	Cary Nichols	Protomax	Green	Abort Switch	D10>N		3	4

Your Program Cards:

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 5 Turn 6, 3/2 Tuesday

Segment 1

- Old Man:** Card (9) – Head Back, turn 1 of 2
- Shaggy:** Card (3) – Turn (ahead right to face F15) turn 1 of 1
- Banker:** Card 2 – Run (ahead left to J17), turn 1 of 1
- Smith:** Delay
- NCO:** Delay

Segment 2

- Old Man:** Card (9) – Head Back, turn 2 of 2
- Shaggy:** Card 1 – Advance (ahead right to G15), turn 1 of 2
- Banker:** Card 1 – Advance (ahead left to J18), turn 1 of 2
- Smith:** Delay
- NCO:** Delay

Segment 3

Old Man: Card 5 – Cock/Aim/Shoot (Cock C34), turn 1 of 2
Shaggy: Card 1 – Advance (ahead right to G15), turn 2 of 2
Banker: Card 1 – Advance (ahead left to J18), turn 2 of 2
Smith: Delay
NCO: Card 1 – Advance (straight ahead to F17), turn 1 of 2

Segment 4

Old Man: Card 5 – Cock/Aim/Shoot (Cock C34), turn 2 of 2
Shaggy: Card 2 – Run (straight ahead to F14), turn 1 of 1
Banker: Card (3) – Turn (ahead left to face J19) turn 1 of 1
Smith: Delay
NCO: Card 1 – Advance (straight ahead to F17), turn 2 of 2, gains 2 delay

points

Segment 5

Old Man: Card (3) – Turn (Straight Ahead), turn 1 of 1
Shaggy: Pass
Banker: Pass
Smith: Delay
NCO: Delay

End of Turn

SSmith loses 3 delay points, NCO loses 2 delay points. At the start of Turn 4, Smith draws cards 36, 66, and 4 for the SERIOUS 3, resulting in 2 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)	F14>E14				20	
C	James Pratt	Banker (B)	J18>J19				20	
D	Mike Scott	Smith (S)	E16>F15	8	BR +2	5	14	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	F17>G17	9	BR +1	2	16	DOWN

Weapons

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

Procyon**Turns 5.5 through 6.5****Turns 6.6 through 7.6, 3/2 Tuesday**Turn 5

5th: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 3 6
B – Y – B – (R) – B – Y – (R20) – Open Port.
 Sells Rock Videos for \$200 (from the cup: Psychotic Sculpture at 10). Buys Factory for \$100, Pet Monsters for \$80, and picks up Fare to Base. Receives \$40 port commission.

6th: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 1 3 6
Multi-Generation Ship – NC6 – Y – B – R – A – Open Port – R20 – Terror Station (o) – Terror Station (s).
 Sells Finest Dust for \$50 (from the cup: Demand for Spice at 3). Buys Melf Pelts for \$50.

Turn 6

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 2 3
B – Y – B – R – B – Y – A.
2nd: Paul Bolduc (Dell/Not for Hire) Rolls Used: 3 * 3
R30 – NC3 – ? (It's a B20 penalty marker)
3rd: Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 1 2 3
B30 – Comfort Station (o) – Comfort Station (s).
 Sells Visible Holes for \$170 (from the cup: Visible Holes at 4c). Picks up Fare to Base.
4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 3 * 3

Open Port – Y – B – Y – R – B – R – B – Y – NC3.
5th: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 1 4 5
Open Port – A – (R) – Y10 – ? (It's a Y20 penalty marker) – (R) – B – Y – Airhome – A – (R10) – Asteroid City East.
 Discovers Yxklyx (from the cup: Visible Holes at 4c, Megalith Paperweight at 9b, Demand for Furniture at 9b, and Demand for Pelts at 6). Sells Pet Monsters for \$150 (from the cup: Fare to Base at 4a), buys Immortal Grease for \$50.

Notes

Many thanks to Cary Nichols for his unused standby orders.

Current status:

1a (Nillis): 4 Bionic Perfume

1b (Volois): Nothing

2 (Graw): 3 Space Spice

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

4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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), 3 Visible Holes

5 (Shenna): 2 Demand for Mulch Wine (+\$40)

6 (Yxklyx): 3 Immortal Grease, Demand for Melf Pelts (+\$50)

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

7b (Eeepeeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Servo-mechanism

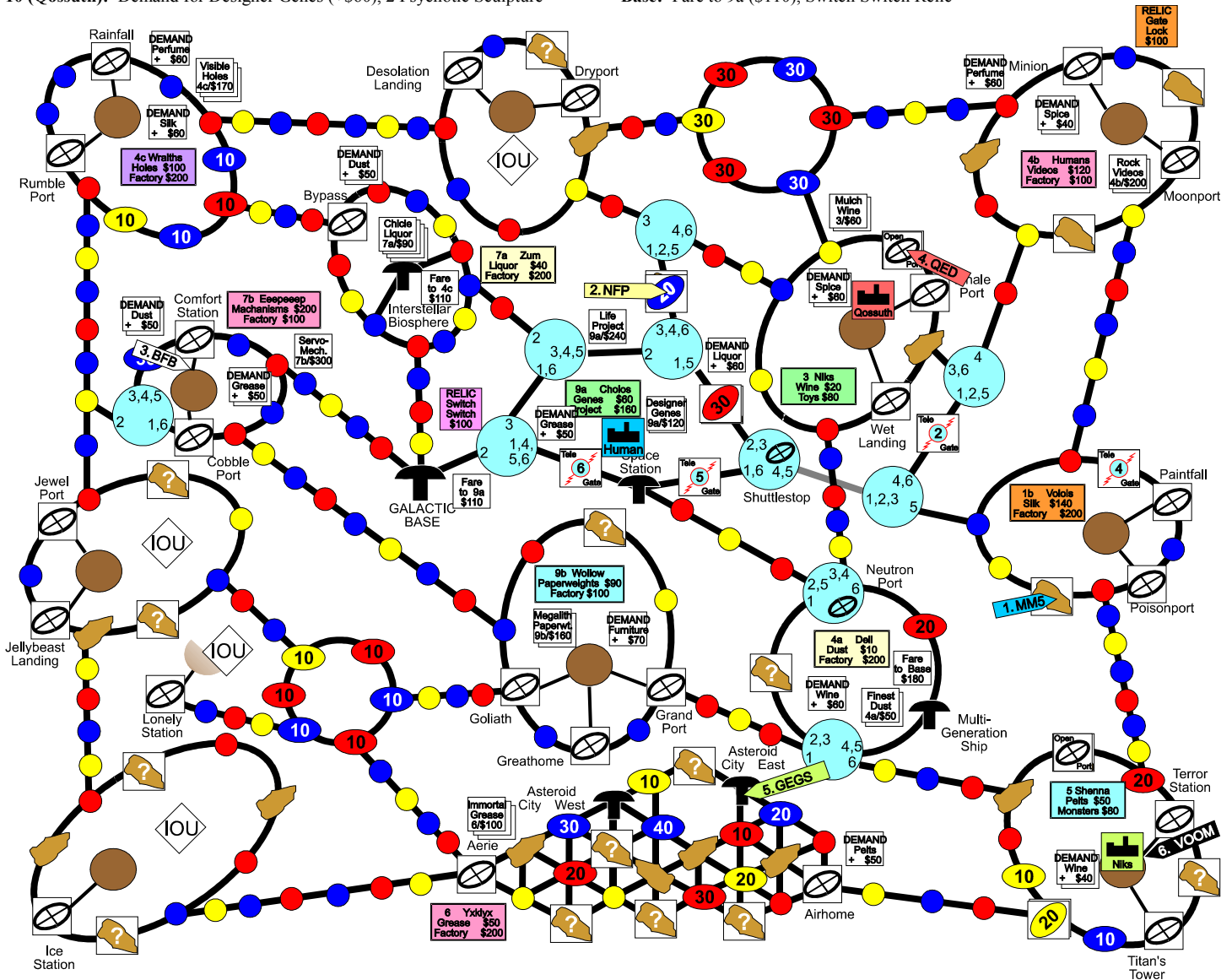
8 (Whynoms): 1 Impossible Furniture, Demand for Chicle Liquor (+\$60)

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

9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)

10 (Qossuth): Demand for Designer Genes (+\$60), 2 Psychotic Sculpture

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



1. Mystery Machine 5			\$0
Scout			
7: 1 5 6			
Hold1	Hold2	Hull	
Mulch Wine 3/\$60	Mulch Wine 3/\$60	Shield (\$60)	
Cholos \$200			

2. Not for Hire			\$8
Needle			
7: 2 4 (use 1*3)			
Hold1	Hold2	Hull	
Megalith Paperwt. 9b/\$160		7b \$100	
RELIC Mulligan Gear \$120			

3. Bender's Freedom Brigade Scout			\$220
Scout			
7: 1 1 3			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Fare to Base \$110	7a \$80	

4. Qossuth Entrepreneur Division			\$100
Needle			
7: 2 5 (use 1*3)			
Hold1	Hold2	Hull	
Living Toys 3/\$180	Fare to Base \$180	7a \$60	
RELIC Spy Eye \$100			
Niks \$200			
Shield (\$60)			

5. Ganymede Enterprises Going South			\$200
Scout			
7: 5 5 6			
Hold1	Hold2	Hull	
Immortal Grease 6/\$100	Red Top (\$120)	6 \$100	
Shenna \$100			
Fare to Base \$140			

6. VOOOM			\$310
Scout			
6: 1 5 5 // 7: 2 4 6			
Hold1	Hold2	Hull	
Melf Pelts 5/\$110	Melf Pelts 5/\$110		

Basset

Turn 3

Turn 4, 3/2 Tuesday

Commander Actions

HOBO buys a water factory (Or2, Or2, Or4, Or4, Wa8) and moves a population factor from an ore factory to man it.

BarterTown buys a water factory (Or2, Or2, Or5, Wa4, Wa7) and moves a population factor from an ore factory to man it.

Little Green Men opens the bidding on a Nodule at 25 and gets it (Or1, Or2, Or3, Wa5, Wa6, Wa8)

HBDC opens the bidding on a Data Library at 16 and gets it (Or1, Wa7, Wa8)

Lowreyville buys a water factory (Or1, Or2, Wa8, Wa9) and a population factor (Or2, Wa4, Or4).

MMC buys a population factor (Or1, Or3, Wa6) and mans an ore factory.

Cosmic Nomads buys a water factory (Or1, Wa5, Wa6, Wa8) and moves a population factor from an ore factory to man it.

ShaggyMobile buys a water factory (Or5, Wa7, Wa8) and a population factor (Wa10)

The Players

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

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

Available Upgrades

New Arrivals: 1 Heavy Equipment, 1 Warehouse

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

Production Cards

ShaggyMobile took a Mega Water card.

Hunter

Gamestart

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

Move Prospectors and Surveyors

Red (Nichols) surveys Denver to Colorado Springs and prospects passenger line 3 (cannot prospect until after line is complete)

Orange (Hooton) surveys Denver to South Platte and prospects the deck

Green (Longdin) surveys El Paso to Deming and prospects #108

Brown (Partridge) surveys Salt Lake City to Heber City and prospects #35.

Blue (Scharf) surveys Pueblo to Canon City and prospects #92.

Aqua (Narhi) surveys Santa Fe to Taos and prospects #120

Dispute Resolution

Orange draws #99 (White Oaks gold). He has first right of refusal to be exercised at the beginning of next turn. No disputes. Red spends \$160, Orange spends \$120 (or \$220), Green spends \$380, Brown spends \$240, Blue spends \$180, and Orange spends \$240.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$1,640	9		S, P
Dave Hooton	Orange	Denver	\$1,680	9		S, P
Michael Longdin	Green	El Paso	\$1,420	9		S, P
Dave Partridge	Brown	Salt Lake City	\$1,560	9		S, P
Bill Scharf	Blue	Pueblo	\$1,620	9		S, P
Ward Narhi	Aqua	Santa Fe	\$1,560	9		S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
108	Lordsburg	Green	Copper	N	\$40
35	Heber	Brown	Silver	N	\$50

#	City	Owner	Type	Goods	Operation
92	Raton	Blue	Coal	N	\$40
120	Cuba	Aqua	Coal	N	\$30

Available Claims

#	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
99	<i>White Oaks</i>	<i>Gold</i>	<i>\$100</i>	<i>\$50</i>
106	Cuba	Copper	\$80	\$30
107	Santa Rita	Copper	\$100	\$50
115	Paxton Springs	Lumber	\$100	\$40
47	Ouray	Silver	\$100	\$40

Claims in italics are under first right of refusal.

Available Trains

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

Available Passenger Lines

#	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	

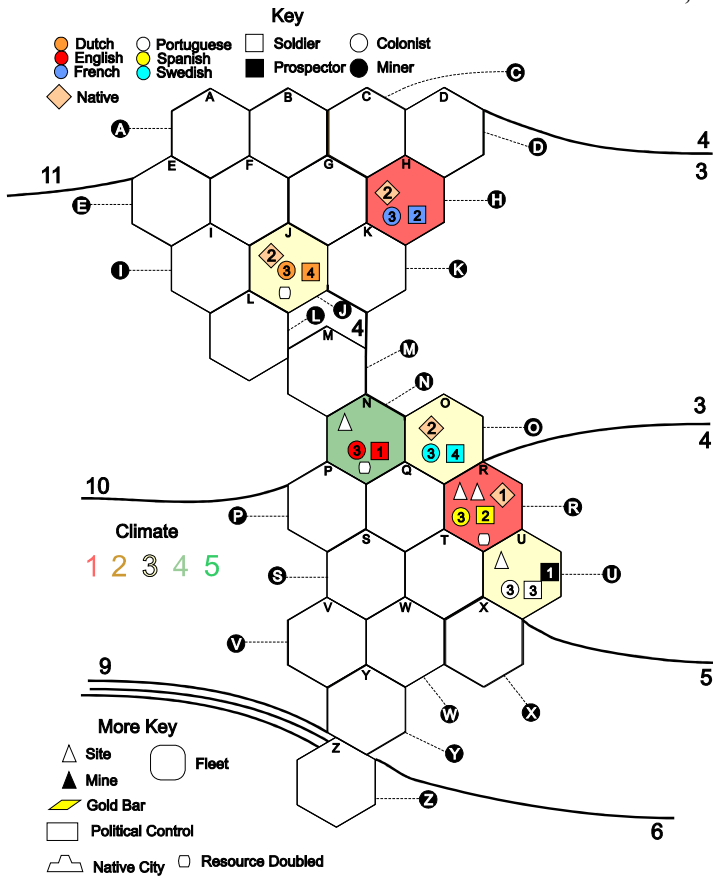
Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Boston Terrier

Gamestart

Turn 1, 1/26 Tuesday



Planning

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Swedes buy 4 ships (\$48) and 4 soldiers (\$30) for \$88.
English buy 4 ships (\$48) and 5 soldiers (\$50) for \$98.
Dutch buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Portuguese buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

Outbound Naval Movement

French Dice: 2, 3, 4. No losses.
Swedes Dice: 1, 4, 5. No losses.
English Dice: 2, 4, 4, 5. No losses.
Dutch Dice: 3, 3, 4, 4. No losses.
Spanish Dice: 2, 2, 4, 5. No losses.
Portuguese Dice: 1, 2, 3, 3. No losses.

Land Movement

French move 4 colonists and 4 soldiers into area H. It is a climate 1 area with 2 natives.
Swedes move 4 soldiers and 4 colonists into area O. It is a climate 3 area with 2 natives.
English move 5 soldiers and 3 colonists into area N. It is a resource rich climate 4 area with 1 site and 1 native.
Dutch move 4 colonists and 4 soldiers into area J. It is a resource rich climate 3 area with 2 natives.
Spanish move 4 colonists and 4 soldiers into area R. It is a resource rich climate 1 area with 2 sites and 1 native.
Portuguese move 4 colonists and 6 soldiers into area U. It is a climate 3 area with 1 site and 1 native. One soldier prospects.

Native Combat

English: 1 native and 3 soldiers killed. **Portuguese:** 1 native and 2 soldiers killed.

Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 3.
French lose 1 colonist and 2 soldiers, **Dutch** lose 1 colonist, **English** lose 1 soldier, **Swedes** lose 1 colonist, **Spanish** lose 1 colonist and 2 soldiers, and **Portuguese** lose 1 colonist.

Bidding

Andy Lewis bids \$2, selects landing H, \$2 to Bob Robles
Dave Partridge bids \$0, selects landing O
Andy York bids \$0, selects landing N
Dave Hood bids \$0, selects landing J
Bob Robles bids \$0, selects landing R

Non-Player Attitude

Since the Portuguese have no holdings in the New World, his attitude is automatically Exploration. Initial landing is U.

Political Control

None.

Homebound Naval Movement**French:** Dice: 3, 4, 5. No losses.**Swedes:** Dice: 1, 3, 4. No losses.**English:** Dice: 1, 2, 3, 6. Loses 2 ships.**Dutch:** Dice: 3, 4, 5, 5. No losses.**Spanish:** Dice: 1, 5, 6, 6. No losses.**Portuguese:** Dice: 1, 3, 5, 5. No losses.Income**French:** Political Control: \$20, resources: \$3.**Swedes:** Political Control: \$20, resources: \$3.**English:** Political Control: \$20, resources: \$6.**Dutch:** Political Control: \$20, resources: \$6.**Spanish:** Political Control: \$20, resources: \$6.**Portuguese:** Political Control: \$20, resources: \$3.Turn 2 Initiative

English, Portuguese, Dutch, Spanish, French, Swedes

Portuguese attitude is (dr = 4 -5 = -1) Status Quo

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$88	19	2	6
French	Andy Lewis	\$93	20	4	4
Swedes	Dave Partridge	\$95	20	4	4
Spanish	Bob Robles	\$100	20	4	4
Dutch	Dave Hood	\$98	20	4	4
Portuguese	Non-Player	\$63	18	5	4

Pedagoguery

In 1998, the world of cosmology was shaken to its foundations when observations of distant supernovae seemed to indicate that the expansion of the universe was accelerating. This seemed to indicate that most of the universe was made up of a mysterious “dark energy” whose existence was not even hinted at by standard physics. Recently, though, a potential alternative to dark energy has arisen. The catch is that it requires us to relinquish a long-held principle: the Copernican principle.

Copernicus was the first scientist to openly postulate that we were not special by removing the Earth from its place of prominence at the center of the universe. Further refinement of that idea has moved us further and further from the center of things, until we fully recognize that the place we occupy in the universe is nothing particularly special. In fact, this view has been particularly powerful. It has allowed us to extrapolate our local conditions out into the universe at large. Today, we call this the cosmological principle, which states that we do not live in a special place in the universe.

However, what if it is wrong? The supernovae observations could also be explained if we live near the center of a void of gigantic proportions. By void, I do not mean a totally empty space, for clearly that is not the case. I simply mean a region that has a significantly lower density than average, say half or a third. If this void occupies most of the observable universe, and we are located very near the center, than all of our current observations would be explained without the need for dark energy.

How would it work? Well, the universe would be expanding, and the expansion would be slowing, but it would not be slowing at the same rate everywhere. The expansion would slow faster in the denser parts of the universe, whereas it would slow more slowly in the voids. If a supernova were to explode early in the universe in one of the denser portions, by the time the light reached us in the void, it would have had to travel farther, and thus have been stretched out more due to the expansion of space, than it otherwise would have been, making it dimmer and redder. This is precisely what we observe.

The biggest problem with this hypothesis is its unlikelihood. Currently, the

observed matter distribution in the universe is very well described by invoking quantum fluctuations that were greatly magnified during inflation. Using that scenario, the chances of a giant void of the size needed to explain the supernova results would be one in 10^{100} , a staggeringly small number. This is somewhat offset by the fact that such voids would expand more quickly than the rest of the universe, and as such, an observer would potentially find himself in one with rather more likelihood than you would think. It is possible that while this hypothesis does violate the cosmological principle by putting us in a special place, it does not violate the principle of mediocrity, which states that we are typical observers.

How can we distinguish between the cases of the giant void and dark energy? There are several ways. First of all, the chances of us being in the exact center of the void are extremely small. As a result, if the void model were correct, we would expect the observed rate of expansion to vary depending on the direction in which a supernova was observed. Secondly, galaxy clusters reflect some light, acting as a weird sort of mirror. By observing the reflected light, we should be able to view our own cosmic neighborhood, and thus see if we live in such a void. A third way is to observe how galaxies and clusters evolve in different areas. Such evolution is somewhat dependent on the local density. If we find fluctuations consistent with different local densities, it would be support for this hypothesis.

Finally, the cosmic microwave background could provide hints. If the void hypothesis is correct, the microwave background would be hotter in one direction and cooler in the opposite, called a dipole. We do in fact observe this, but it is usually attributed to our motion relative to the background. In addition, certain features would line up, also something which is observed. Finally, a preferred direction would result in large scale motion of galaxies and clusters, which some have claimed to observe, but which is controversial.

There are a number of instruments and plans to gather the data that would distinguish between the hypotheses, and developments over the next decade should be very interesting.

Next time, color vision.

Game Review: Phoenicia

Phoenicia is a game about the development of city states on the shores of the Mediterranean. It has a feel and mechanics very similar to that of Outpost, with similar production and auction of development cards. There are, of course, differences.

Each player starts out with 4 tiles: Hunting, Farming, Storage, and Training Ground. Hunting and Farming are both means of production, with Farming being more costly, but also more productive. The Storage tile contains two Warehouses,

which determine your hand capacity for production cards, as well as your Treasury. The Training Ground allows you to train workers, which can then be put to work in production as soon as you purchase the requisite tools.

The game turn is one very familiar to those who play Outpost. First, each player in turn has the option of bidding on the available development cards. The cards provide many different abilities. First most of them provide victory points. Secondly, many of them directly provide production capacity. Some of them

provide discounts on other cards, enhance production abilities, or provide extra warehouses or workers. The cards come in four different categories, with the category 1 items being auctioned first, then category 2, and so on. Each category contains A and B cards, with A cards being more plentiful in games with an odd number of players.

Players need not initiate the auction for an item. Instead, they can develop their settlement in other ways. If they have available untrained workers, they can train them. Once trained, they can buy the tools necessary for production and put them to work hunting, farming, or if they have the right upgrades, mining or clothmaking. Each additional worker in an activity adds victory points and production capacity.

Once all players have taken their turns, there is a common administration phase that happens. In this phase, the new first player, or "Overlord" is determined, new production cards are drawn to replace those purchased by players, production cards are dealt, and storage and treasury limits are applied.

S.O.B.

The production system is at once very similar and very different from that in Outpost. It is similar in that there are cards drawn, but very different in that there is only one type of card, instead of a different type of card for each production type. Production cards come in denominations of 4, 5, and 6, with 5 being three times more likely than either 4 or 6. Also, when you pay for something, you get change, which is where the Treasury comes in. Any change is made by collecting treasury disks. The player's Storage allows for 3 treasury disks, but getting a Granary will increase it to 6. Production is determined by a simple number, and each multiple of 4 allows the player to draw a production card, with any leftover being taken in treasury disks. If, after the draw, the player has 4 or more treasury disks, he may trade those in for another card – a no lose proposition assuming you have the hand capacity.

Overall, the game is quite good, and very suitable for pbm play. It is published by Rio Grande Games and retails for between \$40 and \$50.



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			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	

Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely, Brad Martin **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

None this issue!