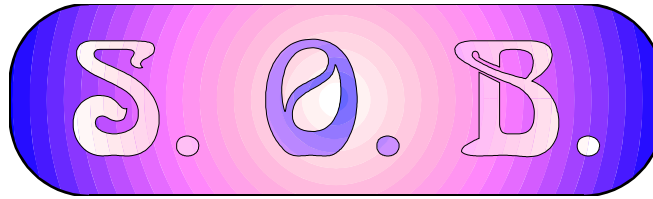


Number 160

March, 2010

**Notes from Hades**

This last month, I went to D.C., and I took the family with me. This is the first time that the boys have been to Washington, and they have been looking forward to it ever since we told them about it at Christmas. They were not disappointed. We went a little early, so we had the entire three-day Presidents Day weekend to play. We spent Saturday at the Air and Space Museum, Sunday at the American History Museum, and Monday at the Natural History Museum. They boys thoroughly enjoyed it all. And, on top of all of that, they had their first real experience with snow. Everywhere we walked, the boys insisted on tromping through the snow. During the rest of the week, while I attended my meetings, they went to Mount Vernon, the National Archives, and several other sights in D.C. Overall, a very enjoyable trip.

I want to say a word about how I do the zine around deadline time. As the deadline approaches, I do some pre-work on the games, setting things up so that I can process them quickly when the deadline comes. Any orders I have at that time get incorporated to the extent possible. As I'm processing the games, if I encounter an issue with someone's orders, I will typically send that person an email seeking clarification. This is an advantage of getting the orders in earlier rather than later. Several days before the deadline, I typically send out a reminder email. I also send out an email reminder after the deadline to all those players who have not yet submitted orders. I then process the games, starting with those games where I have all the orders. If I finish all of those games, I will typically work on those aspects of the zine that I can, such as this column. If I hear back from a player asking for more time, I will do what I can, without delaying the zine too much. It is only after doing everything else I can that I will NMR someone. Depending on how quickly I get the orders, the cut point can conceivably be as early as the day after the deadline. I try to be as fair as possible, and I treat all players equally, no matter how long they have subscribed to the zine. The only way to guarantee not to NMR, is to get your orders in by the deadline.

Greyhound ends this issue, with congratulations due for Dave Hood. I will be starting up Plantation Dog next time to replace it.

The next deadline is **Tuesday, April 13 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. **Starts this issue!**

Bolognese. Machiavelli. Gunboat. This game will start after the next Machiavelli game ends. Have 5, will take up to 3 more. You are signed up: ☐.

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. **Starts next issue!**

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, Bob Robles. Will take up to 3 more.

Outpost. Will start after Basset ends. Have Eric Brosius, Andy York, Andy Lewis, will take up to 7 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. Have Cary Nichols, will take up to 9 more.

Age of Renaissance. This will use the EuroGames rules. Will take up to 6.

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

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

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

Chris Hassler a.k.a. Cerberus

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

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

Dog Park

Fall 1056

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory Deadline for Winter/Spring 1057 4/13, Tuesday

The long knives were out as the Holy Roman Emperor, the Pope, and the Duke of Pisa are all assassinated. This spells the end of the Holy Roman Empire. The Normans benefit from the Pope's last act to disband a Byzantine fleet. Venice gains some breathing space.

Summer 1056 Retreats

Holy Roman Empire retreats A Montferrat to Turin

Expenditures

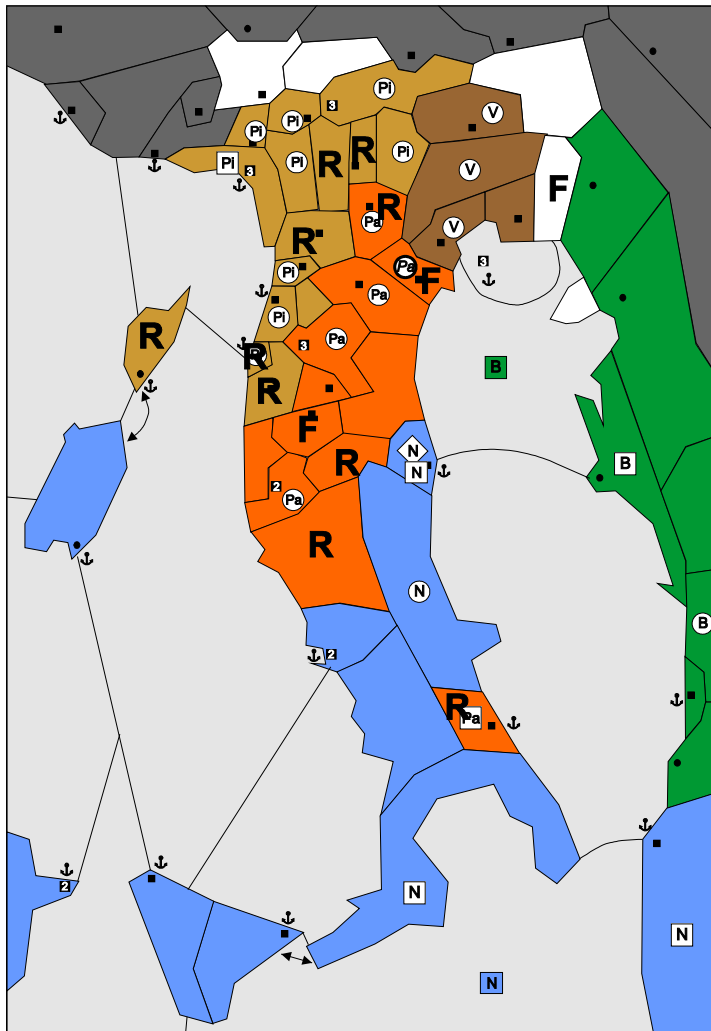
The Holy Roman Empire gives 5 ducats to the Byzantines and is unable to repay their loan and is assassinated. All units hold. No rebellions.

The Papacy gives 5 ducats to the Normans and is unable to repay their loan and is assassinated. All units hold. Rebellions in Mantua, Spoleto, Capua, and Bari.

Pisa is unable to repay their loan and is assassinated. All units hold. Rebellions in Cremona, Parma, Modena, Pistoia, Sienna, and Corsica.

The Normans spend 12 ducats to disband Byzantine F Durazzo.

Dog Park



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

Outstanding Loans

Spring 1057: 6 ducats due from the Byzantines (4 borrowed)
 Summer 1057: 26 ducats due from the Pope (17 borrowed)
 Spring 1058: 15 ducats due from the Byzantines (10 borrowed).
 Summer 1058: 17 ducats due from the Byzantines (11 borrowed).

Orders

BYZANTINES (Giovine): A Albania to HERZEGOVINA, F DALMATIA to Lower Adriatic, F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic, F (EM) Durazzo to Ionian Sea (nsu)

HOLY ROMAN EMPIRE (Partridge): A TURIN holds, G Pavia surrenders (DESTROYED) **Out!**

NORMANS (Horsley): A AQUILA to Ancona, F ANCONA to Lower Adriatic, F Gulf of Naples to IONIAN SEA, F OTRANTO supports F Ancona to Lower Adriatic, F Ionian Sea to DURAZZO, G ANCONA convert to F

PAPACY (Roalstad): A MANTUA holds, A (EM) FERRARA holds, A BOLOGNA holds, A FLORENCE holds, A ROME holds, F BARI holds

PISA (Scott): A MILAN HOLDS, A BERGAMO HOLDS, A PAVIA, HOLDS, A MONTFERRAT HOLDS, A FORNOVA HOLDS, A LUCCA HOLDS, A PISA HOLDS, A PIOMBINO HOLDS, F GENOA HOLDS

VENICE (Wilson): A TRENTO holds (Rebellion suppressed), A Treviso to VERONA, A PADUA supports A Treviso to Verona

Treasury:

Notes

The Holy Roman Empire no longer has control over any of its home cities, and so is eliminated. In addition, Pisa completes its conquest of the Holy Roman Empire, may consider those home areas to be his own and gains the Holy Roman Empire variable income die roll.

Spring 1055 Famine

Poor Year – Column Only: Perugia, Friuli, Ferrara

Spring 1055 Income

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

Provinces

| | | |
|-----|---|----|
| BYZ | Carniola, Croatia, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania | 7 |
| NOR | Sardinia, Tunisia, Ancona, Aquila, Naples, Salerno, Otranto, Messina, Palermo, Durazzo | 10 |
| PAP | <u>Mantua</u> , <u>Ferrara</u> , Bologna, Urbino, Florence, Arezzo, <u>Perugia</u> , Patrimony, Rome, <u>Spoleto</u> , <u>Capua</u> , <u>Bari</u> | 6 |
| PIS | Genoa, Montferrat, Pavia, Milan, Fornova, <u>Parma</u> , <u>Cremona</u> , Bergamo, <u>Modena</u> , Lucca, Pistoia, Pisa, <u>Piombino</u> , <u>Sienna</u> , <u>Corsica</u> | 9 |
| VEN | Trent, Verona, Padua, Treviso | 4 |

Seas

| | | |
|-----|------------------------|---|
| BYZ | Upper Adriatic, Venice | 2 |
| NOR | Ionian Sea | 1 |

Cities

| | | |
|-----|---|---|
| BYZ | Carniola, Croatia, Dalmatia, Ragusa, Albania, Venice (3) | 8 |
| NOR | Sardinia, Tunisia (2), Ancona, Naples (2), Messina, Palermo, Durazzo | 9 |
| PAP | <u>Mantua</u> , <u>Ferrara</u> , Bologna, Florence (3), Arezzo, <u>Perugia</u> , Rome | 7 |

(2), Bari
 Pis Genoa (3), Montferrat, Pavia, Milan (3), Cremona, Modena,
 Lucca, Pisa, Piombino, Sienna, Corsica
 VEN Trent, Padua, Treviso

Totals

Variable income die roll was 4.

| | Variable | Provinces | Seas | Cities | Gross |
|-------------|----------|-----------|------|--------|-------|
| BYZANTINES: | 4 | 7 | 2 | 8 | 21 |
| NORMANS: | 8 | 10 | 1 | 9 | 28 |
| PAPACY: | 4 | 6 | 0 | 7 | 17 |
| PISA: | 6 | 9 | 0 | 10 | 25 |
| VENICE: | 4 | 4 | 0 | 3 | 11 |

S.O.B.

Total income:

Game Summary

| | 1051 | 1052 | 1053 | 1054 | 1055 | 1056 | 1057 |
|--------------------|------|------|------|------|------|------|------|
| Byzantines: | 3 | 6 | 7 | 7 | 7 | 8 | 6 |
| Holy Roman Empire: | 3 | 6 | 6 | 6 | 4 | 3 | 0 |
| Muslims: | 3 | 3 | 0 | 0 | 0 | 0 | 0 |
| Normans: | 1 | 2 | 5 | 5 | 6 | 6 | 7 |
| Papacy: | 3 | 5 | 6 | 7 | 7 | 6 | 8 |
| Pisa: | 3 | 5 | 7 | 7 | 7 | 9 | 11 |
| Venice: | 3 | 4 | 5 | 4 | 4 | 4 | 3 |

Barking Up the Wrong Tree

Fall 1255

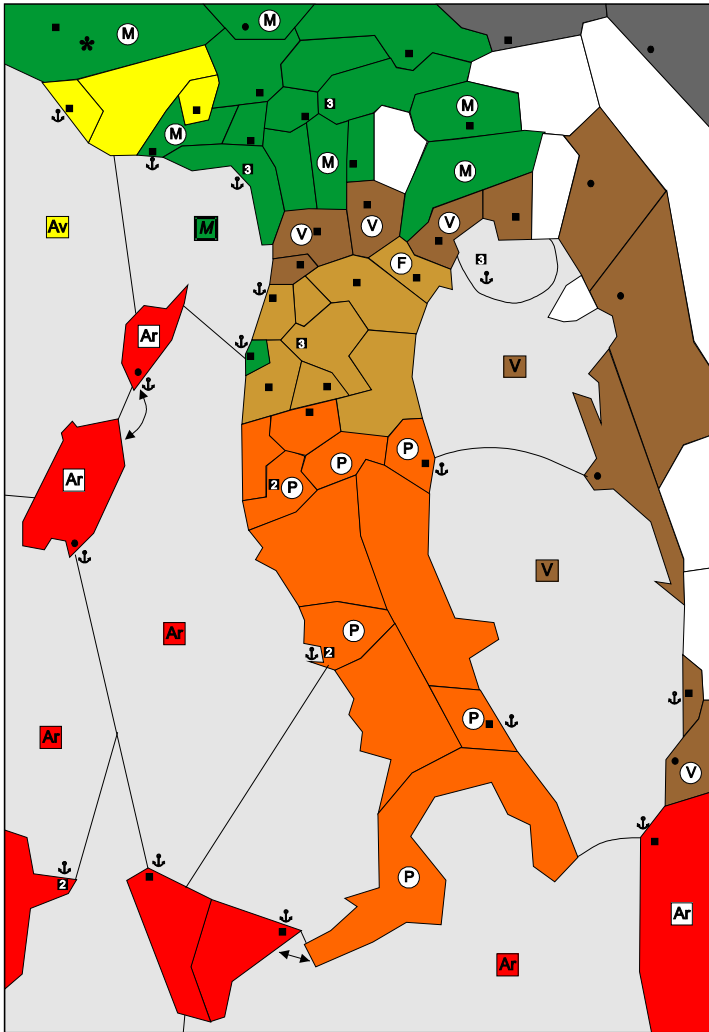
Miller Number 2007Bpw10

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

Deadline for Winter/Spring 1256 4/13, Tuesday

Milan continues to squeeze Avignon and invade Venice, while stopping Venice's counter-invasion for now. Florence joins in against Venice while the Pope takes full possession of the boot. Aragon plays defense.

Barking Up the Wrong Tree



Tyrrhenian Sea, F TYRRHENIAN SEA supports F Sardinia, F IONIAN SEA supports F DURAZZO, F DURAZZO supports F IONIAN SEA

- AVIGNON (Nichols): A Avignon to Turin (DISLODGED, retreat Marseilles, Provence, garrison, OTB), F Provence to GULF OF LIONS
- FLORENCE (Whyte): A Bologna to FERRARA
- MILAN (Renken): A SWISS supports A Turin to Avignon, A Turin to AVIGNON, A SAVOY to Genoa, A PARMA to Cremona, A Bergamo to TRENT, A VERONA to Treviso, F (EM) Gulf of Lions to LIGURIAN SEA
- PAPACY (Robles): A Perugia to SPOLETO, A Rome holds, A ANCONA holds, A Aquila to NAPLES, A Salerno to OTRANTO, A BARI supports A Salerno to Otranto
- VENICE (Partridge): A PADUA to Treviso, A ALBANIA holds, A MODENA to Genoa, A MANTUA to Cremona, F LOWER ADRIATIC holds, F Carniola to UPPER ADRIATIC

Treasury:

Spring 1256 Famine

Good Year – No Famine!

Spring 1256 Income

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

Provinces

| | | |
|-----|--|----|
| ARA | Sardinia, Corsica, Tunis, Palermo, Messina, Durazzo | 6 |
| AVI | Marseilles, Provence, Saluzzo | 3 |
| FLO | Pisa, Sienna, Pistoia, Florence, Arezzo, Urbino, Bologna, Ferrara | 8 |
| MIL | Avignon, Swiss, Turin, Savoy, Genoa, Montferrat, Pavia, Como, Tyrolea, Milan, Trent, Verona, Cremona, Parma, Fornova, Piombino | 16 |
| PAP | Patrimony, Perugia, Rome, Spoleto, Ancona, Aquila, Capua, Naples, Salerno, Bari, Otranto | 11 |
| VEN | Lucca, Modena, Mantua, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania | 10 |

Seas

| | | |
|-----|---|---|
| ARA | Western Mediterranean, Tyrrhenian Sea, Ionian Sea | 3 |
| AVI | Gulf of Lions | 1 |
| MIL | Ligurian Sea | 1 |
| VEN | Venice, Upper Adriatic, Lower Adriatic | 3 |

Orders

ARAGON (Scharf): F CORSICA to Ligurian Sea, F SARDINIA supports F Western Mediterranean, F WESTERN MEDITERRANEAN supports F

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

Cities

| | | |
|-----|--|----|
| ARA | Sardinia, Corsica, Tunis (2), Palermo, Messina, Durazzo | 7 |
| AVI | Marseilles, Saluzzo | 2 |
| FLO | Pisa, Sienna, Florence (3), Arezzo, Bologna, Ferrara | 8 |
| MIL | Avignon, Swiss, Turin, Savoy, Genoa (3), Montferrat, Pavia, Tyrolea, Milan (3), Trent, Cremona, Piombino | 16 |
| PAP | Perugia, Rome (2), Ancona, Naples (2), Bari | 7 |
| VEN | Venice (3), Lucca, Modena, Mantua, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania | 13 |

Totals

Variable income die roll was 1.

| | Variable | Provinces | Seas | Cities | Gross |
|-----------|----------|-----------|------|--------|-------|
| ARAGON: | 1 | 6 | 3 | 7 | 17 |
| AVIGNON: | 1 | 3 | 1 | 2 | 7 |
| FLORENCE: | 1 | 8 | 0 | 8 | 17 |

S.O.B.

| | | | | | |
|---------|---|----|---|----|----|
| MILAN: | 3 | 16 | 1 | 16 | 36 |
| PAPACY: | 2 | 11 | 0 | 7 | 20 |
| VENICE: | 2 | 10 | 3 | 13 | 28 |

Total income:

Game Summary

| | 1250 | 1251 | 1252 | 1253 | 1254 | 1255 | 1256 |
|-----------|------|------|------|------|------|------|------|
| Aragon: | 3 | 3 | 4 | 5 | 5 | 5 | 6 |
| Avignon: | 4 | 5 | 6 | 7 | 5 | 4 | 2 |
| Florence: | 3 | 4 | 5 | 6 | 7 | 5 | 5 |
| Genoa: | 3 | 3 | 3 | 0 | 0 | 0 | 0 |
| Milan: | 3 | 6 | 6 | 7 | 8 | 10 | 12 |
| Papacy: | 3 | 4 | 4 | 4 | 4 | 5 | 5 |
| Venice: | 3 | 4 | 4 | 7 | 9 | 11 | 11 |

Cats and DogsEnd of Game Statements

None received.

GreyhoundFinal Card PlayDeadline End of Game Statements, 4/13 TuesdayFinal Card Play**London** plays Silk (Barcelona receives \$8 and London receives \$72, surplus removed).**Paris** plays Enlightened Ruler, Stone (Venice and Genoa each gain \$1, Hamburg gains \$4, and Paris gains \$16), and Spice (Hamburg and Barcelona each gain \$9 and London gains \$225). The Crusades is unplayable.**Venice** plays Ivory/Gold as Gold (Barcelona gains \$10 and Hamburg gains \$40) and Galileo Galilei (gains \$20 rebate).**Hamburg** plays Prince Henry (gains \$20 rebate). Armor is unplayable.**Genoa** plays Bartolome de las Casas, Henry Oldenburg, and Spice (Hamburg and Barcelona each gain \$9 and London gains \$225). Stirrups are unplayable.**Barcelona** plays Metal (Paris gains \$6, Hamburg gains \$24, and London gains \$96), Cloth (Hamburg and Paris each gain \$5, Venice gains \$20, and Genoa gains \$45), Silk (Hamburg gains \$8, Barcelona gains \$32, and London gains \$128), Timber (Paris and Genoa each gain \$12, Hamburg and London each gain \$42, shortage removed), Timber (Paris and Genoa each gain \$3, Hamburg and London each gain \$27), and Wool (Hamburg and Barcelona each gain \$2, London and Genoa each gain \$18).Final Score

| | Venice | Hamburg | Paris | London | Barcelona | Genoa |
|----------|--------|---------|---------|---------|-----------|--------|
| Advances | \$400 | \$880 | \$1,060 | \$1,950 | \$1,100 | \$310 |
| Cash | \$82 | \$317 | \$235 | \$1,092 | \$203 | \$167 |
| Subtotal | \$482 | \$1,197 | \$1,295 | \$3,042 | \$1,303 | \$477 |
| Misery | -\$70 | -\$125 | -\$100 | -\$80 | -\$100 | -\$250 |
| Total | \$412 | \$1,072 | \$1,195 | \$2,962 | \$1,203 | \$227 |

Notes

Congratulations to Dave Hood on his victory!

The Players

| Player | Country | Misery | Tokens | Money | Order | Dominance | Ships | Cards | Advances |
|-----------------|-----------|--------|--------|---------|-------|-----------|-------|-------|---|
| Michael Longdin | Venice | 70 | | \$82 | 3 | 3 | 4 | 0 | A, B, C, E, F, N, O, R |
| Dave Partridge | Hamburg | 125 | | \$317 | 4 | 19 | 4 | 0 | A, B, D, E, F, G, H, I, J, N, O, R, V, W, X |
| Bob Robles | Paris | 100 | | \$235 | 2 | 12 | 10 | 0 | A, B, C, E, F, G, H, I, J, K, L, N, O, R, S, V, W, X |
| Dave Hood | London | 80 | | \$1,092 | 1 | 15 | O-3 | 0 | 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 | | \$203 | 6 | 10 | O-2 | 0 | A, B, C, E, F, H, I, J, K, N, O, P, R, S, T, V, W, X |
| Robert Koehler | Genoa | 250 | | \$167 | 5 | 10 | 6 | 0 | A, E, F, I, N, O, V, W |

Players are listed in reverse tie breaking order.

Robover
Turn 11
Turn 12, 4/13 Tuesday
Program Robots

THX 1139 schedules a shut down for next turn.

| Robot | Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 |
|---------------|--------------------|----------------------|---------------------------|---------------------------|---------------------|
| DizzyBot | Rotate Right (80) | <i>Back Up (440)</i> | <i>Move 2 (770)</i> | <i>Rotate Right (120)</i> | <i>Move 1 (660)</i> |
| Slambot 9000 | Shut Down | | | | |
| Jeeves | Rotate Left (170) | Move 1 (550) | Rotate Left (130) | Move 1 (520) | Move 2 (690) |
| THX 1139 | Rotate Right (280) | Move 2 (700) | U-turn (50) | Move 2 (750) | <i>Move 1 (650)</i> |
| Dalekbot | Move 1 (590) | Move 1 (530) | Rotate Left (270) | U-turn (40) | Move 2 (780) |
| Narbot | Move 1 (540) | U-turn (10) | Rotate Right (220) | Rotate Left (370) | Rotate Left (70) |
| 100% Robotomy | Shut Down | | | | |
| Protomax | Move 2 (720) | Move 1 (580) | <i>Rotate Right (140)</i> | <i>Rotate Left (350)</i> | <i>U-Turn (30)</i> |

Locked registers are in italics.

Phase 1

Protomax moves ahead 2 to D8, Dalekbot moves ahead 1 to B11, Narbot moves ahead 1 to L13 (archive transferred), THX1139 rotates right to face south, Jeeves rotates left to face north, and DizzyBot rotates right to face west. Conveyor belts: Dalekbot is moved to B9 and rotated to face north and DizzyBot is moved to H11. THX 1139 and Protomax shoot each other (Protomax registers 4 and 5 locked), while the on-board laser shoots DizzyBot (register 2 locked).

Phase 2

THX 1139 moves ahead 2 to D8, pushing Protomax to D9, Protomax moves ahead 1 to D8, pushing THX 1139 to D7, Jeeves moves ahead 1 to F5 (archive transferred), Dalekbot moves ahead 1 to B8, DizzyBot backs up to I11, and Narbot U-turns to face west. The gear rotates DizzyBot to face north. Protomax fires at THX 1139 (register 5 locked), and THX 1139 uses Radio Control on Protomax. Protomax executes THX 1139's program for the rest of this turn.

Phase 3

DizzyBot moves ahead 2 to I9, Dalekbot rotates left to face west, Narbot rotates right to face north, Jeeves rotates left to face west, THX 1139 U-turns to face north, and Protomax U-turns to face south.

Phase 4

THX 1139 moves ahead 2 to D5, Protomax moves ahead 2 to D10, Jeeves moves ahead 1 to E6, Narbot rotates left to face west, DizzyBot rotates right to face east, and Dalekbot makes a U-turn to face east.

Phase 5

Dalekbot moves ahead 2 to D8, Jeeves moves ahead 2, running into the wall to stop at D6, DizzyBot moves ahead 1 into the pit, THX 1139 moves ahead 1 using brakes to stay in D5, Protomax moves ahead 1 to D11, and Narbot rotates left to face south. The conveyor belt moves Protomax to E11, where an on-board laser shoots it, locking register 3.

Cleanup

DizzyBot reappears in D13 facing any direction. Narbot is repaired one point.

Players

| # | Player Name | Robot Name | Color | Options | Position | Flags | Lives | Damage |
|---|-----------------|---------------|------------|--|----------|-------|-------|--------|
| 1 | Dave Partridge | DizzyBot | Blue | | D13>? | | 2 | 2 |
| 2 | Bill Scharf | Slambot 9000 | Pink | | H7>E | 1 | 2 | 0 |
| 3 | Chris Geggus | Jeeves | Yellow | Mini Howitzer (5) | D6>W | 1 | 3 | 1 |
| 4 | Dave Hooton | THX 1139 | White | Double-Barreled Laser, Brakes, Radio Control | D5>N | 1 | 3 | 5 |
| 5 | Andy York | Dalekbot | Silver | | D8>E | | 2 | 2 |
| 6 | Ward Narhi | Narbot | Red | Fourth Gear | L13>S | | 3 | 3 |
| 7 | Michael Longdin | 100% Robotomy | Dark Green | Scrambler | G7>S | | 1 | 0 |
| 8 | Cary Nichols | Protomax | Green | Abort Switch | E11>S | | 3 | 7 |

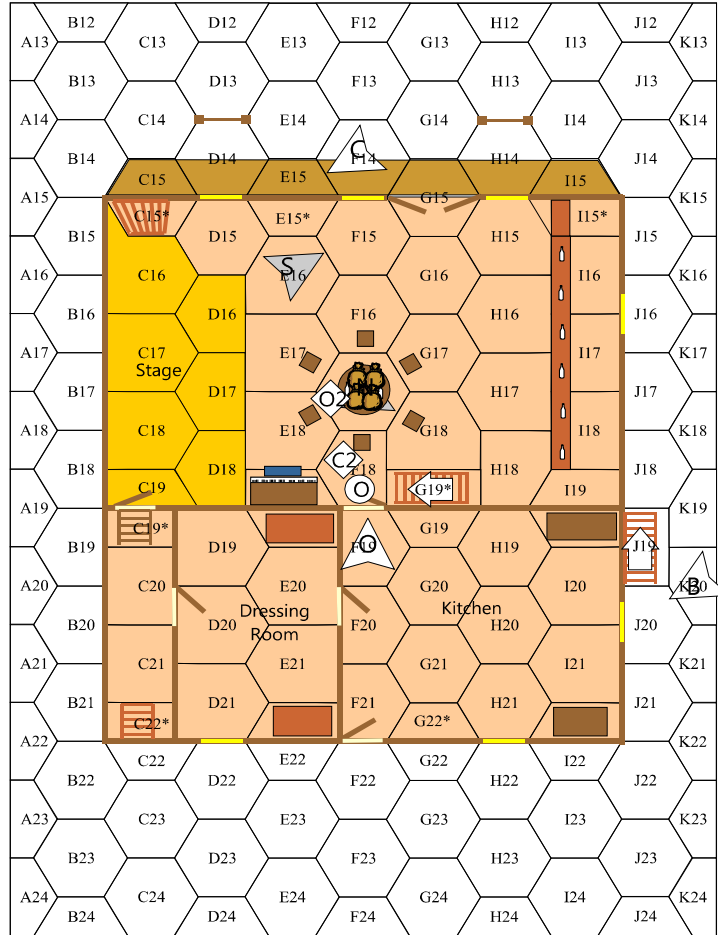
Your Program Cards:

Husky
Turn 4, Phases 3 through 5
Turn 5, Phase 2, 4/13 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 | 3 | 46 |
| 1 | Dave Hooton | Volkisch Tzapverein (VolT) | Orange | 08 Coal 3→2 | 22 Eco X→2 | 32 Oil 3→6 (1) | 4 | 59 |

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 6

Turn 7, 4/13 Tuesday

Segment 1

- Old Man:** Card (8) – Head Out (straight ahead), turn 1 of 2
- Shaggy:** Card (3) – Turn (ahead left to face E15), turn 1 of 1
- Banker:** Card 2 – Run (ahead left to K19), turn 1 of 1
- Smith:** Delay
- NCO:** Delay

Segment 2

- Old Man:** Card (8) – Head Out (straight ahead), turn 2 of 2

- Shaggy:** Card 5 – Cock/Aim/Shoot (cock C45), turn 1 of 2
- Banker:** Card 1 – Advance (straight ahead to K20), turn 1 of 2
- Smith:** Delay
- NCO:** Delay

Segment 3

- Old Man:** Card 6 – Cock/Aim/Shoot (Aim at NCO), turn 1 of 2
- Shaggy:** Card 5 – Cock/Aim/Shoot (cock C45), turn 2 of 2
- Banker:** Card 1 – Advance (straight ahead to K20), turn 2 of 2

Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (Cock C41), turn 1 of 2

Segment 4

Old Man: Card 6 – Cock/Aim/Shoot (Aim at NCO), turn 2 of 2
Shaggy: Card 6 – Cock/Aim/Shoot (Aim at F18), turn 1 of 2
Banker: Card (3) – Turn (ahead right to face J20) turn 1 of 1
Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (Cock C41), turn 2 of 2

Segment 5

Old Man: Card (3) – Turn (Straight Ahead), turn 1 of 1
Shaggy: Card 6 – Cock/Aim/Shoot (Aim at F18), turn 1 of 2
Banker: Pass
Smith: Delay
NCO: Card (3) – Turn (ahead right), turn 1 of 1

End of Turn

Smith loses 3 delay points, NCO loses 1 delay points. At the start of Turn 4, Smith draws cards 51, 104, and 28 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 | HEAD at F18, 2 AIM points on NCO |
| B | Andy Lewis | Shaggy (C) | F14>E15 | | | | 20 | 2 AIM points in F18 |
| C | James Pratt | Banker (B) | H20>J20 | | | | 20 | |
| D | Mike Scott | Smith (S) | E16>F15 | 8 | BR +2 | 4 | 12 | SERIOUS 3, DOWN |
| E | Chris Geggus | NCO (N) | F17>G18 | 9 | BR +1 | 1 | 16 | DOWN |

Weapons

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

Procyon

Turns 6.6 through 7.6
Turns 8.1 through 9.1, 3/2 Tuesday

Turn 6

6th: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 1 5 5

Terror Station (s) – Terror Station (o) - ? (it's the Relic Jump Start) – Titan's Tower (o) – B10 – Y20 - R – B – Y – Airhome – A – R10 – Asteroid City East.

Buys Airhome port for \$200.

Turn 7

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 5 6

A – R – B – Y – B – R – B – Y – R20 – Open Port.

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Megalith Paperweight at 9b and Space Spice at 2). Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Melf Pelts at 5 and Visible Holes at 4c). Buys Melf Pelts for \$50.

2nd: Paul Bolduc (Dell/Not for Hire) Rolls Used: (uses Mulligan Gear on 4, rolls a 6) 2 * 3

B20 – NC2 – NC2 – R – B – R – Interstellar Biosphere.

Picks up Fare to 4c.

3rd: Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 1 2 3

Comfort Station (s) – Comfort Station (o) – B – R - B.

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 3 * 3

NC5 – R – Y – R – Space Station – TeleGate 5 – NC5 – NC5 – B – R – B –

Current status:

1a (Nillis): 4 Bionic Perfume

1b (Volois): Nothing

2 (Graw): 4 Space Spice, Fare to Base (\$160)

3 (Niks): 2 Demand for Space Spice (+\$60), 2 Mulch Wine, 1 Demand for Bionic Perfume (+\$60)

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), 4 Visible Holes

5 (Shenna): Nothing

Y – B – R – B - Y.

5th: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 5 5 6

B – (R) – Goliath(s) - Goliath(o).

Sells Immortal Grease for \$100 (from the cup: Fare to Base at 2). Buys a Megalith Paperweight for \$90.

6th: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 2 4 6

Asteroid City East – R10 – A - Airhome.

Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Chicle Liquor at 7a and Demand for Perfume at 3). Sells Melf Pelts for \$110 (from the cup: Demand for Dust at 7a). Buys a Red Drive for \$120 and 1 Immortal Grease for \$50. Gains \$44 in port commissions.

6 (Yxklyx): 2 Immortal Grease

7a (Zum): 5 Chicle Liquor, Fare to 4c (\$110), 3 Demand for Finest Dust (+\$50)

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

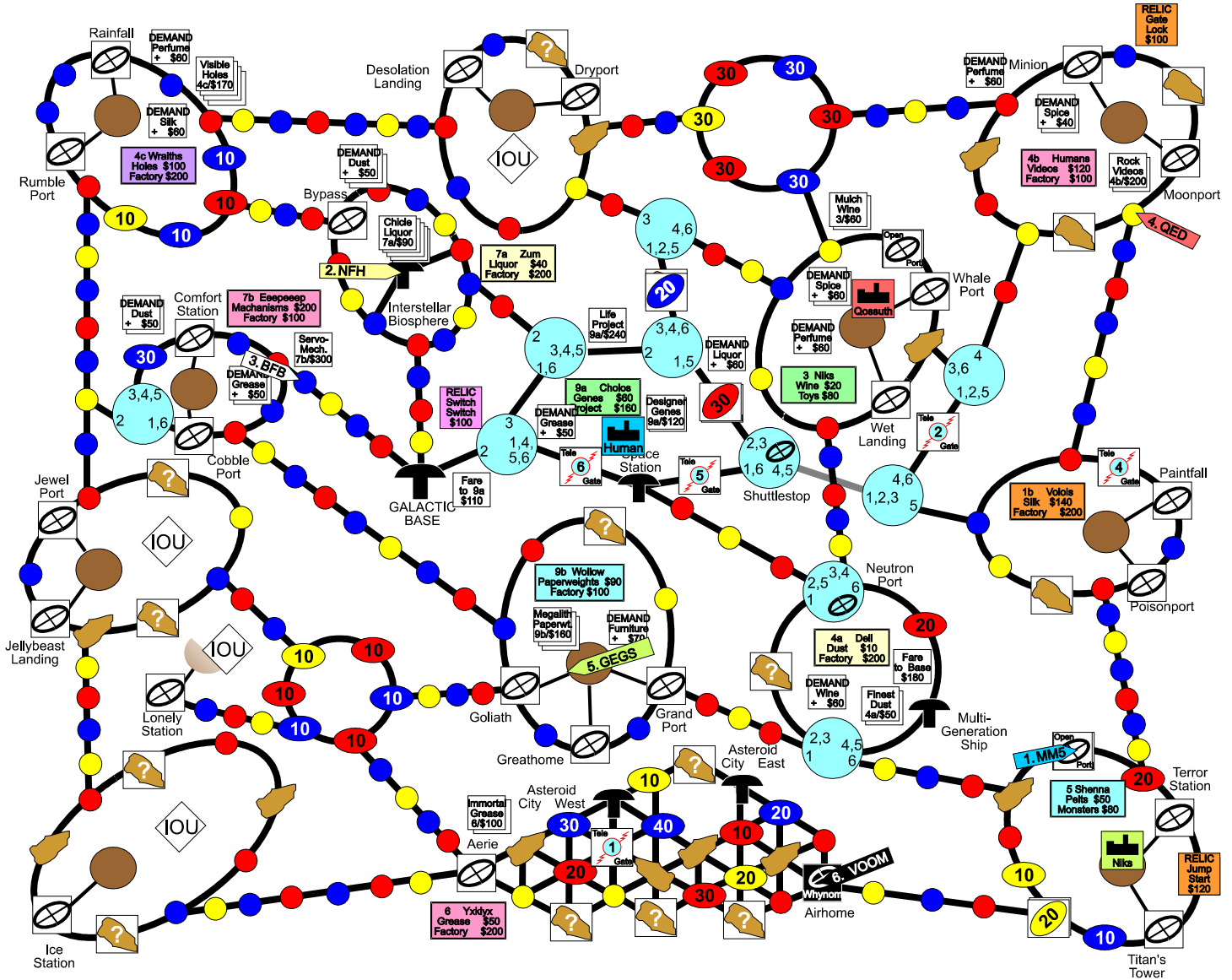
8 (Whynoms): 1 Impossible Furniture, Demand for Chicle Liquor (+\$60)

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 **\$190**
Scout
8: 6 6 6 // 9: 2 4 6
Hold1 Hold2 Hull
Melf Pelts 5/\$110 Shield (\$60)
Cholos \$200

2. Not for Hire **\$8**
Needle
8: 1 2 (use 1*3)
Hold1 Hold2 Hull
Megalith Paperwt. 9b/\$160 Fare to 4c \$110 7b \$100
RELIC Mulligan Gear \$120

3. Bender's Freedom Brigade **\$220**
Scout
8: 1 3 5
Hold1 Hold2 Hull
Chicle Liquor 7a/\$90 Fare to Base \$110 7a \$80

4. Qossuth Entrepreneur Division **\$100**
Needle
8: 5 5 (use 1*3)
Hold1 Hold2 Hull
Living Toys 3/\$180 Fare to Base \$180 4a \$60
Niks \$200 RELIC Spy Eye \$100 Shield (\$60)

5. Ganymede Enterprises Going South **\$200**
Scout
8: 2 5 5
Hold1 Hold2 Hull
Megalith Paperwt. 9b/\$160 Red Dye (\$120) 6 \$100
Shenna \$100 Fare to Base \$140

6. VOOM **\$204**
Scout
8: 3 5 5
Hold1 Hold2 Hull
Immortal Grease 6/\$100 Red Dye (\$120)
Airhome \$200

Basset**Turn 4****Turn 5, 4/13 Tuesday**Commander Actions**Little Green Men** passes**HBDC** buys a population factor (Wa10)**Lowreyville** opens the bidding on Heavy Equipment at 30 and gets it (Or3, Or3, Wa6, Wa8, Wa10)**MMC** opens the bidding on Heavy Equipment at 30 and gets it (Or2, Or3, Wa4, Wa5, Wa7, Wa10)**HOBO** opens the bidding on a Data Library at 16 and gets it (Or3, Or5, Wa8).

Buys a population factor (Wa4, Wa6)

BarterTown buys a water factory (Or2, Or4, Wa5, Wa10) and moves a population factor from an ore factory to man it.**ShaggyMobile** opens the bidding on Heavy Equipment at 30 and gets it (MWa)**Cosmic Nomads** opens the bidding on a Data Library at 16 and gets it (Wa5, Wa5, Wa6)The Players

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

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

Available UpgradesProduction Cards

New Arrivals: 1 Heavy Equipment, 3 Warehouses, 1 Nodule

| Upgrade | Minimum Bid | Available | Not Yet Delivered |
|----------------------|-------------|-----------|-------------------|
| Warehouse (Wa) | 25 | 5 | 0 |
| Heavy Equipment (HE) | 30 | 1 | 0 |
| Nodule (No) | 25 | 2 | 1 |

Hunter**Turn 1, Phases IV – VI, Turn 2, Phases I - III****Turn 2, Phases IV – VI, Turn 3, Phases I - III, 4/13 Tuesday****Turn 1**Operations**Red** (Nichols) buys a 15 train for \$120**Orange** (Hooton) declines #99 and hires a Surveyor for \$400.**Green** (Longdin) operates #108 (\$40, 3 copper).**Brown** (Partridge) operates #35 (\$50, 3 silver) and hires a Surveyor for \$400.**Blue** (Scharf) operates #92 (\$40, 4 coal). Hires a Surveyor for \$400.**Aqua** (Narhi) operates #120 (\$30, 4 coal).Determine Price Changes

Gold: Remains at \$250

Copper: -1 to \$160

Silver: -1 to \$200

| | Denver | Salt Lake City | Pueblo | Santa Fe | El Paso |
|---------|------------------|------------------|------------|-----------------|-------------|
| Lumber: | Remains at \$100 | Remains at \$120 | -1 to \$80 | -1 to \$60 | +1 to \$120 |
| Coal: | -1 to \$60 | Remains at \$60 | -1 to \$30 | Remains at \$60 | -1 to \$60 |

Turn 2Move Prospectors and Surveyors**Red** (Nichols) surveys Colorado Springs to Pueblo, prospects passenger line 3**Orange** (Hooton) surveys South Platte to Fairplay and Denver to Colorado Springs, prospects #47**Green** (Longdin) surveys Deming to Lordsburg and prospects #99**Brown** (Partridge) surveys Salt Lake City to Provo and Heber City to Bridgeland, prospects the deck.**Blue** (Scharf) surveys Pueblo to Walsenburg and Canon City to Salida, prospects the deck.**Aqua** (Narhi) surveys Santa Fe to Lamy, no prospecting.Dispute Resolution

Brown draws #25 (Bingham gold) and Blue draws #68 (Schofield coal). They have first right of refusal to be exercised at the beginning of next turn. No disputes. Red spends \$205, Orange spends \$560, Green spends \$300, Brown spends \$360 (or \$560), Blue spends \$320 (or \$400), and Aqua spends \$60.

The Players

| Player | Color | Starting Location | Money | Trains | Snowplows | Personnel |
|-----------------|--------|-------------------|---------|--------|-----------|-----------|
| Cary Nichols | Red | Denver | \$1,520 | 9, 15 | | S, P |
| Dave Hooton | Orange | Denver | \$720 | 9 | | S, S, P |
| Michael Longdin | Green | El Paso | \$1,380 | 9 | | S, P |
| Dave Partridge | Brown | Salt Lake City | \$750 | 9 | | S, S, P |
| Bill Scharf | Blue | Pueblo | \$860 | 9 | | S, S, P |
| Ward Narhi | Aqua | Santa Fe | \$1,470 | 9 | | S, P |

Purchased Claims

| # | City | Owner | Type | Goods | Operation |
|-----|------------|--------|--------|-------|-----------|
| 47 | Ouray | Orange | Silver | N | \$40 |
| 108 | Lordsburg | Green | Copper | 3 | \$40 |
| 99 | White Oaks | Green | Gold | N | \$50 |
| 35 | Heber City | Brown | Silver | 3 | \$50 |
| 92 | Raton | Blue | Coal | 4 | \$40 |
| 120 | Cuba | Aqua | Coal | 4 | \$30 |

Purchased Passenger Lines

| # | Type | Route | Payoff | Owner | Notes |
|---|------|---------------------------|--------|-------|-------|
| 3 | A | Denver – Colorado Springs | \$50 | Red | |

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 |
| 106 | Cuba | Copper | \$80 | \$30 |
| 107 | Santa Rita | Copper | \$100 | \$50 |

Available Trains

| Type | # Available | Cost |
|------|-------------|-------|
| 9 | 0 | \$80 |
| 15 | 5 | \$120 |

| # | City | Type | Claim | Operation |
|-----|-----------------|-------------|--------------|-------------|
| 115 | Paxton Springs | Lumber | \$100 | \$40 |
| 25 | <i>Bingham</i> | <i>Gold</i> | <i>\$200</i> | <i>\$60</i> |
| 68 | <i>Scofield</i> | <i>Coal</i> | <i>\$80</i> | <i>\$20</i> |

Claims in italics are under first right of refusal.

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 | |
| 1 6 | B | Salt Lake City – Grand Jct. | \$250 | \$465 | Discard when 22 is taken. Good for \$250 toward card 22 |
| 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

English maintain 2 ships (\$8), buy 3 ships (\$36) and 4 soldiers (\$40) for \$84.

Portuguese maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.

Dutch maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Spanish maintains 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Swedes maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

English Move to N. Dice: 1, 2, 5, 5. Loses 1 colonist.

Portuguese Move to U. Dice: 1, 1, 3, 4. Loses 1 ship containing a colonist and 1 additional colonist.

Dutch Move to J. Dice: 2, 3, 6, 6. No losses.

Spanish Move to K. Dice: 3, 6, 6. No losses.

French Move to C. Dice: 1, 3, 6, 6. No losses.

Swedes Move to D. Dice: 3, 3, 6. No losses.

Discovery

No discovery.

Land Movement

English move 1 colonist from N to M (it's a climate 3 area with 1 site and 2 natives), 1 colonist from N to P (it's a climate 2 area with 1 site and 2 natives), and 4 soldiers and 5 colonists into area N. One soldier prospects.

Portuguese move 2 colonists and 2 soldiers into area U.

Dutch move 4 colonists and 4 soldiers into area J.

Spanish move 4 colonists and 4 soldiers into area K. It is a climate 2 area with the x2 city and 4 natives.

French move 3 colonists from H to C (it's a climate 2 area with 2 sites and 2 natives), 1 soldier from H to D (it's a climate 5 area with 1 site and 3 natives), 1 soldier from H to G (it's a climate 3 area with 1 site and 1 native), and 4 colonists and 4 soldiers from fleet to C.

Swedes move 4 soldiers and 4 colonists into area D.

Native Combat

Dutch: 2 soldiers killed. **Spanish:** 1 soldier and 4 natives killed in K. One soldier starts looting. 1 native killed in R. **Swedes:** 4 soldiers killed in O.

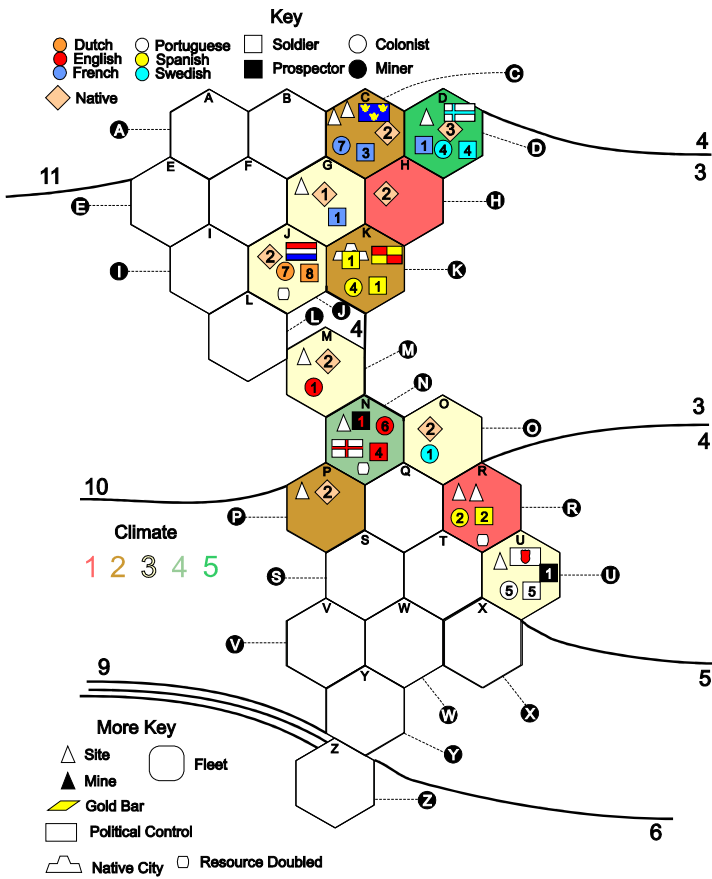
Native Uprisings

Climate is a 4. Uprisings in C (0 colonists killed) and O (2 colonists killed).

Survival

Climate is a 5.

French lose 1 soldier in C, Spanish lose 1 colonist in R and 1 soldier in K, and English lose 1 colonist in P.



Political Control

- English gain political control of N.
- Portuguese gain political control of U.
- Dutch gain political control of J.
- Spanish gain political control of K.
- French gain political control of C.
- Swedes gain political control of D.

Homebound Naval Movement

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

Income

- English: Political Control: \$40, resources: \$13.
- Portuguese: Political Control: \$40, resources: \$5.
- Dutch: Political Control: \$40, resources: \$14.
- Spanish: Political Control: \$40, resources: \$8.
- French: Political Control: \$40, resources: \$7.
- Swedes: Political Control: \$40, resources: \$5.

Turn 3 Initiative

French, Spanish, English, Swedes, Portuguese, Dutch Portuguese attitude is (dr = 8 - 1 = 7) Expansion.

Players

| Country | Player | Money | Available Soldiers | Ships | Colonists |
|------------|----------------|-------|--------------------|-------|-----------|
| English | Andy York | \$57 | 15 | 4 | 6 |
| French | Andy Lewis | \$84 | 16 | 4 | 4 |
| Swedes | Dave Partridge | \$84 | 16 | 4 | 4 |
| Spanish | Bob Robles | \$92 | 16 | 2 | 4 |
| Dutch | Dave Hood | \$96 | 16 | 4 | 4 |
| Portuguese | Non-Player | \$68 | 16 | 4 | 4 |

Dogbreath

Gamestart

Epoch I Empire Selection, 4/13 Tuesday

Players

| Player Name | Player Faction Name/Color | Empire Strength Points | Victory Points |
|----------------|--|------------------------|----------------|
| Kevin Wilson | Royal Manticoran Historical Society (purple) | 0 | 0 |
| Chris Geggus | ? | 0 | 0 |
| Andy Lewis | ? | 0 | 0 |
| Paul Bolduc | Arachnids (blue) | 0 | 0 |
| Dave Anderson | ? | 0 | 0 |
| Dave Partridge | ? | 0 | 0 |

Positions

SUMERIANS: Capital and two armies Lower Tigris, armies Middle Tigris, Zagros.

Epoch I Empire Draw

Event Cards

Pedagogy

We often take color for granted, but the genetic and physiological underpinnings of color vision are really quite extraordinary. In addition, color vision is quite different in different kinds of animals, and primates among mammals are unique in our ability to perceive color.

Color vision arises in the cone cells in the retina. However, each cone cell carries a pigment which is sensitive to a certain range of colors. A single cone cell does not allow us to see color, it is only with the brain comparing the input from different cone cells with different pigments that color arises. The visual cortex, which is actually at the back of the brain, is where we see color because this is where the differing intensities of signal from different types of cone cells are compared. If, for example, the visual cortex detects a higher level of signal from the cone cells that detect longer frequencies of light, it signals that the color red is being seen.

Most vertebrates have four types of cone cells, providing a visual range from red to near ultraviolet. Birds and reptiles in particular have quite acute color vision. Mammals are the exception. During the Mesozoic era, when dinosaurs dominated the landscape, mammals were primarily nocturnal. Cone cells require relatively high levels of light to function, so color is not particularly important to nocturnal animals. And, in evolution, when a trait does not help a species survive, it tends to get lost. That is what happened with mammal color vision – two of the pigments were lost.

It is a commonly held belief that most mammals see in black and white. Like many commonly held beliefs, it is also not quite true. Most mammals can see color, it is just that they don't see the range of colors that birds and primates can. Of the two pigments that most mammals have, one of them is called the S-pigment because it is primarily sensitive to short-wavelength light. The gene that encodes this pigment is located on chromosome 7. The second pigment is called M-

pigment, and it has its highest sensitivity in the green part of the spectrum. Its gene is encoded on the X chromosome. It is the lack of a long wavelength pigment that explains some of the coloration of some mammals. For instance, zebras seem quite flashy to our eyes, but to the eyes of a lion, who can't see longer wavelengths, the black and white patterns do a better job of breaking up the outline of the animal, particularly when they are in groups. Another example is the bright orange-yellow coloration of a tiger. In the eyes of its prey, the tiger appears much more muted, and it blends in much more to the surrounding foliage.

Clearly, somewhere along the line, however, humans picked up a third pigment. The location of the L-pigment provides a clue to its origin. It is located alongside the M-pigment on the X chromosome. At some point in the early primate past, a mutation in the M-pigment occurred, shifting its sensitivity to the longer wavelengths. At some later point, a female was produced that had one version of the pigment on one of her X chromosomes and the other on the other X chromosome. There is a phenomenon that exists whereby genes are swapped between paired chromosomes, and both pigments ended up on the same chromosome in later generations.

How did the mutation survive? Well, it conferred a competitive advantage. The ability to discern red allowed those primitive primates to better identify ripe fruit, which is frequently red or orange, which contrasts nicely with the surrounding foliage.

This also explains why the most common type of color blindness – red/green color blindness, mostly affects men. If a man happens to inherit an X chromosome with only one pigment, he only has the two, whereas with a woman, her other X chromosome is likely to have both pigments.

Next time, how planets lose their atmospheres.

Game Review: Eketorp

Eketorp is a game set in Viking times. The object of the game is to build up a sturdy wall around your castle. You are in competition with up to 5 other players for the various resources to do so, but you have to defend your wall against other players attempting to raid it for materials.

The game board consists of three areas. In the middle are the 7 resource areas, designated A through G. A, B, and C are grass areas, D and E are lumber, F is clay, and G is stone. The second area is the Field Hospital, where wounded vikings go. It has four areas, depending on how wounded the viking was (3-5, 1-2, 0, and ready to return). Finally, around the outside are the six castles. Each castle has six wall segment areas, each pair of which is covered by a siege field (ship, ram, and catapult).

The game mechanics are fairly simple. Each player starts out with four battle cards, which are denominated 1 through 6, 5 amulets, and 5, 6, or 8 vikings, depending on the number of players. There is a deck of material cards, which determines which materials are available where. At the start of each turn, one of these cards is drawn and the materials indicated on it are distributed. Then, players secretly allocate their available vikings. Vikings can be allocated to a field to pick up material, a siege field to attempt to steal some material from an opponent, or to defend your own castle from attacks. On the first turn, players may not allocate vikings to a siege field. After all players have allocated their vikings, they are placed on the board, and the conflict begins. Conflict occurs in 1) any field containing more vikings than materials (unless all vikings are the same player's) and 2) in any siege field containing at least one viking. In the case of the siege fields, if more than one viking exists in the siege field, they must fight each other until only one is left before the wall can be attacked.

The combat mechanism is very simple. Each player chooses one of his battle cards, and they are revealed together. The higher card wins. The losing viking

goes to the field hospital in the space that matches the difference between the cards. If the cards were the same, then both vikings go to the field hospital in the 0 space. Then, each player gives the card they played to the opponent. These cards are set aside and will become your new hand when you have used all of your existing cards. At any time, you may use one or more of your amulets to get an entirely new hand – one amulet per card, but you have to exchange your whole hand. Battles are resolved one at a time with the starting player determining selecting one battle, then the next player selects one until all battles are resolved.

In the case of sieges, if the defender loses, he goes to the field hospital space one better than the difference. Thus, if the difference between the cards was 4, the defender goes to the 1-2 space. If the difference was 0, then he comes right back to the castle. If the attacker wins a siege, he may break down the difference between the cards in blocks the two wall segments covered by the particular siege field. Grass is worth 1, lumber 2, clay 3, and stone 4. Of the blocks broken down, he may take one back to add to his home wall.

Once all battles are resolved, players take materials back to their castles and use it to build up their wall. Walls can be stacked up to 3 high. Then all vikings in the field hospital move one space to the better. Thus all vikings in the 3-5 space move to the 1-2 space, and so on, with the vikings ending up in the ready to return space being available for use in the next turn. The game ends when any player collects at least 18 material blocks, or after 10 turns, whichever comes first.

The winner is determined by the total number of points scored. Each material block counts for its worth, each unused amulet is worth 1 point, and if you have completed your wall, you gain 5 points.

Overall, the game is enjoyable, and suitable for pbm play. It is published by Queen Games and retails for between \$30 and \$40.

Addresses

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|---|--|--|--|--|

Standbys

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

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

Standby Calls

None this issue!