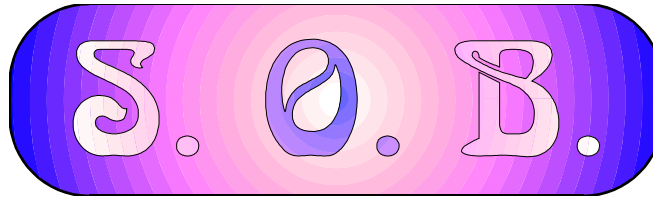


Number 161

April/May, 2010



Notes from Hades

I had a short trip to Geneva in March. It was jam packed with meetings, so I didn't get to do any sightseeing. I was going to be going to Bangkok later on this month, but with the civil unrest in the country, that meeting was canceled.

Beyond that, there is not much of note going on around here.

The next deadline is **Tuesday, May 25 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

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, Paul Bolduc. **Starts this issue!**

Rottweiler. Industrial Waste. Have Andy York, Dave Partridge, Eric Brosius, Richard Weiss. This game is full.

Pick of the Litter. Silverton. Will start after Hunter ends. Have Eric Brosius, Dave Partridge, and Dave Hooton, Paul Bolduc, will take up to 2 more.

Wish List

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, Dave Hooton, will take up to 6 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. Have Dave Hooton, will take up to 4 more.

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, will take up to 8 more.

Age of Renaissance. This will use the EuroGames rules. Have Paul Bolduc, will take up to 5 more.

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

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-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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La Habra, CA 90631

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

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

Dog Park

Spring 1057

Miller Number 20077Apw10

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

Deadline for Summer 1057 5/25, Tuesday

Venice manages to hold off the Pope, but fails to make gains against Pisa. The Byzantines position themselves and the Norman king has gone missing.

Builds

The Byzantines give 1 ducat to Venice.

		Cost
Byz	Maintains all, builds A Albania and F (Elite Mercenary) Ragusa	18
Nor	NBR! Maintains all, no new builds	18
Pap	Maintains A Mantua, A Ferrara, A Bologna, A Florence, F Bari	18
Pis	Maintains A Pavia, A Milan, A Fornova, A Bergamo, A Lucca, A Pisa, A Piombino, F Genoa	24
Ven	Maintains all, builds A Treviso	12

Expenditures

The Byzantines pay 6 ducats to the moneylenders.

Outstanding Loans

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 Herzegovina to BOSNIA, A ALBANIA to DUFAZZO, F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic, F (EM) RAGUSA supports F Dalmatia to Lower Adriatic, F Dalmatia to Lower ADRIATIC

NORMANS (Horsley): NMR! A AQUILA holds, F ANCONA holds, F OTRANTO holds, F IONIAN SEA holds, F DURAZZO holds, G ANCONA holds

Orders (cont)

PAPACY (Roalstad): A MANTUA to Verona, A (EM) FERRARA to Padua, A BOLOGNA supports A Florence to Urbino, A Florence to URBINO, F BARI holds (Rebellion suppressed)

PISA (Scott): A MILAN supports A Bergamo, A BERGAMO supports A Milan (cut), A Pavia to TURIN, FOMOVA to PARMA, A LUCCA to MODENA, A PISA holds, A PIOMBINO holds (Rebellion suppressed), F GENOA to LIGURIAN SEA

VENICE (Wilson): A TRENTO to Verona, A VERONA to Bergamo, A PADUA supports A Trent to Verona (cut), A TREVISO supports A

Padua

Treasury:

Notes

The Normans have NMRed. Will Andy York please submit standby orders for the Normans!

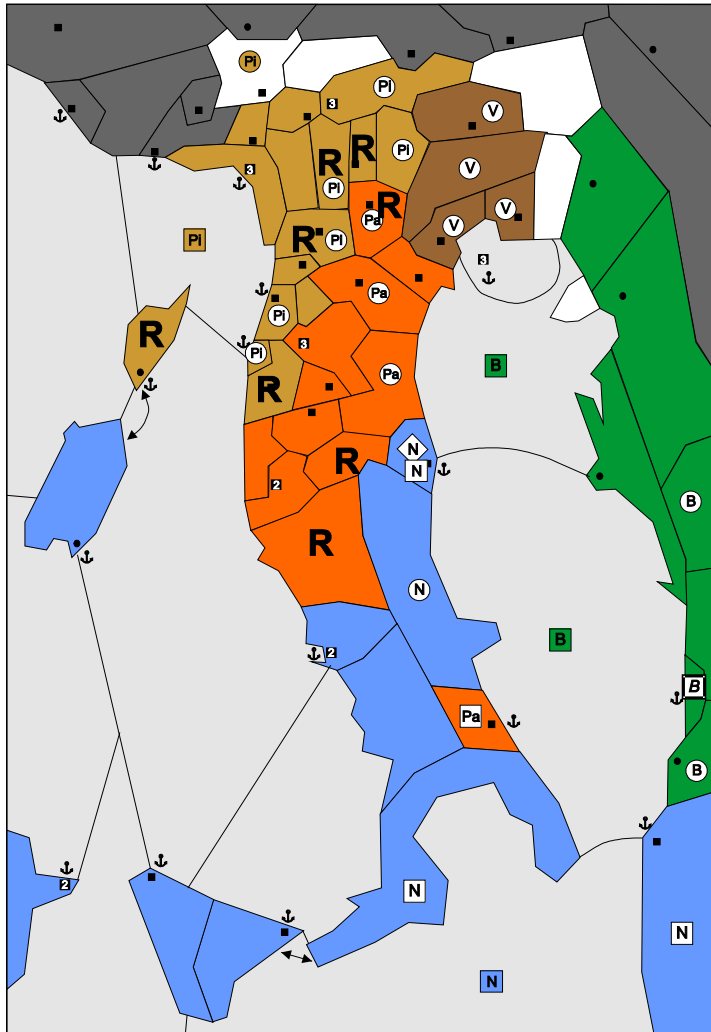
Spring 1057 Famine Losses

Papal A Ferrara is eliminated due to famine.

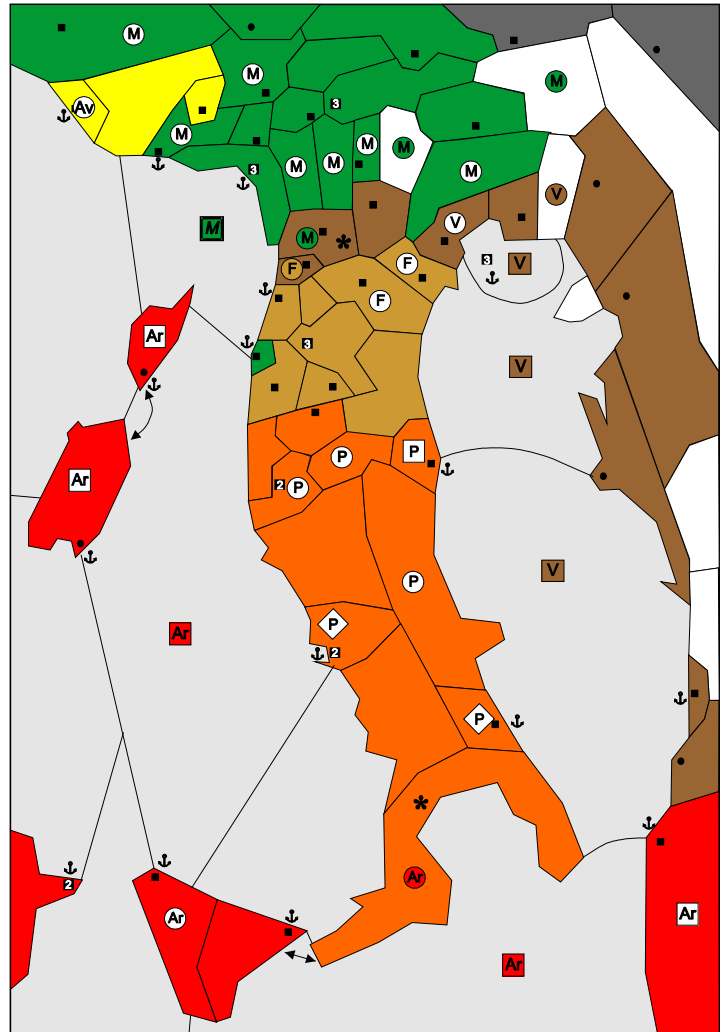
Summer 1057 Income

Good Year – No Plague!

Dog Park



Barking Up the Wrong Tree



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

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

Barking Up the Wrong Tree

Spring 1256

Miller Number 2007Bpw10

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

Deadline for Summer 1256 5/25, Tuesday

Masses of Milanese men menace Venice, with help from Florence. The Pope and Aragon face off with each other and Avignon continues to lose ground.

Fall 1255 Retreats

Avignon retreats A Turin to Provence

Builds

	Cost
Ara Maintains F Corsica, F Sardinia, F Tyrrhenian Sea, F Ionian Sea, F	21

Durazzo, builds A Messina, A Palermo	
Avi Maintains A Provence, builds A Marseilles	6
Flo Maintains all, builds A Florence, A Pisa	9
Mil Maintain all, builds A Milan, A Cremona, A Pavia, A Genoa	36
Pap Maintains all, builds G Ancona	21
Ven Maintains all, builds A Treviso, F Venice	24

Orders

ARAGON (Scharf): A PALERMO TO Capua, A Messina to OTRANTO, F CORSICA supports F Sardinia, F SARDINIA supports F Corsica, F TYRRHENIAN SEA transports A Palermo to Capua, F IONIAN SEA supports A Messina to Otranto, F DURAZZO holds

AVIGNON (Nichols): A PROVENCE TO Turin, A MARSEILLES TO PROVENCE

FLORENCE (Whyte): A FERRARA TO Padua, A Florence to BOLOGNA, A Pisa to LUCCA

MILAN (Renken): A AVIGNON supports A SWISS to Turin, A SWISS to TURIN, A SAVOY TO PROVENCE, A PARMA supports A Genoa to Modena, A GENOA to MODENA, A Trent to CARINTHIA, A VERONA supports A Cremona to Mantua (cut), A CREMONA TO Mantua, A Milan to BERGAMO, A PAVIA to FORNOVA, F (EM) LIGURIAN SEA supports A Genoa to Modena

PAPACY (Robles): A ROME holds, A SPOLETO TO Capua, A ANCONA to AQUILA, A

VENICE (Partridge): A Mantua supports A Treviso to Verona (cut), A Modena to Genoa (Dislodged, retreat garrison, OTB), A Padua supports A Treviso to Verona (cut), A ALBANIA to FRIULI, A TREVISO TO Verona, F UPPER ADRIATIC transport A ALBANIA to FRIULI, F LOWER ADRIATIC transports A ALBANIA to FRIULI, F VENICE transports A ALBANIA to FRIULI

Treasury:

Spring 1256 Plague

Poor Year – Column Only: Pavia, Provence (Avignon army eliminated), Mantua (Venice A eliminated), Treviso (Venice A eliminated)

Greyhound**End of Game Statements**

Dave Partridge (Hamburg) Had fun, and not too bad a finish for my first game. **Bob Robles (Paris)** Congratulations Dave on a well played game. Each game Congrats to Dave, looks like we all got resoundingly thumped! Thanks to Chris continues to be a learning opportunity for me. I'm glad to get schooled by such for another fine job of GMing. good players.

Robover**Turn 12****Turn 13, 5/25 Tuesday**Program Robots

Protomax schedules a shut down for next turn. DizzyBot reappears headed north.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Move 1 (530)	Move 2 (670)	Move 1 (600)	Rotate Right (400)	Rotate Left (110)
Slambot 9000	Rotate Left (310)	Move 1 (540)	Rotate Left (390)	Move 3 (820)	Move 1 (510)
Jeeves	Move 2 (750)	Rotate Left (150)	Back Up (470)	Rotate Left (90)	Rotate Left (190)
THX 1139	Shut Down				
Dalekbot	Rotate Right (280)	Move 1 (610)	Rotate Left (410)	Move 2 (720)	Move 3 (840)
Narbot	Rotate Left (130)	Rotate Left (370)	Move 1 (650)	Move 2 (740)	<i>Move 1 (620)</i>
100% Robotomy	Rotate Left (330)	Move 3 (800)	Move 1 (640)	U-turn (60)	Back Up (460)
Protomax	<i>Move 2 (730)</i>	<i>Move 1 (590)</i>	<i>Rotate Right (140)</i>	<i>Rotate Left (350)</i>	<i>U-Turn (30)</i>

Locked registers are in italics.

Phase 1

Jeeves moves ahead 2, bumping into the wall, Protomax moves ahead 2 to E12, also bumping into the wall, DizzyBot moves ahead 1 to D12, 100% Robotomy rotates left to face east, Slambot 9000 rotates left to face north, Dalekbot rotates right to face south, and Narbot rotates left to face east. The conveyor belt moves DizzyBot to D11 and rotates it to face east. 100% Robotomy shoots Slambot 9000, Dalekbot shoots DizzyBot, and the on board laser shoots Protomax, locking register 2.

Phase 2

100% Robotomy moves ahead 3 to H7, pushing Slambot 9000 to I7 before both of them are stopped by a wall, DizzyBot moves ahead 2 to F11, DalekBot moves ahead 1 to D9, Protomax moves ahead 1, hitting the wall, Slambot 9000 moves ahead 1 to I6, Narbot rotates left to face north, and Jeeves rotates left to face south. The conveyor belt moves DizzyBot to G11. Jeeves shoots Dalekbot, and the on board laser shoots Protomax, locking its last register.

Phase 3

Narbot moves ahead 1 to L12, 100% Robotomy moves ahead 1 to I7 (archive relocated) and gaining flag 1, DizzyBot moves ahead 1 to H11, Jeeves backs up to D5, pushing THX 1139 to D4, Dalekbot rotates left to face east, Slambot 9000 rotates left to face west, and Protomax rotates right to face west. The conveyor belt moves DizzyBot to I11, and the gear rotates it to face south. Jeeves shoots Dalekbot and the on board laser shoots Protomax, destroying the Abort Switch.

Phase 4

Slambot 9000 moves ahead 3 to F6 (archive relocated), Narbot moves ahead 2 to L10, Dalekbot moves ahead 2 to F9 (archive relocated), DizzyBot rotates right to face west, Protomax rotates left to face south, Jeeves rotates left to face east, and 100% Robotomy makes a U-turn to face west. The gear rotates DizzyBot to face north. DizzyBot shoots 100% Robotomy, and the on board lasers shoot Narbot and Protomax. Protomax is destroyed.

Phase 5

Dalekbot moves ahead 3 to I9, Narbot moves ahead 1 to L9, Slambot 9000 moves ahead 1 to E6, 100% Robotomy backs up into the wall, Jeeves rotates left to face north, and DizzyBot rotates left to face west. The gear rotates DizzyBot to face north. DizzyBot shoots Dalekbot, Dalekbot shoots Narbot (register 5 locked), and Jeeves shoots THX 1139.

Cleanup

100% Robotomy is repaired 1 point. Protomax reappears at D13 in any desired facing. It may reappear shut down (repairing the last 2 points) at the option of the programmer.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		I11>N		2	3
2	Bill Scharf	Slambot 9000	Pink		E6>E	1	2	1
3	Chris Geggus	Jeeves	Yellow	Mini Howitzer (5)	D5>N	1	3	1
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Brakes, Radio Control	D4>N	1	3	1
5	Andy York	Dalekbot	Silver		I9>E		2	4
6	Ward Narhi	Narbot	Red	Fourth Gear	L9>N		3	5
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	I7>W	1	1	0
8	Cary Nichols	Protomax	Green		D13>?		2	2

Your Program Cards:

Husky

Turn 5, Phase 2

Turn 5, Phases 3 through 5, 5/25 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 (VoIT)	Orange	25 Coal 2→5	22 Eco X→2	32 Oil 3→6 (1)	4	34
4	Dave Partridge	Spewing Massive Oid Gasses (SMOG)	Red	13 Eco X→1	27 Eco X→3	33 Eco X→4	3	53
2	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	07 Oil 3→2	11 Nuclear 1→2 (1)	29 Hybrid 1→4 (1C)	4	67
3	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)		4	68

Phase 2, Power Plant Bidding

VoIT bids 25 on power plant 25 and plant 12 is added to the current market. **REM** passes **100% Power Mad** passes
gets it, discarding power plant 8. Power **DEAD** passes **SMOG** passes

Power Plant Market

Current Market

06 Trash 1→1 09 Oil 1→1 12 Hybrid 2→2 17 Nuclear 1→2

Future Market

31 Coal 3→6 34 Nuclear 1→5 35 Oil 1→5 37 Eco X→4

Fuel

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

Pateel

Turn 3 Special Influence Declaration
Turn 4 Cure through Health, 5/25 Tuesday

Errata

In the previous turn, BBC declared 1 IP on Zenjarplan, and he rehabilitated J and M, aging to 70.

Special Influence Declaration

Zapadniye Front declares 1 IP on Nikotin and draws a card ()

– must discard 1 card
KMFC declares 9 IP on Goferbok
Finlandia declares 3 IP on H.
BBC declares 2 IP on Zenjarplan
TCC declares 1 IP each on R and F
PaH declares 1 IP on Boremtojev and 1 IP on Goferbok

Politburo

Office	Politician	Condition	Influence
Party Chief	Eduard Boremtojev (K)	77, ++, ?	10+ (PaH)
KGB Head	Diwan Palavarian (G)	80, ?	6 (PaH)
Foreign	Nikolai Shootemdedsky (H)	70, ?, +	3 (Fin)
Defense	Alexej Goferbok (C)	75, strong	1 (TCC), 1 (PaH), 9

			(KMFC)
Ideology	Victor Wasolin (Z)	51, ?	5 (KMFC)
Industry	Tigran Zenjarplan (Q)	70	3 (BBC)
Economy	Boris Badenuff (X)	57, weak, ?, ++	
Sport	Turi Nikotin (R)	59, weak	1 (TCC)

Candidates: B, D, F (1-TCC), I, P

People: J, T (67), M, N, O, U, V, W, Y
Siberia: L (68)
Kremlin Wall: A, E, S

S.O.B.

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

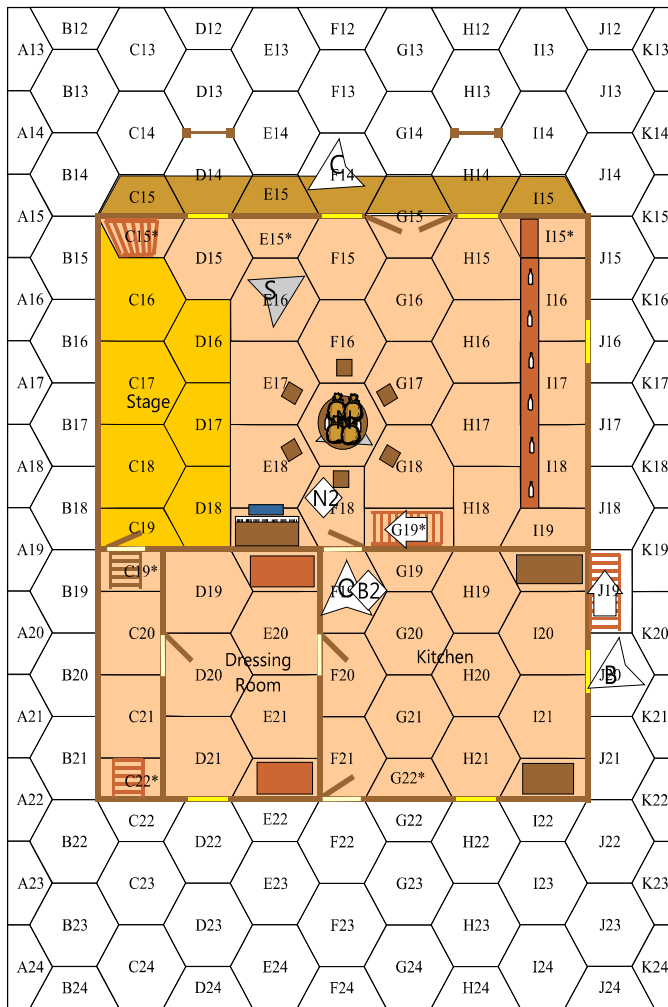
Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club

Intrigue Cards

Undeclared Influence

Frontier Dog



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

Frontier Dog**Turn 6****Turn 7, 4/13 Tuesday**Segment 1

Old Man: Card 5 – Cock/Aim/Shoot (Aim at NCO), turn 1 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (Aim at F18), turn 1 of 2
Banker: Card 1 – Advance (straight ahead to J20), turn 1 of 2
Smith: Delay
NCO: Delay

Segment 2

Old Man: Card 5 – Cock/Aim/Shoot (Aim at NCO), turn 2 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (Aim at F18), turn 2 of 2
Banker: Card 1 – Advance (straight ahead to J20), turn 2 of 2
Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (Aim at F18), turn 1 of 2

Segment 3

Old Man: Card 7 – Shoot (at NCO), turn 1 of 1, range = 2, aim time = 5, card drawn 107 – Malfunction, misfire, second card is 26, no damage to gun.
Shaggy: Card 7 – Shoot (at Old Man), turn 1 of 1, range = 5, aim time = 5, card drawn 61, miss.
Banker: Card 5 – Cock/Aim/Shoot (aim at F19), turn 1 of 2

Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (Aim at F18), turn 2 of 2

Segment 4

Old Man: Card (8) –Head Back, turn 1 of 2
Shaggy: Card 6 – Cock/Aim/Shoot (cock C45), turn 1 of 2
Banker: Card 5 – Cock/Aim/Shoot (aim at F19), turn 2 of 2
Smith: Delay
NCO: Card 7 – Shoot at F18, turn 1 of 1

Segment 5

Old Man: Card (8) –Head Back, turn 2 of 2
Shaggy: Card 6 – Cock/Aim/Shoot (cock C45), turn 2 of 2
Banker: Pass
Smith: Pass
NCO: Card (3) – Turn (ahead left) turn 1 of 1

End of Turn

Smith loses 2 delay points, NCO loses 1 delay point. At the start of Turn 4, Smith draws cards 34, 68, and 41 for the SERIOUS 3, resulting in 3 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>E15				20	
C	James Pratt	Banker (B)	J20>I21				20	2 AIM points at F19
D	Mike Scott	Smith (S)	E16>F15	8	BR +2	5	9	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	F17>G18	9	BR +1		16	DOWN, 2 AIM points at F18

Weapons

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

Procyon**Turns 8.1 through 9.1****Turns 9.2 through 10.2, 5/25 Tuesday**Turn 9

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 6 6 6
Open Port – A – R – Y10 – Y20 – R – B – Y – Airhome – A – R10 – Asteroid City East.
 Sells Melf Pelts for \$110 (from the cup: Impossible Furniture at 8). Buys Immortal Grease for \$50.
2nd: Paul Bolduc (Dell/Not for Hire) Rolls Used: (uses Mulligan Gear on 1, rolls a 6) 6 * 3
Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10.
3rd: Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 1 3 5
B – Y – B – R – Galactic Base.
 Drops off fare for \$110 (from the cup: Mulch Wine at 3). Picks up Fare to 9a.
4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 5 * 3
Y – Moonport (s) – Moonport (o).
 Sells Living Toys for \$180 (from the cup: Demand for Spice at 4b). Buys

Rock Videos for \$120.

5th: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 2 5 5

Goliath(o) – Goliath(s) – (R) – B – Y – B10 – (R10) – B10 – Y – (R) – B – Lonely Station(o) – Lonely Station(s).

Discovers Whynoms (from the cup: Designer Genes at 9a, Melf Pelts at 5, Psychotic Sculpture at 10, and Demand for Grease at 7b). Uses IOU and trades in Scout for a Scow, paying \$150.

6th: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 3 5 5

Airhome – A – (R10) – A – A – TeleGate 1 – TeleGate 5 – Space Station.

Sells Immortal Grease for \$100 plus \$50 demand (from the cup: Immortal Grease at 6 and Psychotic Sculpture at 10). Buys Life Project for \$160. Mystery Machine 5 gains \$80 in port commissions.

Turn 10

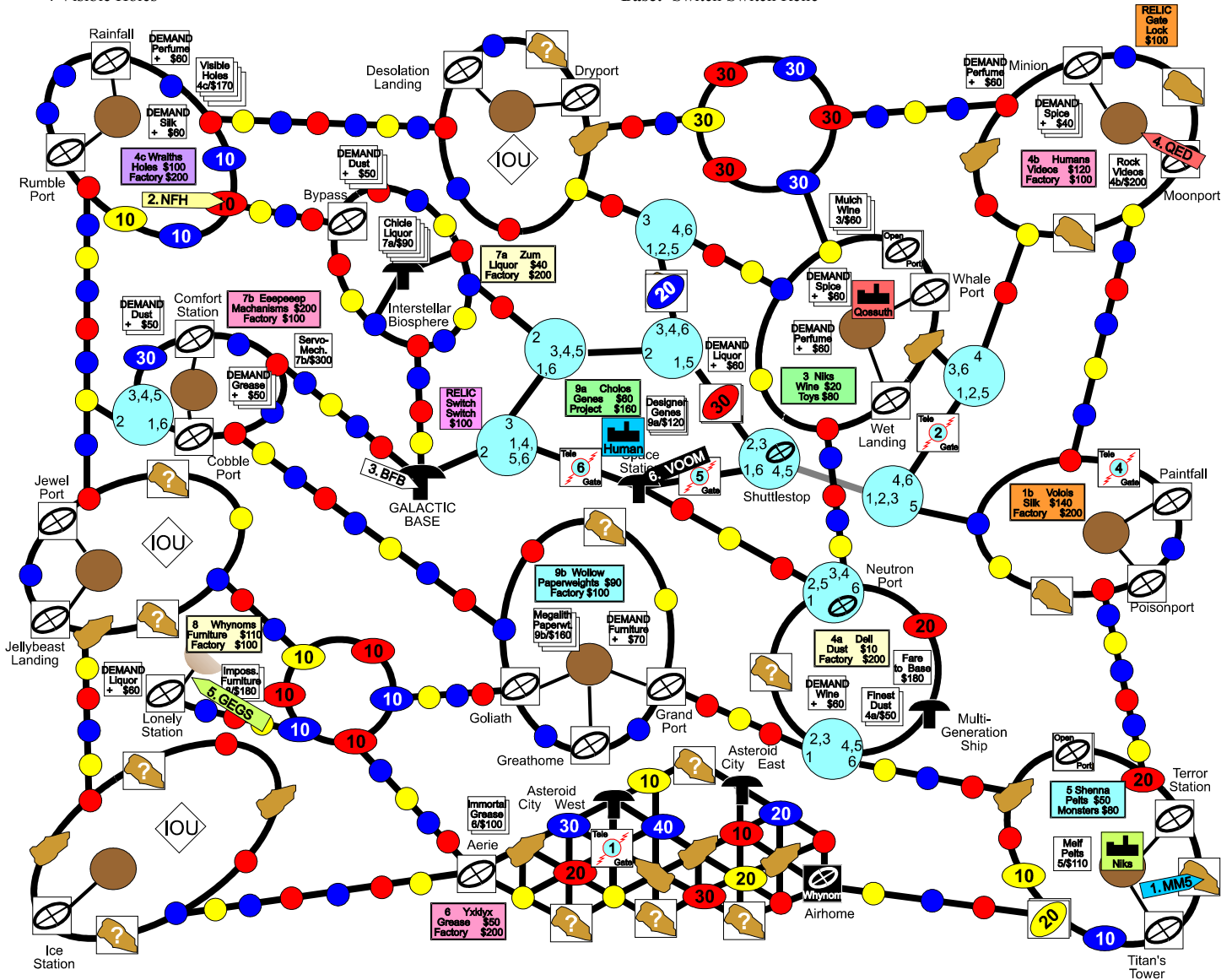
1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 4 6
Asteroid City East – R10 – A – Airhome – Y – B – R – Y20 – B10 – Titan's Tower(o) – A.

Picks up Jump Start relic.

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), 3 Mulch Wine, 1 Demand for Bionic Perfume (+\$60)
- 4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)
- 4b (Humans): 3 Demand for Space Spice (+\$40), 1 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): 1 Melf Pelts
- 6 (Yxklyx): 2 Immortal Grease
- 7a (Zum): 5 Chicle Liquor, Fare to 4c (\$110), 3 Demand for Finest Dust (+\$50)
- 7b (Eepeeep): 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Servo-mechanism
- 8 (Whynoms): 2 Impossible Furniture, Demand for Chicle Liquor (+\$60)
- 9a (Chola): 3 Designer Genes, Demand for Chicle Liquor (+\$60)
- 9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)
- 10 (Qossuth): Demand for Designer Genes (+\$60), 4 Psychotic Sculpture
- Base: Switch Switch Relic



1. Mystery Machine 5		\$330	
Scout			
10: 1 4 6			
Hold1	Hold2	Hull	
Immortal Grease 6/\$100		Shield (\$60)	
		RELIC Jump Start \$120	
Cholos \$200			

2. Not for Hire		\$8	
Needle			
9: 1 5 // 10: 1 6 (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		\$330	
Scout			
9: 4 6 6			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Fare to 9a \$110	7a \$80	

4. Qossuth Entrepreneur Division		\$160	
Needle			
9: 2 4 (use 1*3)			
Hold1	Hold2	Hull	
Rock Videos 4b/\$200	Fare to Base \$180	4b \$60	
		RELIC Spy Eye \$100	
Niks \$200	Shield (\$60)		

5. Ganymede Enterprises Going South \$30
 Scow
 9: 1 2 2 5 (use 2)
 Hold1 Hold2 Hold3 Hold4 Hull
 Megalith Paperwt. 9b/\$160
 Fare to Base \$140
 Red Ore (\$120)
 \$100
 Shenna \$100

6. VOOM \$194
 Scout
 9: 1 2 4
 Hold1 Hold2 Hull
 Life Project 9a/\$240
 Red Ore (\$120)
 Airhome \$200

Basset

Turn 4

Turn 5, 4/13 Tuesday

Commander Actions

HOBO buys a water factory (Or3, Or3, Wa7, Wa7) and moves a population factor from an ore factory to man it. **HBDC** opens the bidding on a Warehouse at 27 and gets it (Or4, Or5, Wa9, Wa9) population factor from an ore factory to man it.
Lowreyville opens the bidding on Heavy Equipment at 30 and gets it (Or2, Or3, Wa6, Wa7, Wa8, Wa9). **ShaggyMobile** buys a population factor (Wa4, Wa6).
Little Green Men buys a water factory (Or4, Wa7, Wa9) and a population factor (Or5, Wa5). **Cosmic Nomads** opens the bidding on a Nodule at 25 and gets it (Or1, Wa7, Wa8, Wa9).
MMC buys a titanium factory (Or4, Or4, Wa4, Wa9, Wa9) and moves a **BarterTown** buys two population factors (Wa7, Wa7, Wa10).

The Players

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

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

Available Upgrades

Production Cards

New Arrivals: 1 Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	4	0
Heavy Equipment (HE)	30	1	0
Nodule (No)	25	1	0

Hunter

Turn 2, Phases IV – VI, Turn 3, Phases I - III

Turn 3, Phases IV – VI, Turn 4, Phases I - III, 4/13 Tuesday

Turn 2

Operations

Red (Nichols) gains \$50 in passenger revenues, hires a surveyor for \$400.
Orange (Hooton) no operations.
Green (Longdin) operates #108 (\$40, 2 copper) and #99 (50, 4 gold), delivers 1 copper from Lordsburg to El Paso for \$160.
Brown (Partridge) buys claim #25 for \$200, operates #35 (\$50, depletes) and #25 (\$60, 4 gold).
Blue (Scharf) declines #68, operates #92 (\$40, 3 coal).
Aqua (Narhi) operates #120 (\$30, depletes), hires a surveyor for \$400.

Determine Price Changes

Gold: +2 to \$275 Copper: -1 to \$140 Silver: -3 to \$120

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-2 to \$60	+2 to \$200	-2 to \$40	-1 to \$40	-2 to \$80
Coal:	+1 to \$60	Remains at \$60	Remains at \$30	+1 to \$60	Remains at \$60

Turn 3

Move Prospectors and Surveyors

Red (Nichols) surveys Pueblo to Walsenburg and Denver to Cheyenne, prospects passenger line 5
Orange (Hooton) surveys Fairplay to Dillon and Denver to Boulder, prospects the deck.

Green (Longdin) surveys Deming to Whitewater and prospects #107

Brown (Partridge) surveys Salt Lake City to Bingham and Bridgeland to Vernal, prospects passenger line 2

Blue (Scharf) surveys Walsenburg to Trinidad and Salida to Buena Vista, prospects the deck

Aqua (Narhi) surveys Lamy to Albuquerque and Taos to Alimoso, no prospecting

Dispute Resolution

Orange draws #63 (Lumberton lumber) and Blue draws #60 (Pagosa Springs lumber). They have first right of refusal to be exercised at the beginning of next turn. No disputes. Red spends \$445, Orange spends \$220, Green spends \$180, Brown spends \$290, Blue spends \$140, and Aqua spends \$440.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$520	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$500	9		S, S, P
Michael Longdin	Green	El Paso	\$970	9		S, P
Dave Partridge	Brown	Salt Lake City	\$150	9		S, S, P
Bill Scharf	Blue	Pueblo	\$680	9		S, S, P
Ward Narhi	Aqua	Santa Fe	\$600	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
47	Ouray	Orange	Silver	N	\$40
108	Lordsburg	Green	Copper	4	\$40
99	White Oaks	Green	Gold	4	\$50
107	Santa Rita	Green	Copper	N	\$50
35	Heber City	Brown	Silver	3	Depleted
25	Bingham	Brown	Gold	4	\$60
92	Raton	Blue	Coal	7	\$40
120	Cuba	Aqua	Coal	4	Depleted

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
2	A	Salt Lake City – Provo	\$20	Brown	

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

Available Trains

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

#	City	Type	Claim	Operation
115	Paxton Springs	Lumber	\$100	\$40
68	Scofield	Coal	\$80	\$20
63	<i>Lumberton</i>	<i>Lumber</i>	<i>\$160</i>	<i>\$50</i>
60	<i>Pagosa Springs</i>	<i>Lumber</i>	<i>\$40</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
9	B	Denver – Leadville	\$120	\$230	
4	A	El Paso – Deming	\$60	\$135	
6	A	Santa Fe – Albuquerque	\$90	\$180	
1	A	Denver – Boulder	\$20	\$45	
1	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
1	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
6					
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Boston Terrier

Gamestart

Turn 4, 5/25 Tuesday

Planning

- French** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintains 2 ships (\$8), buys 2 ships (\$24) and 4 soldiers (\$40) for \$72.
- English** maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$36.
- Swedes** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Dutch** maintains 4 ships (\$16), buy 1 ship (\$12), and 6 soldiers (\$60) for \$88.

Outbound Naval Movement

- French** Move to C. Dice: 1, 3, 3, 4. Loses 1 colonist.
- Spanish** Move to K. Dice: 1, 1, 2. Loses 1 soldier and 1 colonist.
- English** Move to N. Dice: 2, 3, 3, 6. No losses.

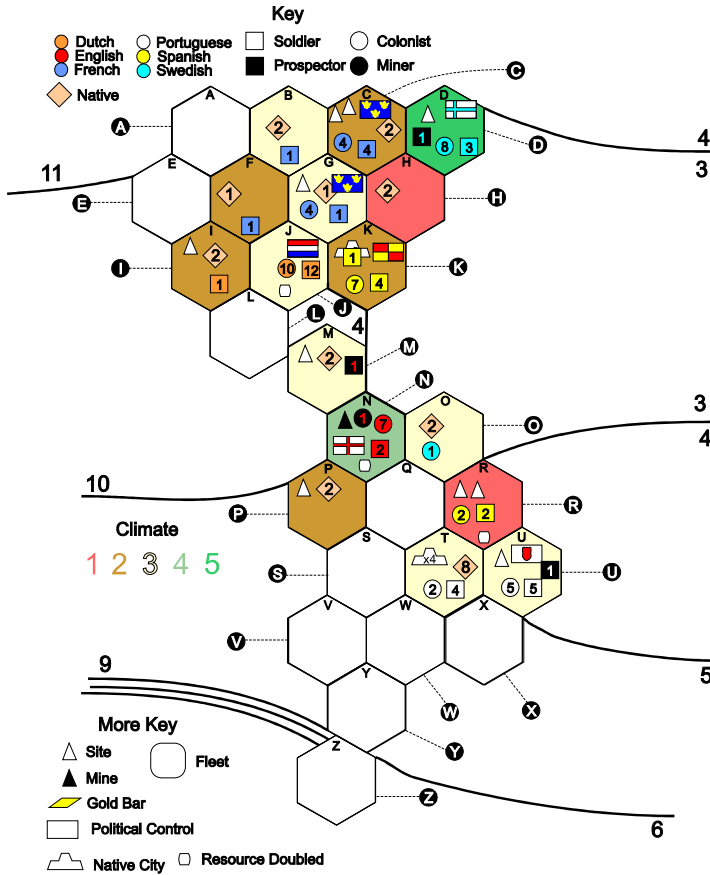
- Swedes** Move to D. Dice: 2, 4, 6. No losses.
- Portuguese** Move to U. Dice: 1, 3, 3, 4. No losses.
- Dutch** Move to J. Dice: 1, 4, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist.

Mining

Spanish loot 2 gold in K.

Discovery

English discover a mine in N.



Land Movement

French move 6 colonists and 2 soldiers from C to G, 1 colonist from D to C, 1 colonist from G to F (it's a climate 2 area with 1 native), 1 soldier from C to B (it's a climate 3 area with 2 natives), and 3 colonists and 4 soldiers from fleet to C.
Spanish move 3 colonists and 3 soldiers into area K.
English move 5 colonists and 2 soldiers from N to M and 2 soldier and 6 colonists into area N. One colonist in M mines.

Swedes move 4 soldiers and 4 colonists into area D. One soldier prospect.
Portuguese move 4 colonists and 4 soldiers from U to T (it's a climate 3 area with the x4 city and 8 natives), 4 colonists and 4 soldiers from fleet to U.
Dutch move 1 soldier into I (it's a climate 2 area with 1 site and 2 natives), 3 colonists and 5 soldiers into area J.

Native Combat

French: 1 soldier killed in G. **Swedes:** 4 soldiers and 3 natives killed in D.
Dutch: 2 natives killed in J. **English:** 5 soldiers killed in M.

Native Uprisings

Climate is a 6. Uprisings in G (2 colonists killed), M (11 colonists killed), and T (2 colonists killed).

Survival

Climate is a 6.
 No losses.

Political Control

French gain political control of G.

Homebound Naval Movement

French: Dice: 1, 1, 4, 6. Loses 3 ships.
Spanish: Dice: 1, 1, 4. Loses 1 ship.
English: Dice: 2, 2, 3, 5. No losses.
Swedes: Dice: 3, 4, 6. No losses.
Portuguese: Dice: 1, 5, 6, 6. Loses 2 ships.
Dutch: Dice: 1, 6, 6, 6. No losses.

Income

French: Political Control: \$60, resources: \$8.
Spanish: Political Control: \$40, Gold: \$80, resources: \$11.
English: Political Control: \$40, resources: \$14.
Swedes: Political Control: \$40, resources: \$9.
Portuguese: Political Control: \$40, resources: \$7.
Dutch: Political Control: \$40, resources: \$20.

Turn 4 Initiative

Spanish, French, English, Portuguese, Dutch, Swedes
 Portuguese attitude is (dr = 6) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$75	15	4	3
French	Andy Lewis	\$96	16	1	4
Swedes	Dave Partridge	\$77	12	4	4
Spanish	Bob Robles	\$151	12	3	4
Dutch	Dave Hood	\$68	14	4	4
Portuguese	Non-Player	\$59	14	2	4

Dogbreath

Epoch I Empire Selection

Epoch I Egypt, Minoans, and Indus Valley, 5/25 Tuesday

Royal Manticoran Historical Society (Wilson) gives to Great Explorers Grabbing Samples
Great Explorers Grabbing Samples (Geggus) gives to Marching Through the Ages
Marching Through the Ages (Lewis) gives to the Arachnids
Arachnids (Bolduc) gives to Time Traveler
Time Traveler (Anderson) gives to The Questioner
The Questioner (Partridge) gives to Royal Manticoran Historical Society

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Chris Geggus	Great Explorers Grabbing Samples (yellow)	0	0
Andy Lewis	Marching Through the Ages (red)	0	0
Paul Bolduc	Arachnids (blue)	0	0

Dave Anderson	Time Traveler (orange)	0	0
Dave Partridge	The Questioner (green)	0	0

Positions

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

Epoch I Empire

Event Cards

Plantation Dog

Gamestart

Variants Selection, 5/25 Tuesday

Before we get started, the players should please vote on whether to use the variant buildings, and if so, how to do so. If we do use them, we have three options:

1. We can use them all to the exclusion of the standard buildings (except for three of the big buildings, determined at random).
2. We can have a selection round ahead, where the players submit preference lists of the buildings they want. I will resolve those preference lists into the final building configuration.
3. We can use one building of each type, both standard and variant, including all seven of the big buildings.

Please submit your preferences with the next turn.

Pedagoguery

Planetary atmospheres come in a tremendous variety. From the dense, deep atmospheres of gas giants like Jupiter to the wispy, tenuous atmospheres of rocky planets like Mercury, they run the spectrum of possibilities. Even worlds of comparable size, such as Earth and Venus, have tremendously different atmospheres. Some of the difference is accounted for by the source of the atmosphere, but the vast majority is probably a result of the loss of gasses over time.

There are several different mechanisms involved in atmospheric loss. They can be broadly categorized into thermal, non-thermal, and impact mechanisms. In thermal processes, heat causes some molecules of the atmosphere to reach escape velocity. In non-thermal mechanisms, atoms or molecules reach escape velocity through processes such as chemical or charged particle reactions. Finally, impact from comets or asteroids blast away the air.

Thermal escape is probably the most common and straightforward process. All bodies in the solar system are heated by the sun. That heat is shed through the emission of infrared radiation, or through the ejection of particles. In bodies like the planets, the former process predominates, while in bodies like comets, the latter does. Thermal processes are a tug-of-war between solar or other heating on the one hand, and gravity on the other. Bodies with a higher gravity hold on to their atmospheres more tightly than those with a lower gravity. On the other hand, atmospheres that are more strongly heated tend to expand, lessening the effective gravity in the upper reaches, and the particles tend to move faster, thus having a higher chance of reaching escape velocity.

There are two main thermal processes. The first is called Jeans escape, after the English astronomer who first described the process in the early 20th century. In this process, molecules evaporate off molecule by molecule. In the lower atmosphere, particles collide with each other before they can go very far. However, above a level called the exobase, which on Earth is about 500 km high, collisions are very rare, so if a particle reaches escape velocity, it leaves. The temperature on average at Earth's exobase is about 1000 K. Temperature is a statistical measure of the kinetic energy of the particles in a substance, so lighter particles move faster. Hydrogen, being the lightest element, tends to move the fastest, and thus is the most easily lost. Jeans escape accounts for between 10 to 40 percent of Earth's hydrogen loss.

The second thermal escape mechanism is far more dramatic. When an atmosphere is strongly heated, it expands, and in extreme cases, this can give rise to a "planetary wind", which is analogous to the solar wind. Once again, lighter particles are more strongly affected, but they also tend to drag along heavier gasses. This process is called hydrodynamic escape and there is evidence that it once took place on Earth. The abundance of noble gasses on Earth such as neon

and argon is lower than the abundance of such gases in the sun, indicating that Earth has lost some of those elements. Hydrodynamic escape is the only process which could account for this loss. In addition, hydrodynamic escape explains the condition of Venus's atmosphere today. The early atmosphere of Venus would have been hydrogen rich, and as the young sun heated up, hydrodynamic escape would have driven away much of this hydrogen, and the hydrogen would have carried off much of the oxygen and nitrogen along with it, leaving behind primarily carbon dioxide.

On some planets, including the Earth today, non-thermal processes predominate. Most of these processes involve ions. Charge exchange is one such. Ions, for the most part, are kept caged by magnetic fields, such as Earth's. An ion will spiral around magnetic field lines and be unable to escape. However, if an ion meets up with a neutral particle, it will sometimes steal an electron from it. The now neutral particle is now no longer bound by the magnetic field and can then escape. This process accounts for between 60 and 90 percent of Earth's hydrogen loss.

A second non-thermal process involves a loophole in the magnetic capture. Most magnetic field lines loop around from one pole to another, but widely looping lines get pulled by the solar wind and can open. This is called the polar wind (not to be confused with a planetary wind). Ions can follow these open magnetic field lines and escape. This process accounts for between 10 to 15 percent of Earth's hydrogen loss and nearly all of its helium loss.

A third process is called photochemical escape and is not common on Earth, but is common on Mars and Saturn's moon Titan. In this process, oxygen, nitrogen, and carbon monoxide drift high into the atmosphere, where the sun's ultraviolet light ionizes them. When the ionized molecules recombine with free electrons or collide with one another, the energy released can propel one of the particles to escape velocity.

The final non-thermal process operates on worlds without global magnetic fields such as Mars, Venus, and Titan. This exposes the atmosphere to the full brunt of the solar wind. Solar wind particles can collide with atmospheric molecules, undergo charge exchange, and escape. This process is called sputtering. Observations of Mars's atmosphere indicate that between photochemical escape and sputtering, Mars has probably lost as much as 90 percent of its original atmosphere.

Impact is the final, and most dramatic, means of atmosphere loss. When a large impactor hits an atmosphere, it creates an enormous explosion that propels large amounts of gasses away from the planet. Mars probably lost much of its early atmosphere to impacts, given its proximity to the asteroid belt.

Next time, improbable planetary systems.

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Standbys

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

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

Standby Calls

Andy Lewis for the Normans in Dog Park