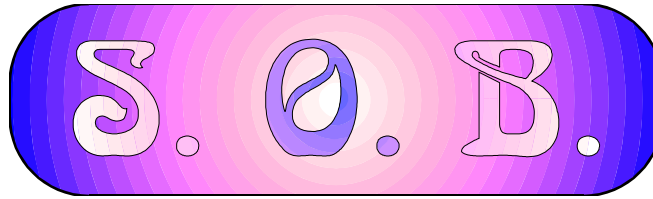


Number 162

June, 2010



### Notes from Hades

**N**o travel since the last time, which has been kind of nice, but beyond that, not much to report at chez Hassler. We are looking forward to doing some camping this summer, and have started going through the camping supplies as a result. When Celeste and I first got married, we had plenty of room for camping gear, and a big station wagon to haul things around in. Now, we have two more people in the family, and a smaller car. Gone are the days when I could take my 12-inch Schmidt Cassegrain telescope with us on camping trips – at least not without taking two cars, which we don't want to do. And maybe not even then.

We did manage to get to the JPL open house a couple of weekends ago. For those of you who don't know, JPL is the Jet Propulsion Laboratory, which is NASA's primary center for unmanned space exploration. It is where they monitor space probes like Cassini, MESSENGER, and many of the other probes and some telescopes sent out into space. A great experience and the boys both loved it.

The next deadline is **Tuesday, July 6 at 5:00 p.m. Pacific Time. Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

### Contents

<b>Dog Park</b>	Machiavelli	Page 1
<b>Barking Up...</b>	Machiavelli	Page 2
<b>Robover</b>	Robo Rally	Page 3
<b>Husky</b>	Power Grid	Page 4
<b>Pateel</b>	Kremlin	Page 5
<b>Frontier Dog</b>	Gunslinger	Page 5
<b>Procyon</b>	Merchant of Venus	Page 7
<b>Basset</b>	Outpost	Page 8
<b>Hunter</b>	Silverton	Page 9
<b>Boston Terrier</b>	New World	Page 10
<b>Dogbreath</b>	History of the World	Page 11
<b>Plantation Dog</b>	Puerto Rico	Page 11
<b>Pedagoguery</b>		Page 12

### 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.

**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, Dave Partridge, will take up to 5 more.

**Goa.** Have Brad Martin, Dave Partridge, will take up to 2 more.

**Power Grid.** Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Dave Partridge, will take up to 3 more.

**Phoenicia.** A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Dave Partridge, will take up to 7 more.

**Age of Renaissance.** This will use the EuroGames rules. Have Paul Bolduc, Chris Geggus, Bob Robles, will take up to 3 more.

**Puerto Rico.** Will start after Plantation Dog ends. Have Dave Partridge, will take up to 4 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**

**2000 S. Armour Court**

**La Habra, CA 90631**

**Phone: (562) 690-7827, Fax: (562) 690-7827**

**chassler@roadrunner.com**

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

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

## Dog Park

Summer 1057

Miller Number 20077Apw10

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory**  
**Deadline for Fall 1057 7/6, Tuesday**

*Another Pope is assassinated while Pisa successfully defends against Venice and puts down rebellions. The Normans and the Byzantines achieve a stalemate in the Adriatic.*

### Expenditures

The Papacy fails to pay back his loan and is assassinated. All units hold. Rebellions in Ferrara, Bologna, Florence, Urbino, and Rome.

### Outstanding Loans

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

### Orders

BYZANTINES (Giovine): A Bosnia to CROATIA, A ALBANIA supports F Lower Adriatic to Durazzo, F UPPER ADRIATIC supports F Ragusa to Lower Adriatic (cut), F (EM) RAGUSA to Lower Adriatic, F LOWER ADRIATIC to Durazzo

NORMANS (Horsley): A AQUILA supports G Ancona convert to F, F ANCONA to Upper Adriatic, F OTRANTO to Lower Adriatic, F IONIAN SEA supports F Durazzo, F DURAZZO supports F Otranto to Lower Adriatic (cut), G ANCONA convert to F

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

PISA (Scott): A MILAN supports A Bergamo, A BERGAMO supports A Milan (cut), A TURIN holds, A PARMA holds (rebellion suppressed), A MODENA holds (rebellion suppressed), A PISA to CORSICA, A PIOMBINO to SIANNA, F LIGURIAN SEA transports A Pisa to Corsica

VENICE (Wilson): A TRENT supports A Verona to Bergamo, A VERONA to Bergamo, A PADUA supports A Treviso to Verona, A TREVISO to Verona

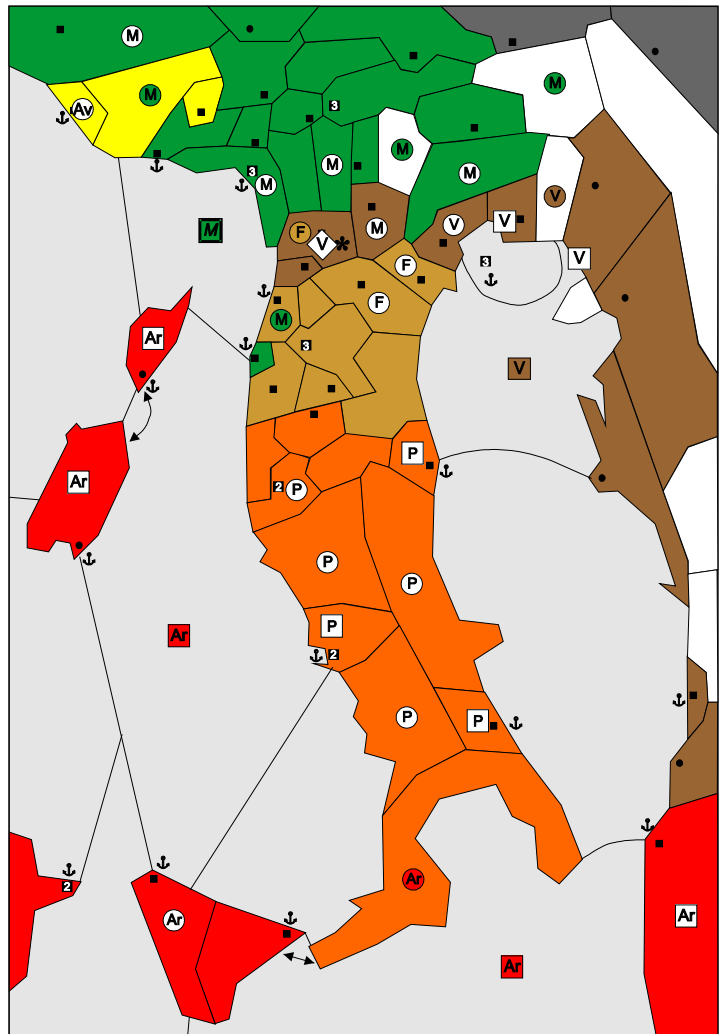
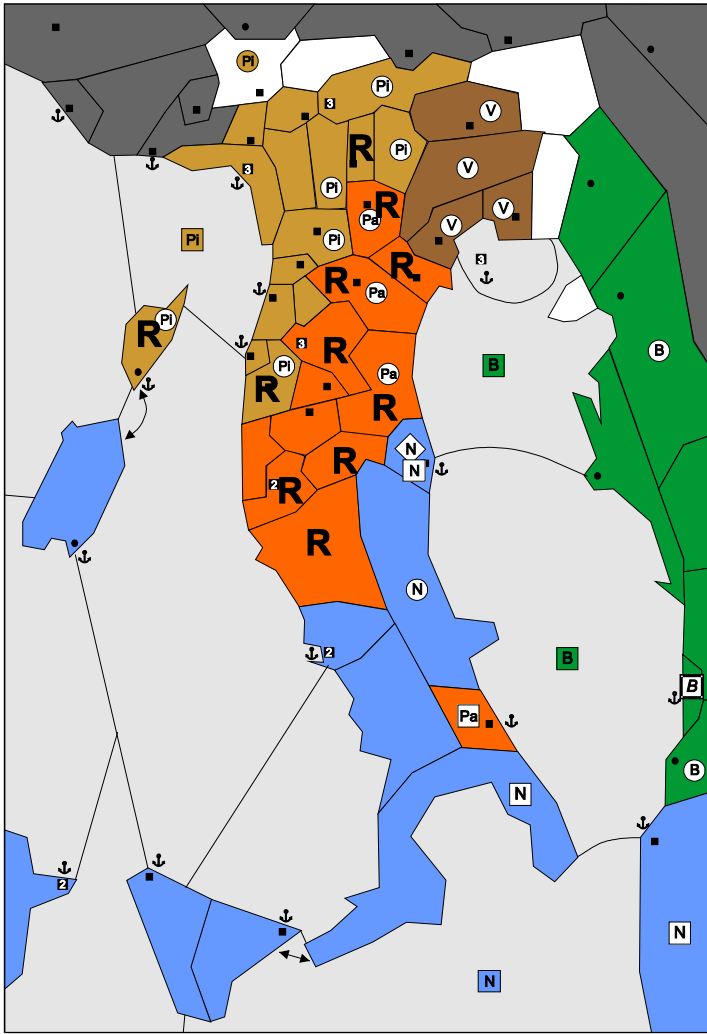
Treasury:

Notes

Thanks to Andy York for his unused standby orders for the Normans.

**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**

Summer 1256

Miller Number 2007Bpw10

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

Deadline for Fall 1256 7/6, Tuesday

Milan continues to march south, with only a minor hiccup courtesy of Florence and Venice. The Pope manages to position himself advantageously against Aragon.

Spring 1256 Retreats

Papacy retreats A Otranto to Salerno  
Venice retreats A Modena to garrison

Orders

ARAGON (Scharf): A PALERMO to Naples, A OTRANTO holds, F CORSICA supports F Tyrrhenian Sea, F SARDINIA supports F Corsica, F TYRRHENIAN SEA transports A Palermo to Naples, F IONIAN SEA supports A Otranto, F DURAZZO holds

AVIGNON (Nichols): A MARSEILLES to Avignon  
FLORENCE (Whyte): A FERRARA supports A Bologna to Mantua, A BOLOGNA to Mantua, A LUCCA to MODENA  
MILAN (Renken): A AVIGNON supports A Turin to Provence (cut), A Turin to PROVENCE, A SAVOY to PISA, A PARMA supports A Cremona to Mantua, A MODENA besieges (DISLOADED, retreat Fornova, OTB), A CARINTHIA supports A Verona, A VERONA supports Florence A Ferrara to Padua (nso), A Cremona to MANTUA, A BERGAMO supports A Carinthia to Mantua, A Fornova to GENOVA, F (EM) LIGURIAN SEA transports A Savoy to Pisa

PAPACY (Robles): A ROME holds, A Spoleto to CAPUA, A AQUILA supports G  
 Naples convert to F, A SALERNO support G Bari convert to F,  
 F ANCONA supports Venice F Lower Adriatic (nsd), G NAPLES  
 convert to F, G BARI convert to F

F Upper Adriatic to CARNIOLA, F Lower Adriatic to UPPER  
 ADRIATIC, F Venice to TREVISO, G MODENA supports Florence  
 A Lucca to Modena

VENICE (Partridge): A PADUA to Verona, A FRIULI supports F Venice to Treviso,

Treasury:

## Robover

### Turn 13

### Turn 14, 7/6 Tuesday

#### Errata

I was informed that I missed a part of the orders for Jeeves. Specifically, he gave me standing orders that he was going to use the Mini Howitzer. As a result, several things have changed in the current turn:

1. The positions of Dalekbot and THX 1139 have both changed, due to having been shot by the Mini Howitzer. Dalekbot ended up at H10 and THX 1139 at D3.
2. 100% Robotomy suffered one additional point of damage, since the Phase 5 shot from DizzyBot was not blocked by Dalekbot
3. Narbot suffered one less point of damage (and thus no locked registers), since Dalekbot could not shoot it

I apologize for the confusion.

#### Program Robots

Protomax reappears shut down and facing north.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Move 3 (830)	Move 1 (610)	Rotate Right (180)	U-Turn (10)	Rotate Right (360)
Slambot 9000	Move 1 (600)	Rotate Right (160)	Move 1 (520)	Rotate Left (370)	Move 2 (780)
Jeeves	Rotate Right (380)	Back Up (480)	Back Up (430)	Move 1 (570)	Rotate Right (100)
THX 1139	Rotate Right (80)	Rotate Left (310)	Back Up (450)	Move 2 (730)	Move 2 (700)
Dalekbot	Rotate Right (220)	<i>Move 1 (650)</i>	<i>Move 2 (760)</i>	<i>Move 1 (560)</i>	<i>Move 1 (540)</i>
Narbot	Move 1 (500)	Rotate Left (270)	Move 2 (680)	Rotate Right (200)	Move 1 (510)
100% Robotomy	Move 3 (790)	Move 2 (720)	Rotate Right (260)	Move 2 (770)	Rotate Left (190)
Protomax	Shut down				

Locked registers are in italics.

#### Phase 1

DizzyBot dashes ahead 3 to I8, 100% Robotomy dashes ahead 3 to F7 (archive relocated), Slambot 9000 moves ahead 1 to D6, Narbot moves ahead 1 to L8, Jeeves rotates right to face east, Dalekbot rotates right to face south, and THX 1139 rotates right to face east. The on-board laser fires at Dalekbot, locking register 5.

#### Phase 2

100% Robotomy moves ahead 2 to D7, Dalekbot moves ahead 1 to H11, DizzyBot moves ahead 1 to I7, touching flag 1 and relocating its archive, Jeeves backs up to C5, THX 1139 rotates left to face north, Narbot rotates left to face west, and Slambot 9000 rotates right to face north. The conveyor belt moves Dalekbot to H11, where the gear rotates it to face west. Slambot 9000 shoots THX 1139.

#### Phase 3

Dalekbot moves ahead 2 to G11, Narbot moves ahead 2 to J8, Slambot 9000 moves ahead 1 to D5, THX 1139 backs up to D4, Jeeves backs up to B5, touching flag 2 and relocating its archive, 100% Robotomy rotates right to face north, and DizzyBot rotates right to face east. The conveyor belt moves Dalekbot to H11. Slambot 9000 shoots THX 1139, 100% Robotomy shoots Slambot 9000, Jeeves shoots Slambot 9000 with the Mini-Howitzer (Slambot 9000 is pushed up against the wall), and the on-board laser shoots Dalekbot (register 4 locked).

#### Phase 4

100% Robotomy moves ahead 2 to D5, pushing Slambot 9000 to D4 and THX 1139 to D3, THX 1139 moves ahead 2 to D1, Jeeves moves ahead 1 to C5, Dalekbot moves ahead 1 to G11, Slambot 9000 rotates left to face west, Narbot rotates right to face north, and DizzyBot makes a U-turn to face west. The conveyor belt moves Dalekbot to H11. 100% Robotomy shoots Slambot 9000, Jeeves shoots 100% Robotomy with the Mini-Howitzer (100% Robotomy is pushed against the wall), and the on-board laser shoots Dalekbot (register 3 locked).

#### Phase 5

Slambot 9000 moves ahead 2 into the pit, THX 1139 moves ahead 2 off the board, Dalekbot moves ahead 1 to G11, Narbot moves ahead 1 to J7, DizzyBot rotates right to face north, 100% Robotomy rotates left to face west, and Jeeves rotates right to face south. The conveyor belt moves Dalekbot to H11. 100% Robotomy shoots Jeeves, and the on-board laser shoots Dalekbot (register 2 locked).

#### Cleanup

DizzyBot is repaired one point. Slambot 9000 reappears in F6 facing any direction. THX 1139 reappears in G7 facing any direction and must discard one option. Protomax draws the Pressor Beam option.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue		I7>N	1	2	2
2	Bill Scharf	Slambot 9000	Pink		E6>?	1	1	2
3	Chris Geggus	Jeeves	Yellow	Mini Howitzer (1)	C5>S	1, 2	3	2
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Brakes, Radio Control	G7>?	1	2	2
5	Andy York	Dalekbot	Silver		H11>W		2	8
6	Ward Narhi	Narbot	Red	Fourth Gear	J7>N		3	4
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	D5>W	1	1	2
8	Cary Nichols	Protomax	Green	Pressor Beam	D13>N		2	0

Your Program Cards:

**Husky**

**Turn 5, Phases 3 through 5  
Turn 6, Phase 2, 7/6 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	4	75
3	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	25 Coal 2→5	22 Eco X→2	32 Oil 3→6 (1)	5	80
4	Dave Partridge	Spewing Massive Oloid Gasses (SMOG)	Red	13 Eco X→1	27 Eco X→3	33 Eco X→4	4	84
1	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	07 Oil 3→2	11 Nuclear 1→2	29 Hybrid 1→4 (10)	7	75
2	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)		6	90

Phase 3. Buy Fuel

**100% Power Mad** buys 2 trash for 8 Elektros  
**SMOG** passes

**REM** buys 2 coal for 2 Elektros and 1 uranium for 8 Elektros

**DEAD** buys 1 oil for 1 Elektro  
**VoIT** buys 2 coal for 4 Elektros

Phase 4. Connect to Cities

**100% Power Mad** connects to Aachen for 17 Elektros

**SMOG** connects to Osnabruck for 23 Elektros

**REM** connects to Bremen for 20 and Hamburg for 21 – Power plant 6 is obsolete, power plant 23 is drawn and joins the current market.

**DEAD** connects to Berlin for 20, Fulda for 23, and Wurzburg for 21

**VoIT** connects to Flensburg for 14

Step 2 begins. Two players may now connect to each city. Power plant 9 is discarded, power plant 38 is drawn and added to the future market, pushing power plant 31 into the current market.

Phase 5. Bureaucracy

Collect Income

**VoIT** powers 5 cities, burning 2 coal and generating 64 Elektros.

**SMOG** powers 4 cities, generating 54 Elektros.

**DEAD** powers 6 cities, burning 1 coal and 1 uranium and generating 73 Elektros.

**100% Power Mad** powers 4 cities, burning 2 trash and generating 54 Elektros.

**REM** powers 6 cities, burning 2 coal and 1 uranium and generating 73 Elektros.

Replenish Fuel

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

Adjust Power Plant Market

Power plant 38 is moved to the bottom of the deck, power plant 21 is drawn and added to the current market, pushing power plant 31 into the future market.

Power Plant Market

Current Market

12 Hybrid 2→2

17 Nuclear 1→2

21 Hybrid 2→4

23 Nuclear 1→3

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	1	1	1
Trash			1	3	3	3	3	3				
Oil	3	3	3	3	3	3	3	3				

Coal	3	3	3	3	3	3	3	3				
------	---	---	---	---	---	---	---	---	--	--	--	--

## Pateel

### Turn 4 Cure through Health

### Turn 4 Funeral Commssion through Parade, 7/6 Tuesday

#### Turn 3, Special Influence Declaration

Zapadniye Front discards Disarmament Talks Go Badly (15)

#### Cure Phase

Zapadniye Front plays 2 IP on Nikotin and plays Cuban Missile Crisis. No politician may go to the Sanatorium for the remainder of this turn. Boremtodev ages to 81, Palavarian ages to 81, Shootemdedsky age to 72, Wasolin ages to 52, Badenuff ages to 61, and Nikotin ages to 60.

#### Purge Phase

Palavarian attempts to purge candidate F (dr = 13, success), candidate P (dr = 12, success), and Badenuff (dr = 14 + 2, success) and ages to 84.

#### Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Diwan Palavarian (G)	84, ?, +	<b>6 (PaH)</b>
Foreign	Nikolai Shootemdedsky (H)	72, ?, ++	<b>3 (Fin)</b>
Defense	Alexej Gofebrook (C)	75, strong	1 (TCC), 1 (PaH), <b>9 (KMFC)</b>
Ideology	Victor Wasolin (Z)	52, ?	<b>5 (KMFC)</b>
Industry	Tigran Zenjarplan (Q)	70	<b>3 (BBC)</b>
Economy			
Sport	Turi Nikotin (R)	60, weak	1 (TCC), <b>2 (ZF)</b>

**Candidates:** B, D, I

**People:** J, T (67), M, N, O, U, V, W, Y

#### Intrigue Cards

#### Spy Investigation Phase

Defense Minister Gofebrook takes no action.

#### Health Phase

Boremtodev (dr = 3) dies  
 Palavarian (dr = 12) gets sick  
 Shootemdedsky (dr = 6) falls ill  
 Gofebrook (dr = 13) remains healthy  
 Wasolin (dr = 8) remains healthy  
 Zenjarplan (dr = 15) remains healthy  
 Nikotin (dr = 14) remains healthy

**Siberia:** L (68), F, P, X (61, ++)

**Kremlin Wall:** A, E, S, K

#### Notes

Ward Narhi has NMRed! **Will Andy York please submit standby orders for Finlandia!**

#### Players

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

#### Undeclared Influence

## Frontier Dog

### Turn 8

### Turn 9, 7/6 Tuesday

#### Segment 1

**Old Man:** Card (1) – Back Up (back left to E20), turn 1 of 2  
**Shaggy:** Card 5 – Cock/Aim/Shoot (aim at F18), turn 1 of 2  
**Banker:** Card (3) – Turn (ahead right to face I20), turn 1 of 1  
**Smith:** Delay  
**NCO:** Card 1 – Advance (straight ahead to G18), turn 1 of 2

#### Segment 2

**Old Man:** Card (1) – Back Up (back left to E20), turn 2 of 2  
**Shaggy:** Card 5 – Cock/Aim/Shoot (aim at F18), turn 2 of 2  
**Banker:** Card 5 – Cock/Aim/Shoot (aim at F19), turn 1 of 2  
**Smith:** Delay  
**NCO:** Card 1 – Advance (straight ahead to G18), turn 2 of 2, gains 2 delay points and draws 2 delay cards (46 and 99) gaining 1 delay point and a LOSE AIM

#### Segment 3

**Old Man:** Card 5 – Cock/Aim/Shoot (cock C44), turn 1 of 2  
**Shaggy:** Card 6 – Cock/Aim/Shoot (aim at F18), turn 1 of 2  
**Banker:** Card 5 – Cock/Aim/Shoot (aim at F19), turn 2 of 2

**Smith:** Delay  
**NCO:** Delay

#### Segment 4

**Old Man:** Card 5 – Cock/Aim/Shoot (cock C44), turn 2 of 2  
**Shaggy:** Card 6 – Cock/Aim/Shoot (aim at F18), turn 2 of 2  
**Banker:** Card 6 – Cock/Aim/Shoot (aim at F19), turn 1 of 2  
**Smith:** Delay  
**NCO:** Delay

#### Segment 5

**Old Man:** Pass  
**Shaggy:** Pass  
**Banker:** Card 6 – Cock/Aim/Shoot (aim at F19), turn 2 of 2  
**Smith:** Pass  
**NCO:** Delay

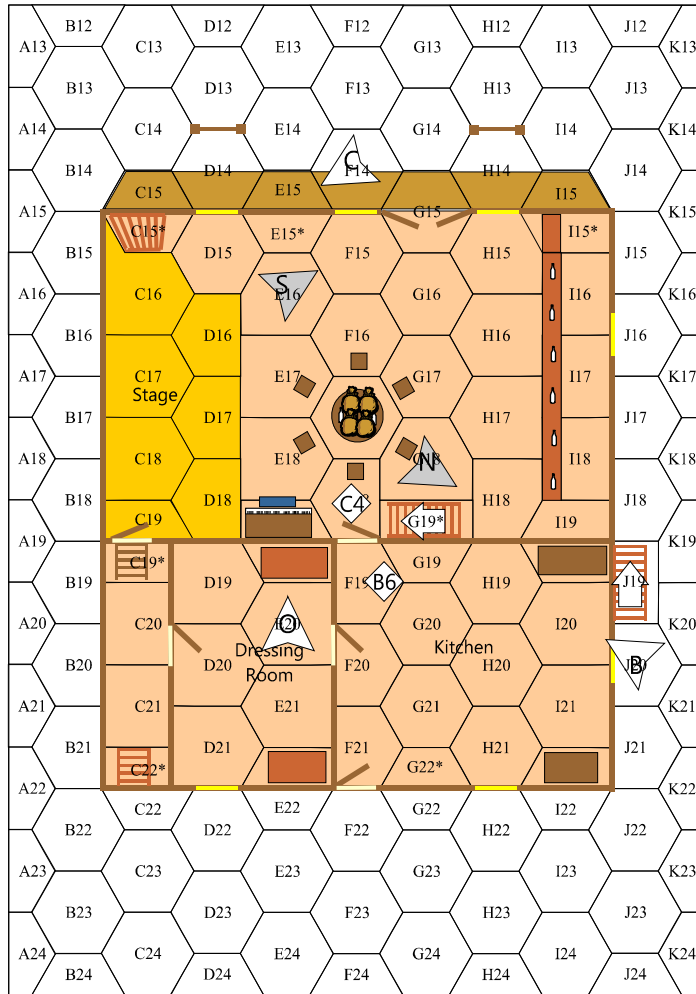
#### End of Turn

Smith loses 3 delay points, NCO loses 2 delay points. At the start of Turn 4, Smith draws cards 50, 49, and 33 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)	E20>E19	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	F14>E15				20	4 AIM points at F18
C	James Pratt	Banker (B)	J20>I20				20	6 AIM points at F19
D	Mike Scott	Smith (S)	E16>F15	8	BR +2	4	9	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	G18>H18	9	BR +1	1	16	DOWN

Frontier Dog



	Hitching Post		Door		Bottle
	Stairs		Window		Money Bag
	Player (up)		Table		Player (dead)
	Gun		Chair		Aim Points
	Knife		Head		Player (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: ○○○⊗⊗
Banker	None	SW45, cocked	Empty	Empty	SW45: ○○○○○○
Smith	C45c, Knife	Empty	Empty	Empty	C45c: △△△△△△
NCO	SBR	C41, uncocked	Empty	Empty	C41: ○○○⊗⊗

### Procyon

Turns 9.2 through 10.2

Turns 10.3 through 11.3, 7/6 Tuesday

#### Turn 9

2<sup>nd</sup>: Paul Bolduc (Dell/Not for Hire) Rolls Used: 1 \* 3  
R10 - B10.

3<sup>rd</sup>: Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 4 6 6  
Galactic Base.  
Picks up Switch Switch relic.

4<sup>th</sup>: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 4 \* 3  
Moonport(s) - Moonport(o) - Y - B - R - B - Y - B - R - TeleGate 4 -  
Paintfall(o) - B.

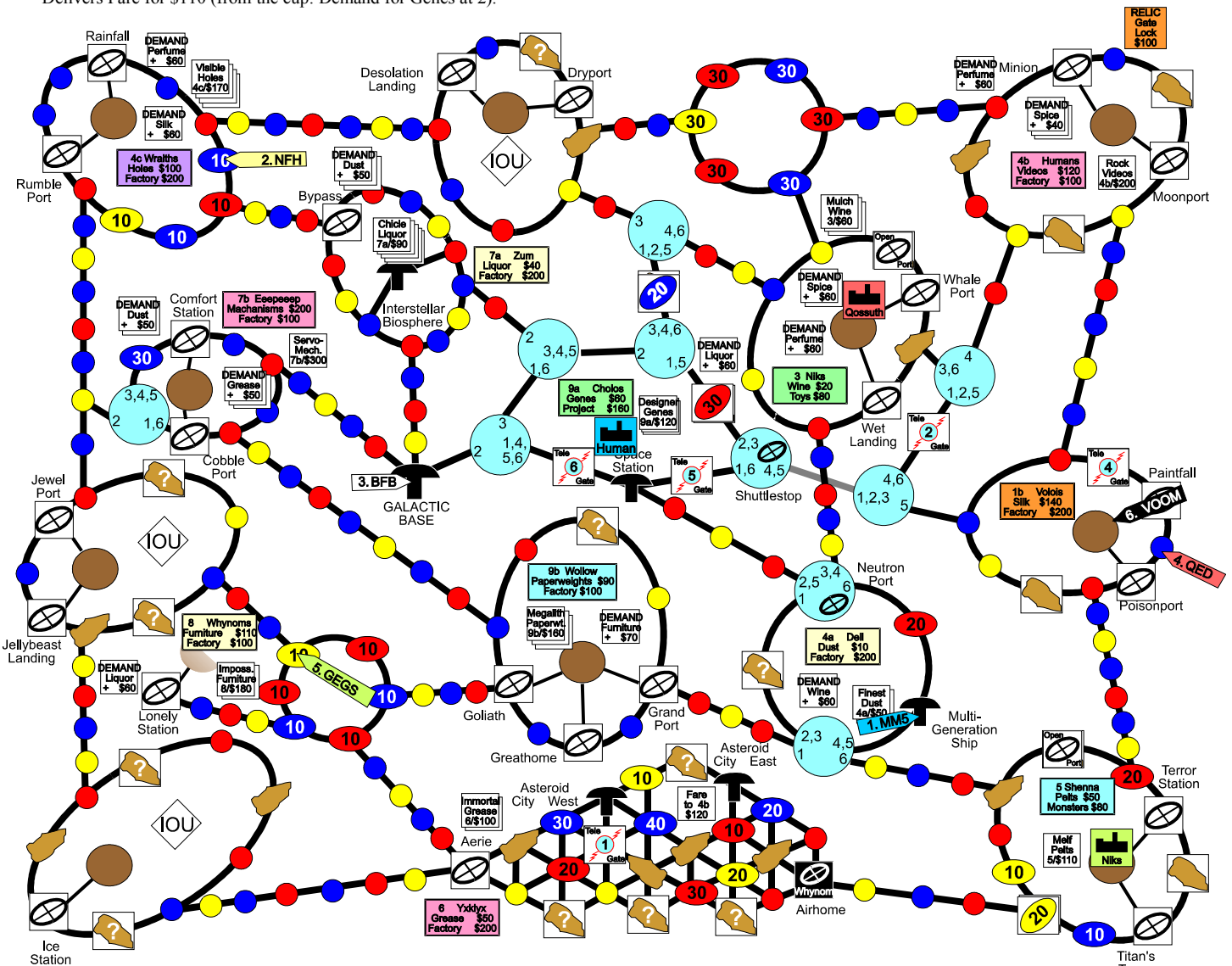
5<sup>th</sup>: Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 2 5  
Lonely Station(s) - Lonely Station(o) - B - (R) - Y - B10 - (R10) - Y10.

6<sup>th</sup>: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls  
Used: 1 2 4  
Space Station - TeleGate 5 - TeleGate 4 - Paintfall(o) - Paintfall(s).  
Sells Life Project for \$240 (from the cup: Fare to 4b at 6). Buys Life Project  
for \$160. Mystery Machine 5 gains \$80 in port commissions.

#### Turn 10

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 4 6  
A - Terror Station (o) - R20 - Open Port - A - R - B - Y - NC4 - Multi-Generation Ship.  
Picks up Fare to Base.

2<sup>nd</sup>: Paul Bolduc (Dell/Not for Hire) Rolls Used: 6 \* 3  
B10 - R - B - Rainfall(o) - Rainfall(s).  
Delivers Fare for \$110 (from the cup: Demand for Genes at 2).



Current status:

1a (Nillis): 4 Bionic Perfume

1b (Volois): Nothing

2 (Graw): 4 Space Spice, Fare to Base (\$160), Demand for Designer Genes (+ \$40)

**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)

**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, Fare to 4b (\$120)

**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:** None

**1. Mystery Machine 5** Scout **\$330**  
11: 1 1 2

Hold1	Hold2	Hull
Immortal Grease 6/\$100	Fare to Base \$180	Shield (\$60)
<b>Cholos</b> \$200	<b>RELIC Jump Start</b> \$120	

**2. Not for Hire** Needle **\$118**  
11: 1 5 (use 1\*3)

Hold1	Hold2	Hull
Megalith Paperwt. 9b/\$160		1c \$100
		<b>RELIC Mulligan Gear</b> \$120

**3. Bender's Freedom Brigade** Scout **\$330**  
10: 2 4 6 // 11: 3 4 6

Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Fare to 9a \$110	1a \$80
		<b>RELIC Switch Switch</b> \$100

**4. Qossuth Entrepreneur Division** Needle **\$160**  
10: 2 4 (use 1\*3)

Hold1	Hold2	Hull
Rock Videos 4b/\$200	Fare to Base \$180	4a \$60
		<b>RELIC Spy Eye</b> \$100
<b>Niks</b> \$200		Shield (\$60)

**5. Ganymede Enterprises Going South** Scow **\$30**  
10: 2 2 3 4 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Megalith Paperwt. 9b/\$160		Fare to Base \$140	Red Dope (\$120)	6 \$100
				<b>Shenna</b> \$100

**6. VOOM** Scout **\$434**  
10: 2 3 6

Hold1	Hold2	Hull
	Red Dope (\$120)	
		<b>Airhome</b> \$200

**Basset**

**Turn 6**

**Turn 7, 7/6 Tuesday**

Commander Actions

**Lowreyville** buys a water factory (Or5, Wa7, Wa8) and a population factor (Or2, Or3, Or5)

**Cosmic Nomads** buys 2 population factors (Wa4, Wa8, Wa9).

**HBDC** opens the bidding on a Nodule at 25 and MMC gets it for 29 (Or4, Wa5, Wa7, Wa8, HE discount). Buys a water factory (Wa5, Wa7, Wa8) and moves a population factor from an ore factory to man it.

**HOBO** opens the bidding on a Warehouse at 25 and ShaggyMobile gets it for 26 (Wa6, Wa7, Wa8, HE discount). Opens the bidding on a second Warehouse at 25

and gets it (Or4, Wa6, Wa7, Wa8).

**Little Green Men** buys a water factory (Wa4, Wa8, Wa8) and a population factor (Or3, Wa7).

**MMC** passes

**BarterTown** buys a water factory (Or3, Or4, Wa6, Wa7) and moves a population factor over from an ore factory to man it.

ShaggyMobile passes

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	9
2	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, TiF	HE, No	9
3	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF, WaF	2DL, No	9
4	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF	No	8
5	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF	No, DL, Wa	8
6	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF	HE, Wa	7
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	2DL, Wa	7
8	BarterTown	Andy York	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: None

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

Lowreyville and LGM took MegaWater cards.



**Hunter**  
**Turn 3, Phases IV – VI, Turn 4, Phases I - III**  
**Turn 4, Phases IV – VI, Turn 5, Phases I - III, 4/13 Tuesday**  
**Errata**

Last turn, Green bought a 15 train for \$120.

**Turn 3**

Operations

**Red** (Nichols) gains \$130 in passenger revenue.

**Orange** (Hooton) declines #63.

**Green** (Longdin) operates #108 (\$40, 1 copper), #99 (50, 2 gold), and #107 (#\$50, 3 copper), no deliveries.

**Brown** (Partridge) no operations, delivers 3 gold from Bingham to Salt Lake City for \$825, gains \$20 in passenger revenue.

**Blue** (Scharf) declines #60, operates #92 (\$40, 3 coal). Buys a 15 train for \$120.

**Aqua** (Narhi) no operations.

Determine Price Changes

Gold: +1 to \$300

Copper: +2 to \$200

Silver: +2 to \$180

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$40	-2 to \$120	Remains at \$40	-1 tot \$30	Remains at \$80
Coal:	+1 to \$80	+1 to \$60	+1 to \$40	+1 to \$80	Remains at \$60

**Turn 4**

Move Prospectors and Surveyors

**Red** (Nichols) surveys Walsenburg to Trinidad and Pueblo to Canon City, prospects the deck

prospects #68

**Orange** (Hooton) prospects passenger line 1, no surveying.

**Blue** (Scharf) surveys Buena Vista to Leadville, no prospecting

**Green** (Longdin) surveys Whitewater to Santa Rita and prospects passenger line 4.

**Aqua** (Narhi) surveys Alimoso to Moffat and Albuquerque to San Ysidro, prospects #106.

**Brown** (Partridge) surveys Bridgeland to Ouray, UT and Provo to Thistle,

Dispute Resolution

Red draws #30 (Georgetown gold) and has first right of refusal to be exercised at the beginning of next turn. No disputes. Red spends \$200, Orange spends \$45, Green spends \$195, Brown spends \$220, Blue spends \$80, and Aqua spends \$260.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$450	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$455	9		S, S, P
Michael Longdin	Green	El Paso	\$515	9, 15		S, P
Dave Partridge	Brown	Salt Lake City	\$775	9		S, S, P
Bill Scharf	Blue	Pueblo	\$600	9, 15		S, S, P
Ward Narhi	Aqua	Santa Fe	\$340	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
47	Ouray	Orange	Silver	N	\$40
108	Lordsburg	Green	Copper	5	\$40
99	White Oaks	Green	Gold	6	\$50
107	Santa Rita	Green	Copper	3	\$50
35	Heber City	Brown	Silver	3	Depleted
25	Bingham	Brown	Gold	1	\$60
68	Scotfield	Brown	Coal	N	\$20
92	Raton	Blue	Coal	10	\$40
120	Cuba	Aqua	Coal	4	Depleted
106	Cuba	Aqua	Copper	N	\$30

#	City	Type	Claim	Operation
116	Pinos Altos	Lumber	\$60	\$30
113	Porter	Lumber	\$60	\$30
119	Farmington	Coal	\$80	\$40
115	Paxton Springs	Lumber	\$100	\$40
63	Lumberton	Lumber	\$160	\$50
60	Pagosa Springs	Lumber	\$40	\$20
30	<i>Georgetown</i>	<i>Gold</i>	<i>\$80</i>	<i>\$30</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	
13	B	El Paso – Santa Fe	\$140	\$320	
6	A	Santa Fe – Albuquerque	\$90	\$180	
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
4	A	El Paso – Deming	\$60	Green	
2	A	Salt Lake City – Provo	\$20	Brown	

Available Claims

#	City	Type	Claim	Operation
109	Pinos Altos	Copper	\$80	\$20

#	Type	Route	Payoff	Cost	Notes
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	when 22 is taken. Good for \$250 toward card 22

*Available Trains*

Type	# Available	Cost
9	0	\$80
15	3	\$120

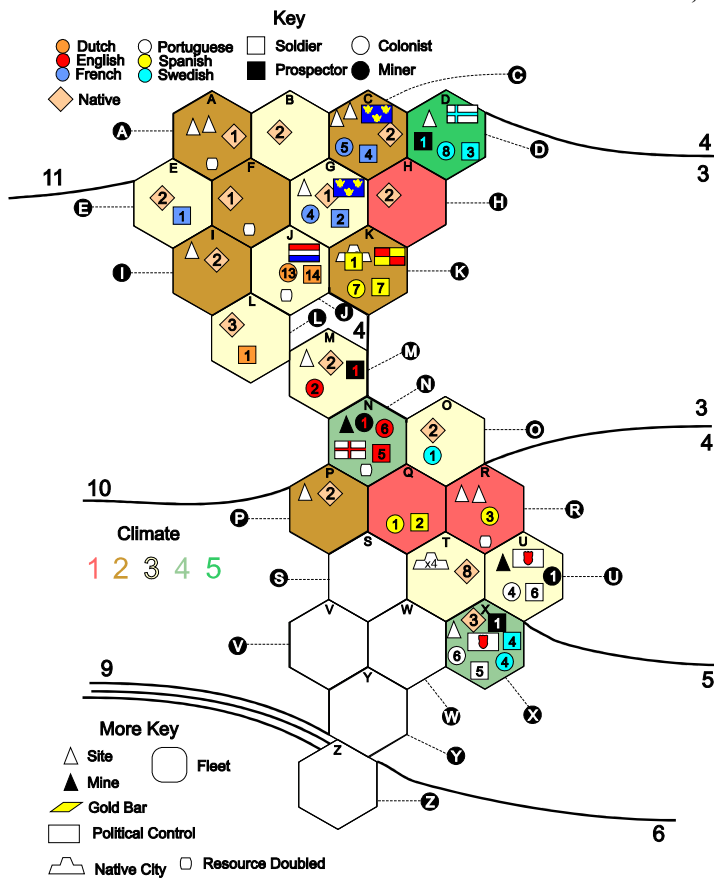
*Available Snowplows*

Type	# Available	Cost
Die +2	3	\$40

**Boston Terrier**

**Turn 4**

**Turn 5, 7/6 Tuesday**



*Planning*

**Spanish** maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.  
**French** maintain 1 ship (\$4), buy 3 ships (\$36) and 4 soldiers (\$40) for \$80.  
**English** maintain 4 ships (\$16) and buy 5 soldiers (\$50) for \$66.  
**Portuguese** maintain 2 ships (\$8), buy 2 ships (\$24) and 2 soldiers (\$20) for \$52.  
**Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**Swedes** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

*Outbound Naval Movement*

**Spanish** Move to K. Dice: 1, 2, 3. Loses 1 soldier, drops off 3 soldiers and moves to R. Dice: 1, 3. No losses  
**French** Move to C. Dice: 1, 3, 4, 6. Loses 1 ship containing 1 colonist and 1 soldier, plus an additional soldier.  
**English** Move to N. Dice: 3, 3, 5, 6. No losses.  
**Portuguese** Move to U. Dice: 2, 3, 3, 5. No losses.  
**Dutch** Move to J. Dice: 1, 4, 5, 6. Loses 1 soldier and 1 colonist.

**Swedes** Move to X. Dice: 1, 4, 5, 6. No losses.

*Mining*

Spanish loot 2 gold in K. English mine 1 gold in N.

*Discovery*

Portuguese discover a mine in U.

*Land Movement*

**Spanish** move 2 gold bars from K to anchorage dot, 2 colonists and 2 soldiers from R to Q (it's a climate 1 area with 2 natives), 3 soldiers from anchorage dot to K, and 4 colonists from fleet to R.  
**French** move 2 colonists and 2 soldiers from C to G, 1 soldier from F to E (it's a climate 3 area with 2 natives), 1 soldier from B to A (it's a resource rich climate 2 area with 2 sites and 1 native), and 3 colonists and 2 soldiers from fleet to C.  
**English** move 1 gold bar to fleet, 4 colonists and 2 soldiers from N to M and 5 soldiers and 3 colonists into area N.  
**Portuguese** move 2 colonists and 4 soldiers from T to X (it's a climate 4 area with 1 site and 3 natives), 4 colonists and 2 soldiers from from U to X, and 4 colonists and 2 soldiers from fleet to U. Soldier in X prospects and colonist in U mines.  
**Dutch** move 1 soldier from J to L (it's a climate 3 area with 3 natives), 3 colonists and 3 soldiers from fleet into area J. Soldier in I prospects.  
**Swedes** move 4 soldiers and 4 colonists into area X

*Native Combat*

**Spanish:** 2 natives killed in Q. **French:** 1 soldier killed in G. **English:** 2 soldiers killed in M.

*Native Uprisings*

Climate is a 4. Uprisings in G (2 colonists killed), M (2 colonists killed), and X (vs. Portuguese only, 0 colonists killed).

*Survival*

Climate is a 5.

**French** lose 1 soldier in A, **Dutch** lose 1 prospector in I, **Spanish** lose 1 colonist each in Q and R.

*Political Control*

**Portuguese** gain political control of X.

*Homebound Naval Movement*

**Spanish:** Move to K. Dice: 2, 5. No losses. Picks up gold. Dice: 2, 5, 6, 6. No losses.  
**French:** Dice: 2, 4, 5. No losses.  
**English:** Dice: 3, 4, 5, 6. No losses.  
**Portuguese:** Dice: 2, 3, 4, 6. No losses.  
**Dutch:** Dice: 1, 6, 6, 6. No losses.  
**Swedes:** Dice: 2, 4, 5, 6. No losses.

Income**Spanish:** Political Control: \$40, Gold: \$80, resources: \$21.**French:** Political Control: \$60, resources: \$9.**English:** Political Control: \$40, Gold: \$40, resources: \$14.**Portuguese:** Political Control: \$60, resources: \$10.**Dutch:** Political Control: \$40, resources: \$26.**Swedes:** Political Control: \$40, resources: \$12.Turn 5 Initiative

Dutch, Portuguese, French, English, Swedes, Spanish

Portuguese attitude is (dr = 9 + 1) Opportunity.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$103	10	4	6
French	Andy Lewis	\$85	13	3	4
Swedes	Dave Partridge	\$73	12	4	4
Spanish	Bob Robles	\$228	12	4	4
Dutch	Dave Hood	\$78	6	4	4
Portuguese	Non-Player	\$77	12	4	3

**Dogbreath****Epoch I Egypt, Minoans, and Indus Valley****Epoch I Babylonians, Shang Dynasty, Aryans, 7/6 Tuesday**

**Arachnids** (Bolduc) plays the Hittites. Army and Capital Eastern Anatolia, army Zagros (vs. Sumeria, H: 4, 4; S: 2; wins), Levant. Builds Monument Eastern Anatolia. EGYPT: Army and Capital Nile Delta, fleet Eastern Mediterranean, army Nubia, Libya, Levant (vs. Hittites, automatic victory). Builds monument Nile Delta. Points: Dominance in North Africa (2), Middle East (4), 2 Capitals (4), 1 Sea (1), and 2 Monuments (2) for 13 points.

**Time Traveler** (Anderson) MINOANS: Army and Capital Crete, fleet Eastern Mediterranean (vs. Arachnids; TT: 3, 1; A: 3; TT: 5, 4; A: 5; TT: 4, 3; A: 4; TT: 6, 3; A: 4; wins), army Western Anatolia, fort Crete. Points: Presence in Middle East (2), 1 Capital (2), 1 Sea (1) for 5 points.

**Marching Through the Ages** (Lewis) INDUS VALLEY: Army and Capital Lower Indus, army Persian Salt Desert, Western Deccan, Western Ghats. Points: Dominance in India (2), presence in Middle East (2), 1 Capital (2) for 6 points.

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
Dave Partridge	The Questioner (green)	0	0
Andy Lewis	Marching Through the Ages (red)	4	6
Dave Anderson	Time Traveler (orange)	4	5
Paul Bolduc	Arachnids (blue)	5	13

Positions**SUMERIANS:** Capital and two armies Lower Tigris, army Middle Tigris.**Arachnids:** HITTITES: Army, Capital, and Monument Eastern Anatolia, army Levant. EGYPT: Army, Capital, and Monument Nile Delta, Nubia, Libya, Levant.**Time Traeler:** Fleet Eastern Mediterranean. MINOANS: Army, Capital, and fort Crete, army Western Anatolia.

Marching Through the Ages: INDUS VALLEY: Army and Capital Lower Indus, army Persian Salt Desert, Western Deccan, Western Ghats.

Epoch I EmpireEvent Cards
**Plantation Dog**  
**Variant Selection**  
**Turn 1, 7/6 Tuesday**

The consensus among the players was to use the variant buildings (4 in favor, 1 abstain), with the "one building of each type" option most favored (3 voting in favor, 1 abstain).

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
<b>Paul Bolduc</b>		Indigo			4		
Chris Geggus		Indigo			4		
Richard Weiss		Indigo			4		
Andy York		Corn			4		
Andy Lewis		Corn			4		

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items**Colonists:** Supply: 90

Colonist Ship: 5

**Trading House:** Empty**Victory Points:** 122

Cargo Ships: Ship 1 (capacity 6):

Ship 2 (capacity 7):

Ship 3 (capacity 8):

Commodities

Corn: 10

Indigo: 11

Sugar: 11

Tobacco: 9

Coffee: 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP) (x4)	Indigo Plant (3d, 2VP) (x3)	Tobacco Storage (5d, 3VP) (x3)	Guild Hall (10d, 4VP)
Small Sugar Mill (2d, 1VP) (x4)	Sugar Mill (4d, 2VP) (x3)	Coffee Roaster (6d, 3VP) (x3)	Residence (10d, 4VP)
Small Market (1d, 1VP)	Hospice (4d, 2VP)	Factory (7d, 3VP)	Fortress (10d, 4VP)
Aqueduct (1d, 1VP)	Guesthouse (4d, 2VP)	Lighthouse (7d, 3VP)	Customs House (10d, 4VP)
Hacienda (2d, 1VP)	Office (5d, 2VP)	University (8d, 3VP)	City Hall (10d, 4VP)
Construction Hut (2d, 1VP)	Large Market (5d, 2VP)	Harbour (8d, 3VP)	Cloister (10d, 4VP)
Black Market (2d, 1VP)	Church (5d, 2VP)	Library (8d, 3VP)	Statue (10d, 8VP)
Forest House (2d, 1VP)	Trading Post (5d, 2VP)	Specialty Factory (8d, 3VP)	
Storehouse (3d, 1VP)	Small Wharf (6d, 2VP)	Union Hall (9d, 3VP)	
Small Warehouse (3d, 1VP)	Large Warehouse (6d, 2VP)	Wharf (x2)	

Rolls

Builder, Captain, Craftsman, Mayor, Prospector, Prospector, Settler, Trader

Plantations

Quarry (x8), Forest (x12), Coffee, Sugar, Tobacco, Tobacco, Coffee, Indigo

Discard Pile:

Pedagoguery

Over the past several years, astronomers have discovered dozens of planets outside of our solar system. With the Kepler satellite currently in orbit, that number will only grow (Kepler has discovered 5 exoplanets so far as of this writing). However, some of the stranger planetary systems have been discovered not by Kepler or other conventional means, but by the Spitzer infrared telescope. Through Spitzer and other means, we have found planets around some of the more unlikely stars: neutron stars, white dwarfs, and brown dwarfs.

Many people do not realize that the first exoplanets discovered were actually found orbiting the neutron star PSR 1257+12. As you might guess by its designation, PSR 1257+12 is a pulsar, which was instrumental in facilitating the exoplanets' discovery. You see, as the planets orbit the neutron star, their gravity tugs the neutron star back and forth, causing a noticeable irregularity in the pulses of the neutron star. From this irregularity, scientists were able to deduce three planets, located at 0.19, 0.36, and 0.46 AU around the star. However, neutron stars are formed when a massive star explodes in a supernova. How could planets survive such an event? The answer is they didn't. The original star probably had a radius greater than 1 AU, so none of the current planets date from that time. What happened is this: the supernova ejects most of the mass of the outer envelope, but some of it remains gravitationally bound to the collapsed core. This matter falls inward and forms an accretion disk. It is from this accretion disk that the planets formed. Additional evidence for this theory is found in the neutron star 4U 0142+61, which shows evidence of an accretion disk. The neutron star itself is only 100,000 years old, and it is believed that planets take several million years to form, so the age is right. In addition, the diameter of the accretion disk is about 1 AU, which is consistent with the orbits of the planets around PSR 1257+12.

The situation in white dwarf systems is very different. The death of a star like our sun is much less violent than a supernova, so some of the planets could conceivably survive. For instance in the case of our solar system, when the sun dies, Mercury and Venus will probably be destroyed, and the Earth stands a fifty-

fifty chance of survival. Planets like Jupiter and Saturn may end up losing part or all of their outer atmospheres.

An example of a white dwarf system is G29-38. Evidence as early as 1987 showed that the white dwarf has an accretion disk. Accretion disks around white dwarfs are not unusual, but most of them occur when the white dwarf in question has a stellar companion and G29-38 did not. In addition, spectral analysis of the star showed lines of calcium and iron, heavy elements which should be drawn into the interior of the star by gravity. The only explanation is that these elements continue to rain down on the star from the accretion disk, and therefore the disk itself must be made up of such heavy elements, probably from a left over asteroid that wandered too close and was pulled apart by the star's gravity. More recent analysis of the disk by Spitzer has confirmed that the disk is comprised mostly of silicates. What's more, the silicates match planetary composition rather than interstellar composition indicating that it is in fact the remains of planetary bodies.

Spitzer has also observed what is likely the remains of a Kuiper belt around a very young white dwarf: WD2226-210, which lies at the center of the Helix nebula, a popular target for amateur astronomers. This indicates that distant planets and asteroids can indeed survive the death of a star like our sun.

The final type of unusual planetary system is the brown dwarf. Brown dwarfs are the almost-stars – bodies that lack enough mass to generate core temperatures necessary to initiate the fusion of hydrogen into helium. As such, they form much like regular star, and so there is no reason why they couldn't have protoplanetary disks like regular stars. Hundreds of such stars have been found in various astronomical surveys, and many of them are found to have disks. One such system, OTS 44 has enough mass in its disk for a planet the size of Uranus or Neptune to form.

All of this leads us to the knowledge that planets may be much more common than we originally thought.

Next time, black stars.

**Best in Show**

This is a selected list of all games that have finished in this zine, as well as who won.

*Machiavelli*

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River <sup>1</sup>	Ken Marcinonis
Not Guilty <sup>1</sup>	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap <sup>2</sup>	Dave Partridge

<sup>1</sup> Rehoused from Jason Wilke's *Won if by Land*

<sup>2</sup> Rehoused from Phil Reynolds' *ishkibibble*

*Merchant of Venus*

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge

*Outpost*

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius

*History of the World*

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis
Cats and Dogs	Andy Lewis

*New World*

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf

Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York

*Settlers/Seafarers of Catan*

Name	Winner
Rin Tin Tin <sup>1</sup>	Brendan Whyte
Benji <sup>1</sup>	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott

<sup>1</sup> GMed by Andy Lewis

*Age of Renaissance*

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood

*Kremlin*

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf
Flea Collar	Chris Geggus

*Silverton*

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton

*Industrial Waste*

Name	Winner
Junk Yard Dog	Eric Brosius
Doberman	Eric Brosius

*Gunslinger*

Name	Winner
Prairie Dog	Paul Bolduc
Outlaw Dogs	Andy Lewis

*Other*

Name	Game	Winner
Dog Biscuit <sup>1</sup>	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie <sup>1</sup>	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Gaspode	Puerto Rico	Andy Lewis

<sup>1</sup> GMed by Andy Lewis

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 ravenclawnerdz@sbcglobal.net andersond4@michigan.gov	Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 iamthedbear@sbcglobal.net	Dale Horsely dale.horsely@yahoo.com Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698 Robert Koehler rkoehler@triad.rr.com Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984 Michael Longdin michael.longdin@virgin.net Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net (704) 569-4269 Brad Martin 180 Peninsula Road Maylands 6051 Western Australia Australia Westfront@hotmail.com Lynn Mercer hancockfc@yahoo.com	Ward Narhi 521 Moreley Akron, OH 44320 lurkertv@hotmail.com (330) 835-4013 Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812 Walt O'Hara hussar@hotmail.com Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com James Pratt prattjames1960@yahoo.com Berend Renken P.O. Box 249 Roy, WA 98580-0249 berend02@aol.com Paul Risner 10325 NW 63rd Dr. Parkland, FL 33076 goeben@aol.com Jerry Roalstad Gerald.roalstad@mndulu.ang.a f.mil Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@comcast.net (510) 254-6354	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 mikesmag2@jsbcglobal.net (909) 864-4343 Gina Teh lone_hammy@yahoo.com.sg Richard Weiss Rcweiss@cox.net Brendan Whyte 448 Suriyat Road Ubon Ratchathani 34000 Thailand obiwonfive@hotmail.com Kevin Wilson 4758 Doncaster Ct. Long Grove, IL 60047 ckevinw@comcast.net Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew88@gmail.com
---	--	--	---	--

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 Finlandia in Pateel