

Notes from Hades

I mentioned last time that my travel sometimes comes in clumps. This summer has been one of the no-travel times. However, we did go on three weekend camping trips, to have fun and introduce the boys to different places in California. Our first trip was to Lake Isabella, which is near the southern end of Sequoia National Forest (which is itself south of Sequoia National Park). It was blisteringly hot when we were there (it got up to 108°F one day), and toward the end of the trip, our cooler was unable to cope, so our planned dinner on Saturday evening went bad. We did rent a pontoon boat and do some fishing on the lake, and we also went to a small Indian museum, though.

Our second trip was to San Simeon, on the central California coast just south of Big Sur. The campground was right on the coast, and our campsite was a short walk from the ocean. We did take a tour of Hearst Castle, the extravagant residence that William Randolph Hearst built. It is worth a a trip. We also stopped at a nearby village called Harmony (population 18) that has a very good winery, as well as a glassblower. Celeste and I tried a few wines, and then we watched some glassblowing with the boys.

Our third trip was a bit closer: Big Bear. It is only about a couple of hours away in some of the local mountains. Our campground was right at the foot of one of the ski resorts, but it was nicely isolated. We spent the day at a local Discovery Center and later at a small museum. The boys both really enjoyed it, although we had to cut that trip short since Scott caught some sort of intestinal bug and was throwing up a lot.

Last issue, I announced that the two Machiavelli games had ended. As it turns out, I mistakenly ended things based on standard victory conditions, when both games were being played to ultimate victory conditions. After conferring with the players in both games, the players in Dog Park agreed to go ahead and end things, while the players in Barking Up the Wrong Tree wanted to continue. The complete turn for Barking Up the Wrong Tree is available on the website. So, because of that, only Bolognese is starting this issue; Purebred is still waiting for the next Machiavelli game to end before it starts. Sorry about the confusion.

The next deadline is **Tuesday, September 28 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. Have 5, will take up to 3 more. You are signed up: . **Starts this issue!**

Purebred. Machiavelli. 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 Dave Partridge, and Dave Hooton, Paul Bolduc, will take up to 3 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.

Machiavelli. This game will start after the next Machiavelli game finishes. Will take up to 8.

Machiavelli. This game will start after the second Machiavelli game finishes. Will take up to 8.

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

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

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

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

Dog Park

End of Game Statements

Game Summary

	1051	1052	1053	1054	1055	1056	1057	1058
Byzantines:	3	6	7	7	7	8	6	6
Holy Roman Empire:	3	6	6	6	4	3	0	0
Muslims:	3	3	0	0	0	0	0	0
Normans:	1	2	5	5	6	6	7	7
Papacy:	3	5	6	7	7	6	8	7
Pisa:	3	5	7	7	7	9	11	12
Venice:	3	4	5	4	4	4	3	4

The Players

BYZANTINES:	Pasquale Giovine	4 th place
HOLY ROMAN EMPIRE:	Dave Partridge (out, 1057)	6 th place
MUSLIMS:	Bob Robles (out, 1053)	7 th place
NORMANS:	Dale Horsely	2 nd place
PAPACY:	Jerry Roalstad	2 nd place
PISA:	Mike Scott	1 st PLACE
VENICE:	Kevin Wilson	5 th place

Statements

Jerry Roalstad (Papacy): I want to thank my teammates Dale & Mike for a job well done in this victory. We worked well with each other, had good communication, which I thought was a key, and the other was being unselfish. This is a prime example where backstabbing is not necessary to win. I had fun playing with you guys and against you Pasquale. Every game needs an Evil Country to unite the forces of Good to go defeat Evil, and you played that part well. We may not agree on playing style but that's okay, we can agree to disagree, and this time around, the Good guys win. There will be other games where Evil will win, and I'm sure you will be one of those Countries. I'm sure we will meet again. Great Game Everyone!

Pasquale Giovine (Byzantines): I wish to thank Chris for his work.

Incredible to say, the invincible Armada was defeated by one of the members that went to a solo against his own allies. I could precise that "I said this" to Norman and the Pope, but we are all defeated and so misery loves company. Worth mentioning is Kevin, a very clever player, that, although the lost of Venice city for my hand, immediately understood the danger of the Armada and signed the agreement with me and HRE to contrast it. Unfortunately for HRE, he was in the middle of Pisa and Papacy and we cannot help him to remain in play due to difficulty to interact in the war.

About my game, at the beginning I had big fear of Venice, that wished to come down in the Adriatic sea, and so I made a no-belligerence pact with Muslims and Normans and an alliance with the Pope against Venice. Hence I was able to conquer Venice and the sea in few time, but incredibly the Pope betrayed me before to have his benefit against Venice, probably untrustworthy convinced by the winner that did not like a big power near him. And the Pope remained always at the border of the game, hostage of Pisa that slowly but constantly moved to win. Normans made a good game until he decide to enter in Adriatic; thus we continuously stalled on the strait of Otranto (while Pisa went up slowly but constantly). Obviously, attacked by Normans and the betrayer Pope, I could not do anything that defend me, and was able; moreover I proved to inform they two of the Pisa growth, but I was not able and unheeded.

At the end, honour and glory to the winner Mike, that was a fine psychologist unlike me, a rough soldier: his allies stopped me and help him with

HRE, but did not took advantages while him growth (slowly but constantly, but it seems to me that I just spoke about this, or no?) Good game for all, and away toward new games.

Thanks to all!

Dale Horsley (Normans): Well I should be patting myself on the back for just surviving. I mean starting out with one center, the possibility of elimination early was significant. The Norman position almost guarantees spending your way to survival and being the first assassinated! My confusion of which set of rules to follow also didn't help. My first move to ROM must have freaked out the Papacy. I was just trying to control provinces as I moved through them, old rules obviously. However the most telling move that pretty much solidified the alliances was my inability to trust the Byzantine Empire. Not following up on what your neighbor promises early in the game will do that. The surprising part of the game was how fast Milan crumbled. Without any resistance, Pisa just rolled in this game. Without any sort of conditions or end game strategy from BYZ, I couldn't risk stabbing Pisa or Papacy for that matter and risk getting hammered from my "new" ally. Speaking of strategy, I've never had so much communication from the Papal player. Great job Jerry! In the end I saw no way, although was making inroads to BYZ, of making up for lost cities as Pisa moved unopposed, so the early victory by Pisa was assured in my opinion. BTW, a great job by Pasquale to providing such stiff opposition, why couldn't you just die quickly!!

Mike Scott (Pisa): Thank you Chris for again GMing so well...

The win is a surprise, Dale & Jerry and I planed on a three way tie... somehow! we were to work that out later. My thanks to Dale for sticking in there, as the right wing of our line he faced more problems from Paquale then I did.

And yes, the 3 of us were in agreement that defeating Pasquale was the main strategy of ours. We did pick off the other players the way it went, but Pasquale the Magnificent is always a tough nut to crack.... and he was again this turn. I am hoping that maybe he enjoyed this game more than others, due mostly to the fact that it was the 3 of us locked in together.

Most of the Strategy was work out by Jerry, and I here-in salute him for the work he did that led more to the victory then my moves may have. Actually, getting rid of the rebellions in the conquered areas was what I was attempting to do.... when the win fell in my lab.

thanks all for playing, see you at the next game....

Kevin Wilson (Venice): Once again, I prove my inability to truly get comfortable with Machiavelli. As many times as I've played I still haven't become as familiar with the intricacies of the game and rules as I have with other games. I really, really want to become as proficient at Machiavelli as I feel I am with others but I keep making mistakes. Once again, I underestimated the destructiveness of a successful bribe of a key unit at a key time and I mis-timed any counter attempt on my part. As a result, I found myself playing catch up and having to ally with my original enemy who so successfully used the bribe just to stay alive and try for some recovery. And, once again, I survived but didn't truly recover.

I'll keep trying. I'll keep learning. I'll, probably gradually, become more comfortable and hopefully more successful. All I hope is that in the mean time, I make the game interesting for the others while it becomes more interesting for me.

Congratulations to Mike for his victory, or at least pulling away from the rest of us. He worked hard for it. And maybe next time, with more work, it will be me.

Barking Up the Wrong Tree

Winter 1257

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline Spring 1257 9/28, Tuesday

A pause for building.

Fall 1256 Retreats

Avignon retreats A Marseilles to garrison

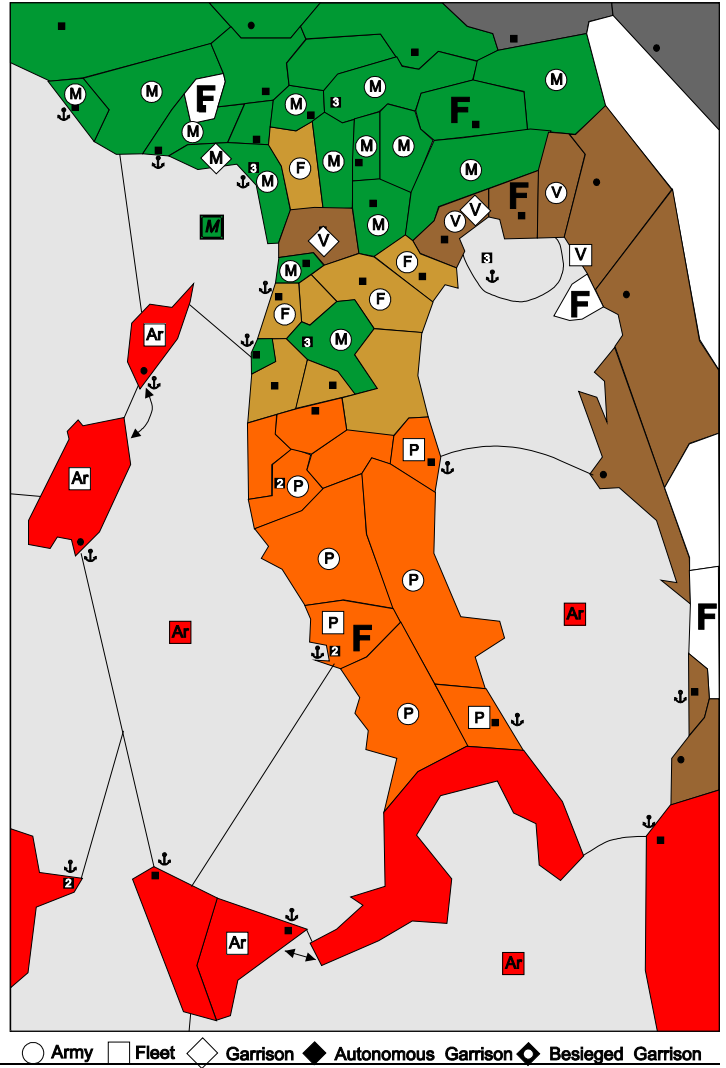
Builds

		Cost
Ara	Maintains F Corsica, F Sardinia, F Tyrrhenian Sea, F Ionian Sea, F Lower Adriatic, builds F Messina	18
Flor	Maintains all, builds A Pisa	12
Mil	Maintains all, builds A Milan, A Cremona, A Pavia, A Savoy, G Genoa	51
Pap	Maintains all, no new builds	21
Ven	Maintains A Padua, A Friuli, G Modena, F Carniola, builds G Padua	15

Notes

As noted last time, since Avignon no longer controls any of his home cities, he has been eliminated.

Barking Up the Wrong Tree



Bolognese

Gamestart

Miller Number ????????

Deadline for Setup Preferences 9/28, Tuesday

Here is the usual pre-game voting. Here are the options:

Scenarios

Scenario II: The Struggle for Dominance, Part 1.

Scenario III: The Struggle for Dominance, Part 2.

Scenario IV: The Spanish Preponderance.

Scenario VI: Empire and Invaders. Muslims are inactive, but in play.

Scenario VIII: To the Renaissance. Avignon is inactive, but in play.

Please indicate your scenario preference, plus your country preference list for each scenario. The scenario with the most votes will be played.

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions.

Optional Rules

Natural Disasters (Plague and Famine)

Special Units

Moneylenders

Conquest

Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White

Gray

Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

Robover
Turn 13
Turn 14, 7/6 Tuesday

Program Robots

100% Robotomy, Slambot 9000, and THX 1139 schedule a power downs for next turn.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Rotate Left (350)	Move 2 (750)	Move 1 (550)	Rotate Right (340)	Move 1 (570)
Slambot 9000	Move 2 (770)	Back Up (480)	Rotate Right (360)	Move 2 (690)	Move 3 (820)
Jeeves	Rotate Left (90)	Move 1 (620)	Move 1 (490)	U-Turn (30)	U-Turn (40)
THX 1139	Rotate Left (270)	Rotate Left (210)	<i>Back Up (470)</i>	<i>Back Up (450)</i>	<i>Move 2 (680)</i>
Dalekbot	Rotate Right (240)	<i>Move 3 (840)</i>	<i>Move 2 (760)</i>	<i>Move 1 (560)</i>	<i>Move 1 (540)</i>
Narbot	Move 2 (780)	Move 1 (510)	Rotate Right (100)	U-Turn (10)	<i>Rotate Left (170)</i>
100% Robotomy	Back Up (430)	Move 2 (730)	Rotate Right (280)	Rotate Left (390)	<i>Rotate Right (220)</i>
Protomax	Rotate Left (150)	Move 1 (660)	Move 1 (630)	Move 1 (580)	Rotate Right (160)

Locked registers are in italics.

Phase 1

Narbot dashes ahead 2 to J7, Slambot 9000 dashes ahead 2 to D1, 100% Robotomy backs up to D3, DizzyBot rotates left to face west, THX 1139 rotates left to face south, Dalekbot rotates right to face east, Protomax rotates left to face north, and Jeeves rotates left to face east. DizzyBot shoots THX 1139, 100% Robotomy shoots Protomax, and Protomax fires the Pressor Beam at 100% Robotomy, pushing it to D2.

Phase 2

Dalekbot dashes ahead 3, running into the wall, DizzyBot moves ahead 2 to E7, pushing THX 1139 to D7, 100% Robotomy moves ahead 2 to D4, Protomax moves ahead 1 to D8, Jeeves moves ahead 1 to B5, Narbot moves ahead 1 to J8, Slambot 9000 backs up to D2, and THX 1139 rotates left to face west. The conveyor belt moves Slambot 9000 to C2. THX 1139 is shot by DizzyBot and 100% Robotomy, locking registers 4 and 5, and by Protomax with the Pressor Beam, pushing THX 1139 to D6, THX 1139 shoots both DizzyBot and Dalekbot with the high-powered, double-barreled laser, locking register 5 of DizzyBot and registers 1 and 2 of Dalekbot.

Phase 3

Dalekbot moves ahead 2, running into the wall, Protomax moves ahead 1 to D7, DizzyBot moves ahead 1, pushing Protomax into the wall, Jeeves moves ahead 1 to C5, THX 1139 backs up into the wall, Slambot 9000 rotates right to face west, 100% Robotomy rotates right to face west, and Narbot rotates right to face west. The conveyor belt moves Slambot 9000 to B2. DizzyBot shoots Protomax, who in turn shoots THX 1139 with the Pressor Beam, pushing THX 1139 to D5.

Phase 4

Slambot 9000 moves ahead 2 to D2, Protomax moves ahead 1 to D6, Dalekbot moves ahead 1, running into the wall, THX 1139 backs up to C5, pushing Jeeves to B5, 100% Robotomy rotates left to face south, DizzyBot rotates right to face north, Jeeves make a U-turn to face east, and Narbot makes a U-turn to face west. The conveyor belt moves Slambot 9000 to C2. 100% Robotomy shoots Protomax, and Protomax shoots 100% Robotomy with the Pressor Beam, pushing 100% Robotomy to D3.

Phase 5

Slambot 9000 dashes ahead 3 to F2, THX 1139 moves ahead 2 to D5 and hits the wall, DizzyBot moves ahead 1 to E6, Dalekbot moves ahead 1 into the wall, 100% Robotomy rotates right to face east, Narbot rotates left to face north, Protomax rotates right to face west, and Jeeves makes a U-turn to face west. Jeeves shoots THX 1139, locking register 3, and Protomax shoots DizzyBot with the Pressor Beam, pushing DizzyBot to F6 (archive relocated).

Cleanup

Jeeves, DizzyBot, and Dalekbot are each repaired one point (Dalekbot's register 1 is unlocked, DizzyBot's register 5 is unlocked). DizzyBot has Conditional Program installed.

Notes

Many thanks to Andy Lewis for his unused standby orders.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue	Crab Legs, Conditional Program	F6>N	1	2	4
2	Bill Scharf	Slambot 9000	Pink		F2>E	1	1	4
3	Chris Geggus	Jeeves	Yellow		B5>E	1, 2	3	2
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Radio Control, High-Power Laser	D5>E	1	2	7
5	Andy York	Dalekbot	Silver		I7>E	1	2	8
6	Ward Narhi?	Narbot	Red	Fourth Gear	J8>N		3	5
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	D3>E	1, 2	1	5
8	Cary Nichols	Protomax	Green	Pressor Beam	D6>E		2	4

Your Program Cards:

Husky
Turn 6, Phases 3 through 5
Turn 7, Phase 2, 9/28 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 (2)	24 Trash 2→4	30 Trash 3→6	7	90
4	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	25 Coal 2→5 (2)	22 Eco X→2	32 Oil 3→6 (3)	7	103
3	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	13 Eco X→1	27 Eco X→3	33 Eco X→4	8	95
1	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	21 Hybrid 2→4	11 Nuclear 1→2	29 Hybrid 1→4	9	99
2	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)		9	91

Phase 3, Purchase Fuel

100% Power Mad buys 3 trash for 11 and 4 coal for 5

REM buys 2 coal for 7 and 1 uranium for 6

SMOG passes

DEAD buys 2 oil for 5 and 1 uranium for 7

VoIT buys 4 coal for 10 and 5 oil for 7

Phase 4, Connect to Cities

100% Power Mad connects to Essen for 19, Dusseldorf for 17, and Duisburg for 15

VoIT connects to Hamburg for 21 and Cuxhaven for 21

REM connects to Lubeck for 21, Kiel for 19, and Flensburg for 19.

SMOG connects to Dortmund for 19, Munster for 17, Koln for 19, and Wilhelmshaven for 24.

DEAD connects to Mannheim for 21 and Saarbrucken for 20.

Phase 5, Bureaucracy

Generate Power

100% Power Mad powers 7 cities, burning 3 trash and 2 coal, and gaining 82 Elektros.

VoIT powers 7 cities, burning 2 coal and gaining 82 Elektros.

SMOG powers 8 cities with renewable energy, gaining 90 Elektros.

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

DEAD powers 9 cities, burning 3 oil and 1 uranium, gaining 98 Elektros.

Adjust Power Plant Market

Power plant 37 is moved to the bottom of the deck, and power plant 16 is drawn, pushing power plant 23 to the future market.

Replenish Fuel

7 coal, 5 oil, 3 trash, and 2 uranium are added to the available fuel.

Power Plant Market

Current Market

12 Hybrid 2→2

15 Coal 2→3

16 Oil 2→3

17 Nuclear 1→2

Future Market

23 Nuclear 1→3

31 Coal 3→6

34 Nuclear 1→5

35 Oil 1→5

Fuel

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

Pateel

Turn 5 Cure through Health
Turn 5 Funeral Commission through Parade, 8/17 Tuesday

Cure Phase

BBC plays New Official History (61), requiring TCC to lose 2 declared IP. BBC rerolls the penalty to 3. TCC can lose one each from Zenjarplan and Nikotin and still regain control, so this is what they do, as well as removing 1 IP from Goferbok. No politicians take the cure. Shootemdedsky ages to 85, Palavarian ages to 86, Niewitko ages to 74, Wasolin ages to 53, and Nikotin ages to 61.

Goferbok and Wasolin vote guilty, Palavarian and Niewitko vote innocent, and Shootemdedsky, Zenjarplan, Schukrutoff, and Nikotin abstain. Palavarian is acquitted. Goferbok closes the investigation on Wasolin and ages to 79.

Purge Phase

Palavarian attempts to purge I (dr = 19, success) and J (dr = 4, fails). Ages to 90.

Health Phase

Shootemdedsky (dr = 12, Finlandia plays Wrong Diagnosis (10), dr = 7+2) dies. Palavarian (dr = 5) dies.

Niewitko (dr = 6) gets sick.

Goferbok (dr = 2) falls ill.

Wasolin (dr = 16) stays healthy.

Zenjarplan (dr = 19) stays healthy.

Spy Investigation Phase

Goferbok calls for a trial on Palavarian. PaH declare 1 IP on Niewitko.

Schukrutoff (dr = 7) gets sick.

Nikotin (dr = 11) stays healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head			
Foreign	Petr Niewitko (D)	74, +, weak	1 (PaH)
Defense	Alexej Goferbok (C)	79, ++, strong	1 (PaH), 9 (KMFC)
Ideology	Victor Wasolin (Z)	53	5 (KMFC)
Industry	Tigran Zenjarplan (Q)	70	3 (BBC), 8 (Fin), 8 (TCC)
Economy	Lech Schukrutoff (B)	75, +, strong	
Sport	Turi Nikotin (R)	61, weak	7 (TCC), 7 (Fin), 2 (ZF)

Intrigue Cards

Candidates: J, T (67), M, N
People: O, P, U, V, W, Y
Siberia: L (68), F, X (61, ++), I
Kremlin Wall: A, E, S, K, H, G

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 10

Turn 11, 9/28 Tuesday

Segment 1

Old Man: Card (2) – Spin Around (back left to face C22*), turn 1 of 2
Shaggy: Card 7 – Shoot (at N), turn 1 of 1, 9 aim points, range 5, card draw 21, Miss.
Banker: Card 1 – Advance (ahead left to I21), turn 1 of 2
Smith: Delay
NCO: Delay

Segment 2

Old Man: Card (2) – Spin Around (back left to face C22*), turn 2 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (cock C45), turn 1 of 2
Banker: Card 1 – Advance (ahead left to I21), turn 2 of 2, draws 2 delay cards: 11 (0 delay points) and 65 (2 delay points).
Smith: Delay
NCO: Delay

Segment 3

Old Man: Card 1 – Advance (ahead to C22*), turn 1 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (cock C45) turn 2 of 2
Banker: Delay
Smith: Delay
NCO: Delay

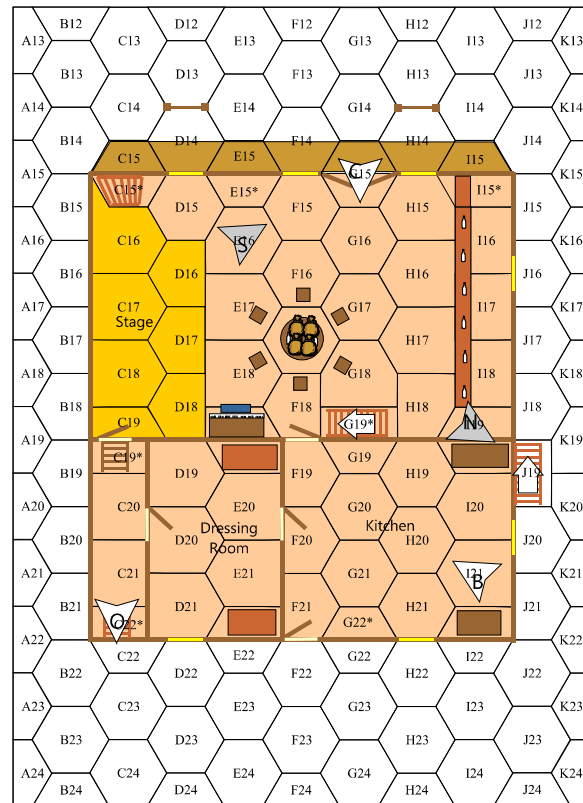
Segment 4

Old Man: Card 1 – Advance (ahead to C22*), turn 2 of 2
Shaggy: Card 1 – Advance (ahead left to G15), turn 1 of 2
Banker: Delay
Smith: Card (3) – Turn (ahead right to face F15), turn 1 of 1
NCO: Card 1 – Advance (straight ahead to I19), turn 1 of 2

Segment 5

Old Man: Pass
Shaggy: Card 1 – Advance (ahead left to G15), turn 2 of 2
Banker: Pass
Smith: Pass
NCO: Card 1 – Advance (straight ahead to I19), turn 2 of 2, 2 delay points gained.

Frontier Dog



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

End of Turn

Smith loses 2 delay points, NCO loses 3 delay points, Banker loses 1 delay point.

At the start of Turn 4, Smith draws cards 45, 6, and 29, for the SERIOUS 3, resulting in 1 delay point.

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	Old Man (O)	C22*>C22	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	G15>G16				20	
C	James Pratt	Banker (B)	I21>H20			1	20	
D	Mike Scott	Smith (S)	E16>F15	8	BR +2	2	7	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	I19>J19	9	BR +1	2	16	DOWN

Weapons

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

Procyon**Turns 11.4 through 13.4****Turns 13.5 through 15.5, 9/28 Tuesday**Turn 11

4th: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 5 * 3**
Open Port – A – R – Y10 – Y20 – R – B – Y – Airhome(p) – A – R10 – Asteroid City East.

Sells Melf Pelts for \$110 plus \$100 demand (from the cup: Fare to 5 at 9b and Impossible Furniture at 8). Buys Immortal Grease for \$50.

5th: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 2 4**

Jellybeast Landing(s) – JellyBeast Landing(o) – A – TeleGate 3 – TeleGate 2 – NC2.

6th: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 2 5 6**

Multi-Generation Ship.

Buys 3 Finest Dust for \$30.

Turn 12

1st: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 3 5**
R – Grant Port(o) – Y - ? (it's the Auto Pilot relic) – R – B – R – B – Y – B.

2nd: **Paul Bolduc (Dell/Not for Hire) Rolls Used: 5 * 3**
Desolation Landing(s) – Desolation Landing(o) – R – B – Y – B – R – B – Y – R – B – Rainfall(o) – Rainfall(s).

Sells Space Spice for \$80 (from the cup: Demand for Liquor at 9a). Buys Visible Holes for \$100.

3rd: **Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 3 5 6**
Space Station Planet – TeleGate 5 – TeleGate 3 – A – Jellybeast Landing(o) – Jellybeast Landing(s).

Sells Designer Genes for \$120 (from the cup: Demand for Holes at 6).

4th: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 6 * 3**
Asteroid City East – R10 – A – A – Y - ? (it's an R10 penalty marker) – Y

– Aerie – R – B – Y – B – R10 – B10 – R10 – Y10 – B – R B.

5th: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 3 5**
NC3 – A – Whale Port(o) – Open Port.

Sells Bionic Perfume for \$140 plus \$120 demand (from the cup: Space Spice at 2 and Demand for Sculpture at 2). Buys 2 Mulch Wine for \$40.

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

Multi-Generation Ship – NC6 – Y – B – (R) – A – (R) – Y10 – Y20 – (R) – B – Y – Airhome(p).

Sells Finest Dust for \$50 (from the cup: Melf Pelts at 5). Sells Finest Dust for \$50 (from the cup: Finest Dust at 4a). Sells Finest Dust for \$50 (from the cup: Megalith Paperweight at 9b). Buys 3 Immortal Grease for \$150. Gains \$30 in port commissions.

Turn 13

1st: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 2 5**
B – R – B – Y – R – Cobble Port(o) – Cobble Port (s).
 Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Finest Dust at 4a and Melf Pelts at 5). Buys Cobble Port port for \$200.

2nd: **Paul Bolduc (Dell/Not for Hire) Uses Mulligan Gear: 2 becomes 1, Rolls Used: 2 * 3**

Rainfall(s) – Rainfall(o) – B – B – Rumble Port(o) – R.

3rd: **Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 3 4 6**

Jellybeast Landing(s).

Sells Designer Genes for \$120 (from the cup: Voll Silk at 1b). Buys 2 Bionic Perfume for \$160.

4th: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 6 * 3**
B – Y - ? (it's a B10 penalty marker) – R – B – Y – NC6 – Cobble Port(p) – Cobble Port(s).

Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Finest Dust at 4a and Voll Silk at 1b). Buys Servo-mechanism for \$200.

Current status:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): 5 Space Spice, 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90)

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

4a (Dell): Demand for Mulch Wine (+\$60), 3 Finest Dust

4b (Humans): 3 Demand for Space Spice (+\$40), 2 Rock Videos, Demand for Bionic Perfume (+\$60), Gate Lock Relic

4c (Wraiths): Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), 3 Visible Holes

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

6 (Yxklyx): 3 Immortal Grease, Fare to 4b (\$120), 2 Demand for Melf Pelts (+\$50), Demand for Visible Holes (+\$70)

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

7b (Eeepeep): 1 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)

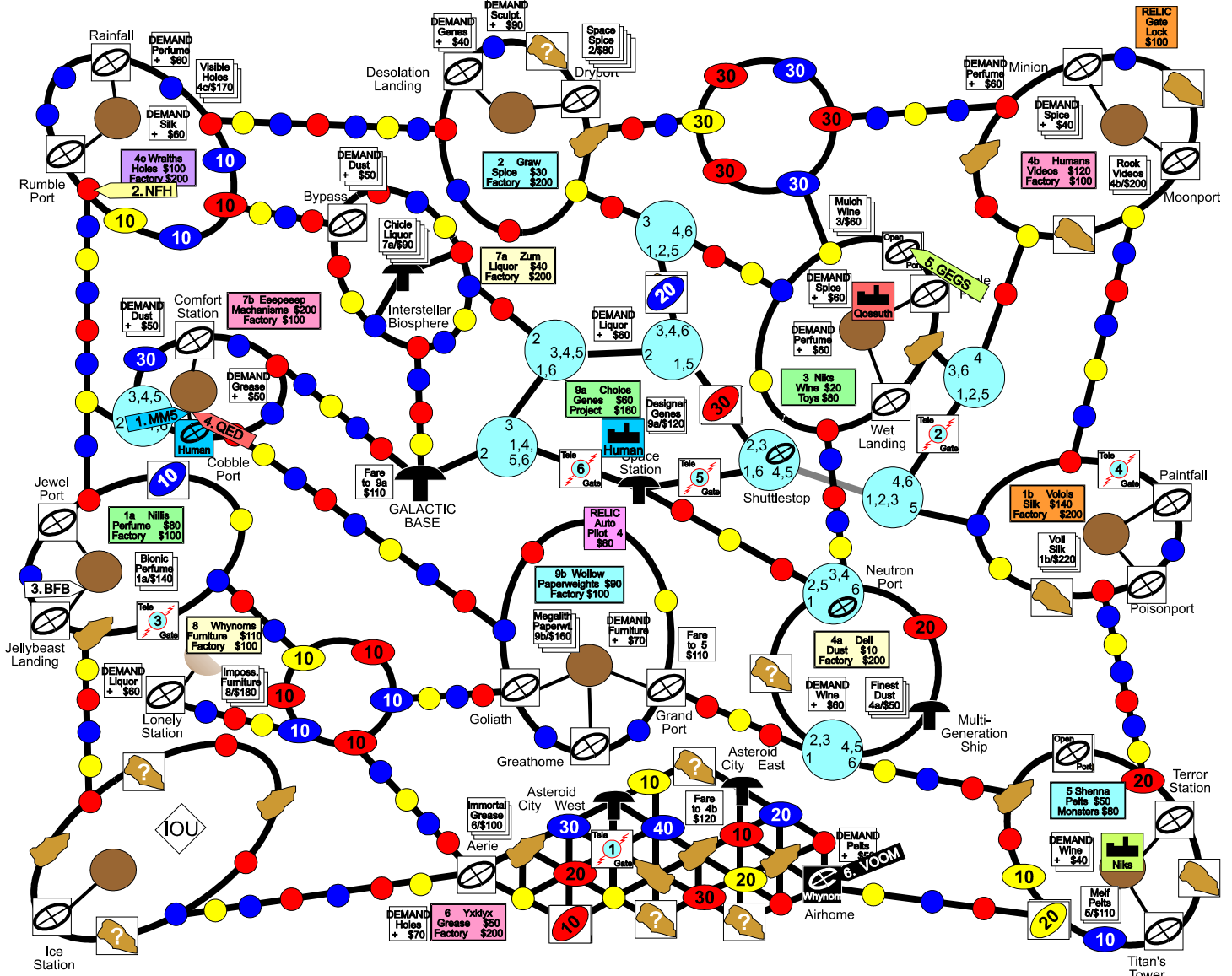
8 (Whynoms): 3 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Designer Genes, Demand for Chicle Liquor (+\$60)

9b (Wollow): 3 Megalith Paperweight, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

10 (Qossuth): Demand for Designer Genes (+\$60), 4 Psychotic Sculpture

Base: Fare to 9a (\$110)



1. Mystery Machine 5 \$380
Scout
14: 1 1 5 //15: 6 6 6
Hold1 Hold2 Hull
Fare to Base \$180
Shield (\$60)
RELIC Jump Start \$120
Cholos \$200 Cobble Port \$200

2. Not for Hire \$248
Needle
14: 2 5 // 15: 2 5 (use 1*3)
Hold1 Hold2 Hull
Visible Holes 4c/\$170
Fare to 10 \$120
7a \$100
RELIC Mulligan Gear \$120

3. Bender's Freedom Brigade \$550
Scout
14: 3 5 6 // 15: 2 3 3
Hold1 Hold2 Hull
Bionic Perfume 1a/\$140
Bionic Perfume 1a/\$140
7a \$80
RELIC Switch Gear \$100

4. Qossuth Entrepreneur Division \$470
Needle
14: 3 5 // 15: 3 5 (use 1*3)
Hold1 Hold2 Hull
Servo-Mech. 7b/\$300
Fare to Base \$180
7a \$60
RELIC Spy Eye \$100
Shield (\$60)
Niks \$200

5. Ganymede Enterprises Going South \$330
Scow
13: 1 1 2 6 //14: 2 3 4 5 //15: 1 1 5 (use 2)
Hold1 Hold2 Hold3 Hold4 Hull
Mulch Wine 3/\$60
Mulch Wine 3/\$60
Fare to Base \$140
Red Wine (\$120)
6 \$100
7a \$80
Shenna \$100

6. VOOM \$154
Merchantman
13: 4 4 5 // 14: 1 1 2 (use 2)
Hold1 Hold2 Hold3 Hold4 Hull
Immortal Grease 6/\$100
Immortal Grease 6/\$100
Immortal Grease 6/\$100
Red Wine (\$120)
Airhome \$200

Basset
Turn 8
Turn 9, 9/28 Tuesday

Commander Actions

Lowreyville opens the bidding on a Orbital Lab at 50 and MMC gets it for 57 (Wa5, Wa9, Wa9, Ti10, Ti11, Ti13). Opens the bidding on Scientists for 40 and gets it for 51 (Or1, Or5, Or5, MWa, Ti10).

MMC passes.

HOBO passes.

Cosmic Nomads opens the bidding on a Warehouse at 25 and gets it (Or1, Wa7, Wa8, Wa9).

Little Green Men opens the bidding on Ecoplants at 30 and gets it (MWa)

ShaggyMobile passes.

HBDC buys a water factory (Or2, Wa5, Wa5, Wa8) and moves a population factor from an ore factory to man it.

BarterTown buys a titanium factory (Wa5, Wa5, Wa6, Wa7, Wa7) and transfers a population factor from a water factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, Ec	14
2	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No, OL	13
3	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE, Sc	13
4	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Wa	10
5	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF	No, DL, Wa	9
6	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF	2HE, Wa	8
7	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE	8
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, Wa	8

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

Available Upgrades

New Arrivals: Orbital Lab, Outpost, Laboratory, Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	1	0
Scientists (Sc)	40	0	4
Orbital Lab (OL)	50	1	3
Robots (Ro)	50	1	4
Laboratory (La)	80	3	2
Ecoplants (Ec)	30	0	4
Outpost (Ou)	100	2	3

Production Cards

Lowreyville, LGM, ShaggyMobile, and HBDC took MegaWater cards. LGM discarded Or1 and Or2.

Hunter

Turn 5, Phases IV – VI, Turn 6, Phases I - III
Turn 6, Phases IV – VI, Turn 7, Phases I - III, 9/28 Tuesday
Turn 5

Operations

Red (Nichols) declines #49, gains \$130 in passenger revenue.

Orange (Hooton) declines #102, gains \$20 in passenger revenue.

Green (Longdin) operates #108 (\$40, 2 copper), #107 (\$50, 1 copper), and #116 (\$30, 1 lumber), delivers 3 copper from Lordsburg to El Paso for \$600. Hires a second surveyor for \$400.

Brown (Partridge) operates #25 (\$60, 2 gold) and #68 (\$20, 2 coal). Delivers 2 gold from Bingham to Salt Lake City for \$550. Hires a prospector for \$400.

Blue (Scharf) declines #58, operates #92 (\$40, 3 coal), delivers 4 coal from Raton to Pueblo for \$240.

Aqua (Narhi) gains \$90 in passenger revenue.

Determine Price Changes

Gold: -2 to \$250

Copper: -2 to \$140

Silver: +2 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$100	+2 to \$240	-1 to \$60	-1 to \$30	+2 to \$200
Coal:	Remains at \$100	Remains at \$60	Remains at \$60	+3 to \$120	+1 to \$100

Turn 6

Move Prospectors and Surveyors

Red (Nichols) surveys Walsenburg to Alimoso, prospects the deck.

Orange (Hooton) prospects passenger line #9, no surveying.

Green (Longdin) surveys Alamagordo to Carrizozo and prospects #102.

Brown (Partridge) surveys Price to Scofield and Rangely to Mack, prospects

passenger route #11

Blue (Scharf) surveys Pueblo to Manitou Junction, prospects #49.

Aqua (Narhi) surveys San Ysidro to Cuba, no prospecting.

Dispute Resolution

Red draws #31 (Cripple Creek gold) but does not have enough money to purchase the claim. No disputes. Red spends \$320, Orange spends \$230, Green spends \$220, Brown spends \$610, Blue spends \$240, and Aqua spends \$120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$280	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$380	9		S, S, P
Michael Longdin	Green	El Paso	\$1,030	9, 15		S, S, P
Dave Partridge	Brown	Salt Lake City	\$1,345	9		S, S, P
Bill Scharf	Blue	Pueblo	\$400	9, 15		S+1, S, P
Ward Narhi	Aqua	Santa Fe	\$20	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
47	Ouray	Orange	Silver	N	\$40
108	Lordsburg	Green	Copper	7	\$40
99	White Oaks	Green	Gold	6	Depleted
107	Santa Rita	Green	Copper	5	\$50
116	Pinos Altos	Green	Lumber	1	\$30
102	Hillsboro	Green	Silver	N	\$40
35	Heber City	Brown	Silver	3	Depleted
25	Bingham	Brown	Gold	0	\$60
68	Scotfield	Brown	Coal	5	\$20
92	Raton	Blue	Coal	12	\$40
49	Silverton	Blue	Silver	N	\$40
120	Cuba	Aqua	Coal	4	Depleted
106	Cuba	Aqua	Copper	2	\$30

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	
9	B	Denver – Leadville	\$120	Orange	
4	A	El Paso – Deming	\$60	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
11	B	Salt Lake City – Grand Jct.	\$140	Brown	Discard when 20 is taken. Good for \$140 toward card 20 or 21
6	A	Santa Fe – Albuquerque	\$90	Aqua	

Available Claims

#	City	Type	Claim	Operation
109	Pinos Altos	Copper	\$80	\$20
113	Porter	Lumber	\$60	\$30

Available Trains

Type	# Available	Cost
9	0	\$80
15	3	\$120
24	8	\$200.00

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80.00

#	City	Type	Claim	Operation
119	Farmington	Coal	\$80	\$40
115	Paxton Springs	Lumber	\$100	\$40
63	Lumberton	Lumber	\$160	\$50
60	Pagosa Springs	Lumber	\$40	\$20
26	Marysvale	Gold	\$120	\$40
57	Boulder	Lumber	\$40	\$20
58	Dolores	Lumber	\$140	\$40
31	Cripple Creek	Gold	\$320	\$80

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
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
13	B	El Paso – Santa Fe	\$140	\$320	
10	B	Denver – Aspen	\$130	\$250	
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
18	C	Gallup – Santa Rosa	\$500	\$660	
16	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	

Boston Terrier**Turn 6****Turn 7, 9/28 Tuesday**Planning

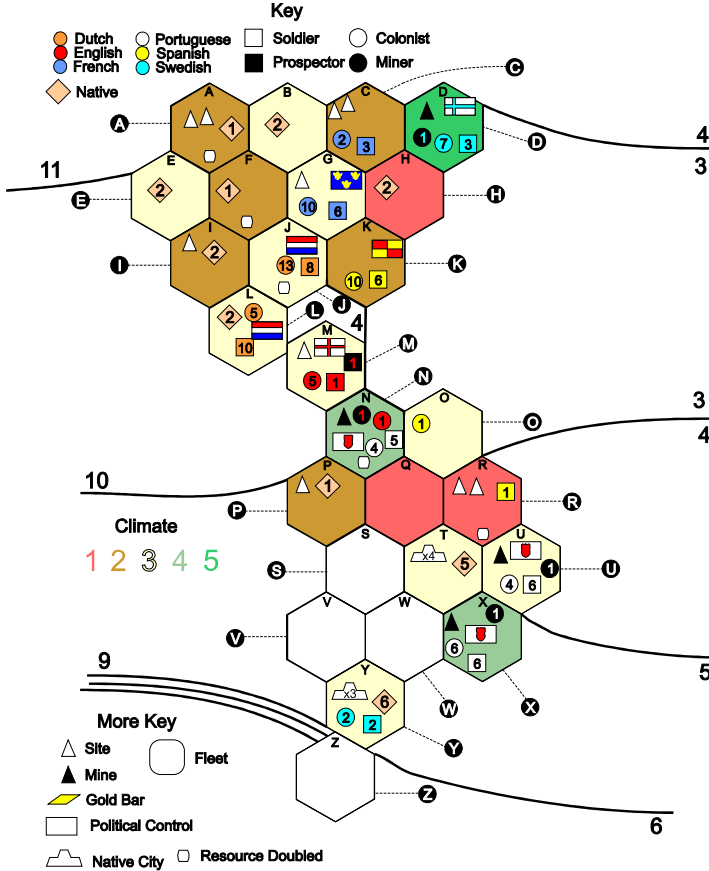
Dutch maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.
Spanish maintain 2 ships (\$8), buy 4 ships (\$48) and 6 soldiers (\$60) for \$116.
French maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
Portuguese maintain 4 ships (\$16), buy 2 ships (\$24) and 7 soldiers (\$70) for \$110.
English maintain 4 ships (\$16) and buy 5 soldiers (\$50) for \$66.

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

Outbound Naval Movement

Dutch Move to J: 1, 4, 4, 5. Loses 1 soldier and 1 colonist.
Spanish Move to R: 1, 2, 2, 3. Loses 1 colonist. Drops off 4 soldiers and 3 colonists, move to K: 2, 4. No losses.
French Move to C: 1, 2, 4, 5. Loses 1 colonist and 1 soldier.
Portuguese Move to N: 5, 6, 6, 6. No losses.

English Move to N: 1, 2, 2, 6. Loses 1 soldier and 1 colonist.
Swedes Move to Y: 1, 1, 2, 2, 5. Loses 1 colonist.



Mining

Spanish loot 2 gold in K (city depletes). English mine 1 gold in N. Portuguese mine 1 gold each in U and X.

Discovery

No new discoveries.

Land Movement

Dutch move 3 soldiers from J to L, and 3 colonists and 2 soldiers from fleet to J.
Spanish move 2 gold from K to fleet, 1 colonist from Q to O, 3 colonists from R to O, 3 soldiers from O to Q, 4 colonists and 3 soldiers from anchorage dot to R.
French move 1 soldier from F to G, 4 colonists and 2 soldiers from C to G, and 3 colonists and 3 soldiers from fleet to C.
Portuguese move 1 gold bar from U to anchorage point, 1 gold bar from X to anchorage point, 5 colonists and 7 soldiers from fleet to N.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$347	11	4	4
French	Andy Lewis	\$153	9	4	4
Swedes	Dave Partridge	\$175	8	4	4
Spanish	Bob Robles	\$394	6	6	4
Dutch	Dave Hood	\$274	2	4	4
Portuguese	Non-Player	\$401	0	6	4

S.O.B.

English move 1 gold bar from N to fleet, 1 soldier from N to P, and 4 soldiers and 3 colonists from fleet to N.
Swedes moves 3 colonists and 4 soldiers in Y (it's a climate 3 area with the x3 city and 6 natives). One colonist in D mines.

Combat

Portuguese attack English in N: Portuguese loses 1 soldier and English lose 4 soldiers and 6 colonists. Portuguese attack Swedes in X. Swedes lose 1 colonist.

Native Combat

French: 2 natives killed in C. **Dutch:** 1 soldier and 1 native killed in L.
English: 1 native killed in P. **Spanish:** 1 native killed in T.

Native Uprisings

Climate is a 5. Uprising in Y (0 colonists killed).

Survival

Climate is a 1.
French loses 1 colonist and 2 soldiers in C, and 1 colonist and 1 soldier in G.
Swedes lose 1 soldier in D, 1 colonist in Q, and 1 colonist and 2 soldiers in Y.
Dutch lose 1 colonist and 1 soldier each in J and L. **Spanish** lose 1 colonist and 2 soldiers in K, 3 colonists in O, 3 soldiers in Q, 3 colonists and 3 soldiers in R, and 1 soldier in T. **English** lose 1 colonist and 1 soldier in M, 1 colonist in N, and 1 soldier in P. **Portuguese** lose 1 colonist and 1 soldier in N, 1 colonist and 1 soldier in U, and 1 colonist in X.

Political Control

French lose political control of C, **English** lose political control over N, **Portuguese** gain political control over N.

Homebound Naval Movement

Dutch: Dice: 3, 4, 5, 6. No losses.
Spanish: Dice: 2, 4, 5. No losses.
French: Dice: 3, 3, 6, 6. No losses.
Portuguese: Move to X: 1, 2, 4. No losses, picks up gold. Move to U: 5, 6. No losses, picks up gold. Dice: 2, 5, 5, 6. No losses.
English: Dice: 1, 5, 5, 5. No losses.
Swedes: Dice: 2, 3, 3, 5, 5. No losses.

Income

Dutch: Political Control: \$90, resources: \$62.
Spanish: Political Control: \$60, Gold: \$80, resources: \$22.
French: Political Control: \$60, resources: \$24.
Portuguese: Political Control: \$120, Gold: \$80, resources: \$36.
English: Political Control: \$60, Gold: \$40, resources: \$14.
Swedes: Political Control: \$60, resources: \$18.

Turn 7 Initiative

Spanish, Swedes, Portuguese, English, Dutch, French
 Portuguese attitude is (dr = 3 + 2) Expansion.

Dogbreath

Epoch II Empire Selection

Epoch II Assyrians, Chou Dynasty, Vedic City States, and Greek City States, 9/28 Tuesday

Royal Manticoran Historical Society (Wilson) gives to the Arachnids

Marching Through the Ages (Lewis) keeps

Time Traveler (Anderson) gives to RMHS

The Questioner (Partridge) keeps

Arachnids (Bolduc) gives to Time Traveler

Great Explorers Grabbing Samples (Geggus) keeps

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	9
Andy Lewis	Marching Through the Ages (red)	4	6
Dave Anderson	Time Traveler (orange)	4	5
Dave Partridge	The Questioner (green)	4	4
Paul Bolduc	Arachnids (blue)	5	13
Chris Geggus	Great Explorers Grabbing Samples (yellow)	5	6

Positions

SUMERIANS: Capital and three armies Lower Tigris.

Arachnids: EGYPT: Army, Capital, and Monument Nile Delta, Nubia, Libya.

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.

Royal Manticoran Historical Society: BABYLONIANS: Army, Capital, and Monument Middle Tigris, army, city, and Monument Eastern Anatolia, armies Zagros, Levant.

The Questioner: SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang.

Great Explorers Grabbing Samples: ARYANS: Army and Monument Tarim Basin, armies Turanian Plain, Persian Plateau, Hindu Kush, Upper Indus, Ganges Plain, Eastern Deccan.

Epoch II EmpireEvent Cards**Plantation Dog****Turn 2****Turn 3, 9/28 Tuesday****Turn 2**

Chris selects the Mayor, and places colonists on the Indigo plantation and the Quarry, Richard places a colonist on X, Andy Y. places a colonist on the Sugar Mill and shifts a colonist from the Corn plantation to the Sugar plantation, Andy L. places a colonist on the Corn plantation, and Paul places a colonist on an Indigo plantation.

Richard selects the Settler, and takes a Quarry, Andy Y. takes a Sugar plantation, Andy L. takes a Coffee plantation, and uses the Hacienda to draw an Indigo plantation from the pile, Paul takes a Quarry, and Chris takes a Tobacco plantation.

Andy Y. selects the Craftsman, producing 2 sugar, Andy L. produces 1 Corn, and Chris produces 1 Indigo. Andy Y. discards 1 Corn and 1 Sugar.

Andy L. selects the Prospector, gaining 2 doubloons.

Paul selects the Builder, building an Indigo Plant for 3 doubloons (less 1 doubloon for the Builder bonus), Chris buys an Aquaduct for 1 doubloon (less 1 doubloon for the Quarry), Richard passes, Andy Y. passes, and Andy L. buys a Storehouse for 3 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Paul Bolduc	Builder	Indigo , Indigo, Quarry	Connection Hut , Indigo Plant		1		
Chris Geggus	Mayor	Indigo , Quarry, Tobacco	Indigo Plant (1) , Aquaduct		1	1 Indigo	
Richard Weiss	Settler	Indigo, Coffee , Quarry	Small Market		3		
Andy York	Craftsman	Corn, Sugar , Sugar	Sugar Mill (1)		0	1 Sugar	
Andy Lewis	Prospector	Corn , Coffee, Coffee, Indigo	Hacienda , Storehouse		2	1 Corn	

Player in bold is the Governor for next turn. 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: 78

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:** 8**Indigo:** 10**Sugar:** 10**Tobacco:** 9**Coffee:** 9Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP) (x4)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP) (x3)	Guild Hall (10d, 4VP)
Small Sugar Mill (2d, 1VP) (x4)	Sugar Mill (4d, 2VP) (x2)	Coffee Roaster (6d, 3VP) (x3)	Residence (10d, 4VP)
	Hospice (4d, 2VP)	Factory (7d, 3VP)	Fortress (10d, 4VP)
	Guesthouse (4d, 2VP)	Lighthouse (7d, 3VP)	Customs House (10d, 4VP)

Column 1	Column 2	Column 3	Column 4
	Office (5d, 2VP)	University (8d, 3VP)	City Hall (10d, 4VP)
	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)	
	Small Wharf (6d, 2VP)	Union Hall (9d, 3VP)	
Small Warehouse (3d, 1VP)	Large Warehouse (6d, 2VP)	Wharf (9d, 3VP)	

Rolls

Builder, Captain (2d), Craftsman, Mayor, Prospector (1d), Prospector, Settler, Trader (2d)

Plantations

Quarry (x5), Forest (x12), Indigo, Corn, Tobacco, Tobacco, Corn, Tobacco

Discard Pile: Tobacco, Tobacco, Indigo, Indigo, Indigo

Pedagogy

Our solar system is isolated, with other stars light years away. Only 11 stars exist within 10 light years of us, and most of them are dim red dwarfs. It was thought that it was always so, and that the sun was born an isolated star. However, most young stars we see exist as part of clusters, ranging in size from around 100 to tens of thousands of stars, all born out of the same gigantic molecular cloud. Why should our sun be any different?

The first evidence that our sun was born as part of a cluster emerged in 2003, when a chemical analysis of an ancient meteorite was done. This meteorite were thought to be some of the most pristine leftovers of our solar system's formation. However, the scientists discovered nickel 60 in a compound that normally contains iron. Nickel 60 is the byproduct of the radioactive decay of iron 60, which itself has a half life of about 2.6 million years. Therefore, the nickel had to have come from iron 60 that was incorporated into the compound. Where did the iron 60 come from? Given its half life, it had to have come from a supernova explosion that was nearby, when the sun was only about 1.8 million years old, and the supernova had to have been within 5 light years. The chances of a massive star just happening to wander by and explode are miniscule. The far more likely explanation is that it was a massive star born as part of the same cluster as the sun.

When you look at existing young clusters, you see a range of stellar masses, with lots of smaller stars and a few giants. It seems likely that the same thing happened with the sun's formation. A likely scenario is this. A large molecular cloud starts to collapse. Within the cloud there develops a few massive stars. As the stars ignite, they pour out tremendous amounts of ultraviolet radiation, ionizing the cloud around them. The ionization proceeds out from the star in a spherical front, proceeded by a shock wave. As the shock wave hits nearby clumps of gas that are relatively denser than the surrounding medium, it causes them to collapse, forming a smaller star. Our sun was one such. Eventually, the ionization front reaches the newborn star, and starts to boil off the gas, perhaps leaving a "finger" of gas connecting it to the surrounding cloud. We can see similar such structures today, such as the Eagle Nebula in the famous "Pillars of Creation" picture by the Hubble Space Telescope.

Within about 10,000 years of the ionization front reaching the solar system,

the loose gas in the protoplanetary disk has been driven off. Over the next 10,000 years, the disk itself is eroded, and completely eliminated beyond about 50 Astronomical Units (AU) away from the sun. This also likely inhibited the growth of Uranus and Neptune.

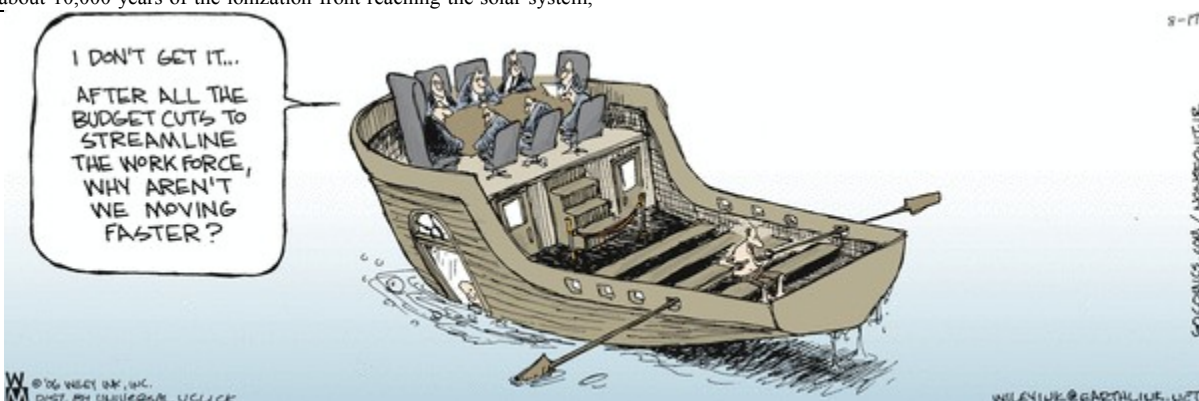
After about another 2 million years, the massive star goes supernova. This rains debris onto our solar system, including many heavy elements and radioisotopes. The decay of these elements causes the bodies containing them to heat up, which is why some asteroids show evidence of melting. These are also incorporated into planets, and power early geologic activity in the terrestrial planets. This also enriches the whole solar system, including the sun, with heavy elements. The sun appears to have a greater abundance of heavy elements than its location would otherwise indicate, and this is likely the reason why.

Sometime within the next 100 million years, another star in the cluster passes within a few thousand AU of the sun, stirring up the comets in the Oort Cloud and giving many of them inclined orbits. This would also have dramatic effects on the solar system itself, since many comets would be sent into the inner solar system. This may well be one of the causes of a period called the Late Heavy Bombardment, which is where most of the moon's craters come from.

As the heavy stars in the cluster age and explode, the gravitational force holding the cluster together weakens. That, combined with close encounters between stars and the rotation of the galactic disk itself, disperses the cluster. Over the 4.6 billion years since the solar system's formation, the original inhabitants of the cluster are probably strung in an arc from a third to a half of the circumference of the galactic disk at our radius.

It is possible to identify the long lost siblings of our sun through detailed chemical analysis of other stars. Members of the original natal cluster of the sun would have a distinctive chemical signature, very similar to our sun's. They would also likely have a predictable location in the galaxy. By looking in the likely places, we can find our sun's siblings, and through that, learn something more about the early history of our solar system.

Next time, more speculations on the multiverse.



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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!