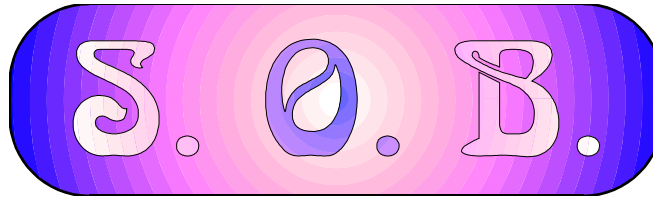


Number 166

November, 2010



Notes from Hades

In late October, I took another trip to Paris. This time, a couple of colleagues and I took a sightseeing cruise on the Seine river. It started out near Pont d'Alma, headed upstream and went around Ile de la Cite (where Notre Dame is located) and Ile Saint-Louis (which is right next to Ile de la Cite), went back downstream to the area around the Eiffel Tower, turned around and came back. Overall, the trip took about an hour, and it would have been perfect if it hadn't rained. It stopped raining by the time we were back, and we walked to the Eiffel Tower, but the lines were very long so we didn't go up. We next walked to the Arc de Triomphe, which I hadn't been to before. The line to go up in that was also long, so we contented ourselves with walking around the base. The French Tomb of the Unknown Soldier is located at the foot of the Arc, so we saw that. This was all on the Sunday I arrived. The rest of the week was work, although we did have several spectacular meals.

Beyond that, it has been pretty quiet around here.

The next deadline is **Tuesday, December 14 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

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.

Russian Wolfhound. Kremlin. Will start after Pateel ends. Have Walt O'Hara, Mike Scott, Bob Robles, Bill Scharf. Will take up to 2 more.

Dog Show. Outpost. Will start after Basset ends. Have Eric Brosius, Andy York, Andy Lewis, Dave Hooton, Dave Partridge, Bill Scharf, will take up to 4 more.

Wish List

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. Have Bob Robles, will take up to y more.

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

Robo Rally. Map to be decided. 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-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).

Barking Up the Wrong Tree

Spring 1257

Miller Number 2007Bpw10

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

Deadline Summer 1257 11/2, Tuesday

The general offensive against Milan continues. Aragon suffers a defeat while bringing more forces to bear while the Pope and Venice get their forces tangled up. Florence sits tight.

Orders

ARAGON (Scharf): F Gulf of Lions supports F Central Mediterranean to Tyrrhenian Sea (cut, DISLODGED, retreat Marseilles, Provence, Sardinia, Western Mediterranean, OTB), F Tyrrhenian Sea to CORSICA, F Central Mediterranean to TYRRHENIAN SEA, F PALERMO supports F Central Mediterranean to Tyrrhenian Sea, F Ionian Sea to GULF OF NAPLES

FLORENCE (Whyte): A LUCCA holds, A PIOMBINO holds

MILAN (Renken): A PROVENCE to AVIGNON, A MONTFERRAT to TURIN, A GENOA to SAVOY, A FORNOVA supports A MODENA, A PARMA to MILAN, A CREMONA to BERGAMO, A BERGAMO to TRENTO, A MANTUA to Ferrara, A MODENA besieges, A BOLOGNA to FLORENCE, *F (EM) Ligurian Sea to GULF OF LIONS*

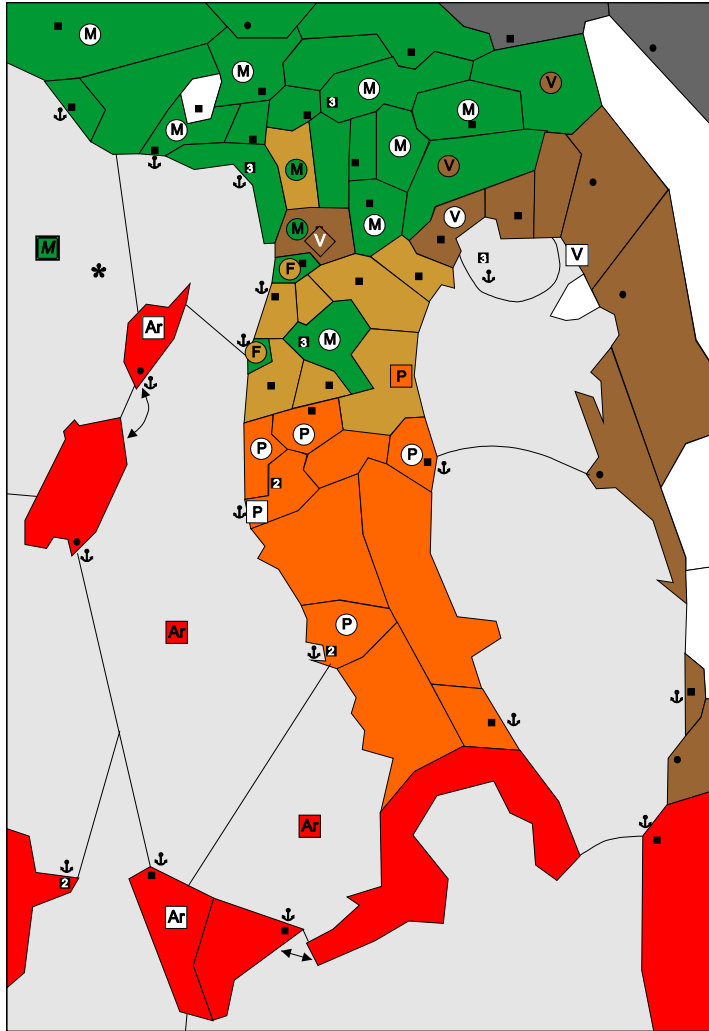
PAPACY (Robles): A PERUGIA supports A ANCONA to Urbino, A ROME to

PATRIMONY, A ANCONA to Urbino, A Salerno to NAPLES, F URBINO to Upper Adriatic, F Capua to ROME

VENICE (Partridge): A VERONA to Mantua, A PADUA to Ferrara, A Friuli to CARINTHIA, F CARNIOLA to Upper Adriatic, G MODENA CONVERT to A

Your ducats:

Barking Up the Wrong Tree



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

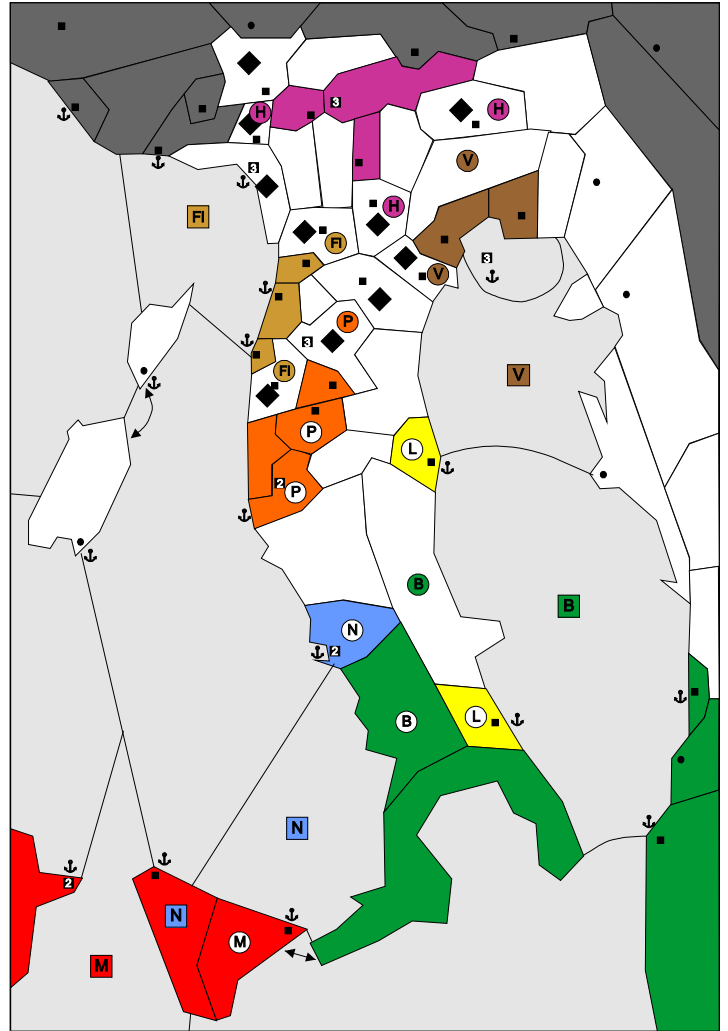
Press

Milan – GM: I think the Plague rule should come with an option to catapult the plague-infested corpses of our dead soldiers behind enemy walls, as I believe they did back in the day.

GM – Milan: Who says that isn't happening?

Milan – Pope: Here as in the real world there's no such thing as "too much green".

Bolognese



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

Bolognese

Gamestart

Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory

Deadline for Summer 1051 12/14, Tuesday

The Normans move out against the Muslims, with the Byzantines making some potentially hostile moves. The Pope, Pisa, Holy Roman Empire, and Venice all move on neutral areas.

Orders

Byzantines □: A Salerno to AQUILA, A Otranto to SALERNO, F Ragusa to LOWER ADRIATIC

Holy Roman Empire □: A Pavia to MONTFERRAT, A Milan to TRENTO, A Cremona to MANTUA

Normans □: A NAPLES holds, F Tyrrhenian Sea to PALERMO, F GULF OF NAPLES supports F Tyrrhenian Sea to Palermo

Papacy □: A Arezzo to FLORENCE, A PERUGIA holds, A ROME holds

Pisa □: A LUCCA to MODENA, A Piombino to SIENNA, F Pisa to LIGURIAN SEA

Venice □: A Padua to FERRARA, A Treviso to VERONA, F Venice to UPPER ADRIATIC

Muslims: A Palermo holds (Dislodged, retreats OTB), A MESSINA holds, F CENTRAL MEDITERRANEAN holds

Lombards: A ANCONA holds, A BARI holds

The box will be checked for the country you are playing. Your ducats:

Press

Holy Roman Empire – All: The HRE would like a very peaceable game, and will aid anyone in ducat need if left alone. We see Genoa, Mantua, and Trent welcoming us as they join our pact. If Pisa wants Modena we'll gladly allow that,

but would hope for no further northern penetration. And we see a lot of space to the south for Venice, please do not come north.

The Pope – Normans: Peace neighbor.

The Pope – Pisa: I seek no conflict with you, when the central powers fight the outer powers prosper. Go for Genoa and we will have each other's backs.

Robover

Turn 17

Turn 18, 12/14 Tuesday

Program Robots

Dalekbot reappears facing north. Narbot NMRs. Orders determined randomly.

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	Move 2 (740)	U-Turn (60)	Move 3 (800)	Rotate Left (90)	Rotate Left (210)
Slambot 9000	Rotate Left (310)	Rotate Left (230)	Move 2 (750)	Rotate Right (140)	Back Up (470)
Jeeves	Move 3 (840)	Rotate Right (280)	Move 1 (570)	Rotate Left (410)	Move 2 (720)
THX 1139	Rotate Left (350)	Back Up (480)	Rotate Right (240)	Back Up (430)	Back Up (460)
Dalekbot	Move 1 (600)	Move 2 (760)	Move 1 (490)	Rotate Right (380)	Move 1 (550)
Narbot	Rotate Right (80)	Rotate Right (360)	Rotate Left (290)	Rotate Left (250)	<i>Rotate Left (170)</i>
100% Robotomy	Back Up (450)	Rotate Left (150)	Move 2 (690)	Move 1 (620)	Move 1 (660)
Protomax	Move 1 (500)	Move 1 (520)	Move 1 (510)	<i>Rotate Left (270)</i>	<i>Move 2 (710)</i>

Locked registers are in italics.

Phase 1

Jeeves dashes ahead 3 to D8, hitting the wall, DizzyBot moves ahead 2, hitting the wall, Dalekbot moves ahead 1 to I6, pushing DizzyBot to I5, Protomax moves ahead 1 to H7, 100% Robotomy backs up to C3, THX 1139 rotates left to face north, Slambot 9000 rotates left to face north, Narbot rotates right to face south. The pusher pushes DizzyBot to J6. Protomax shoots Dalekbot, using Fire Control to lock register 1.

Phase 2

Dalekbot moves ahead 2 to I5, Protomax moves ahead 1 to I7, THX 1139 backs up to D5, Narbot rotates right to face west, Jeeves rotates right to face south, Slambot 9000 rotates left to face west, 100% Robotomy rotates left to face north, DizzyBot makes a U-turn to face west.

Phase 3

DizzyBot dashes ahead 3, hitting the wall at I5, Slambot 9000 moves ahead 2 to D2, 100% Robotomy moves ahead 2 to C1, Jeeves moves ahead 1 to D9, Protomax moves ahead 1, hitting the wall, Dalekbot moves ahead 1 to I3, Narbot rotates left to face south, THX 1139 rotates right to face east. The pusher pushes DizzyBot to J3 and the conveyor belt moves Slambot 9000 to C2.

Phase 4

100% Robotomy moves ahead 1, hitting the wall, THX 1139 backs up to C5, Jeeves rotates left to face east, Dalekbot rotates right to face east, Protomax rotates left to face north, Narbot rotates left to face east, Slambot 9000 rotates right to face north, DizzyBot rotates left to face south. The conveyor belt moves Slambot 9000 to B2. Protomax shoots Dalekbot.

Phase 5

Jeeves moves ahead 2, touching flag 3 (archive relocated), Protomax moves ahead 2 to I4, 100% Robotomy moves ahead 1, hitting the wall, Dalekbot moves ahead 1 to J3 (archive relocated), Slambot 9000 backs up to B3, THX 1139 backs up to B5, touching flag 2 (archive relocated), DizzyBot rotates left to face east, Narbot rotates left to face north. Narbot shoots Protomax, locking register 4.

Cleanup

Jeeves is repaired one point. THX 1139 is repaired one point. Dalekbot is repaired one point (register 1 unlocked).

Notes

Ward Narhi has NMRed. **Will Andy Lewis please submit standby orders for Narbot!**

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue	Crab Legs, Conditional Program	J5>E	1	2	4
2	Bill Scharf	Slambot 9000	Pink		B3>N	1	1	0
3	Chris Geggus	Jeeves	Yellow		F9>E	1, 2, 3	3	1
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Radio Control, High-Power Laser	B5>E	1, 2	2	0
5	Andy York	Dalekbot	Silver		J3>E	1	1	3
6	Ward Narhi	Narbot	Red	Fourth Gear	I8>N		3	5
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	C1>N	1, 2	1	0
8	Cary Nichols	Protomax	Green	Pressor Beam, Fire Control	I4>N		2	6

Your Program Cards:

Husky
Turn 7, Phases 3 through 5
Turn 8, Phase 2, 12/14 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	9	106
4	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	25 Coal 2→5 (2)	22 Eco X→2	32 Oil 3→6 (3)	10	125
3	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	15 Coal 2→3 (2)	27 Eco X→3	33 Eco X→4	10	118
1	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	21 Hybrid 2→4 (10, 1C)	11 Nuclear 1→2	29 Hybrid 1→4 (10)	12	109
2	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)	16 Oil 2→3	11	107

Phase 3, Purchase Fuel

100% Power Mad buys 5 trash for 20
VoIT buys 2 coal for 4 and 3 oil for 5
SMOG buys 4 coal for 11

REM buys 1 uranium for 6, 2 oil for 5, and 2 coal for 8
DEAD buys 1 uranium for 7, 5 oil for 18, and 1 coal for 4

Phase 4, Connect to Cities

100% Power Mad connects to Trier for 29 and Weisbaden for 33.

VoIT connects to Bremen for 23, Hannover for 25, and Osnabruck for 26.

SMOG connects to Kassel for 33 and Fulda for 23

REM connects to Trier for 26 and Schwerin for 21

DEAD connects to Torgelow for 25, Frankfurt-M for 23, and Nurnburg for 18. Power plant 12 becomes obsolete, power plant 20 is drawn and added to the current market.

Phase 5, Bureaucracy

Generate Power

100% Power Mad powers 9 cities, burning 5 trash, gaining 98 Elektros

VoIT powers 10 cities, burning 2 coal and 3 oil, gaining 105 Elektros

SMOG powers 10 cities, burning 2 coal, gaining 105 Elektros

REM powers 9 cities, burning 1 uranium, 2 coal, and 2 oil, gaining 98 Elektros

DEAD powers 10 cities, burning 1 uranium and 3 oil, gaining 105 Elektros

Adjust Power Plant Market

Power plant 35 is removed from the Future Market, replaced by power plant 42.

Replenish Fuel

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

Power Plant Market

Current Market

14 Trash 2→2

17 Nuclear 1→2

18 Eco X→2

20 Coal 3→5

Future Market

23 Nuclear 1→3

31 Coal 3→6

34 Nuclear 1→5

42 Coal 2→6

Fuel

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

Pateel

Turn 6 Cure through Health
Turn 6 Funeral Commission through Parade, 11/2 Tuesday

Cure Phase

Niewitko goes to the Sanatorium. Goferbok ages to 84, Schukrutoff ages to 76, Niewitko ages to 75, and Nikotin ages to 62.

Purge Phase

No purges.

Spy Investigation Phase

BBC declares 7 IP on Zenjarplan. Zenjarplan condemns candidate N and opens investigations on Goferbok, Schukrutoff, Niewitko, Wasolin, and Nikotin, aging to 77.

Health Phase

Goferbok (dr = 5), dies.

Schukrutoff (dr = 16) remains healthy.

Niewitko (dr = 14) recovers to healthy.

Zenjarplan (dr = 1) dies.

Wasolin (dr = 7) remains healthy.

Talksalott (dr = 19) remains healthy.

Strychnin (dr = 4) gets sick.

Nikotin (dr = 14) remains healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Lech Schukrutoff (B)	76, +, ?	
Foreign	Petr Niewitko (D)	75, ?, weak	1 (PaH)
Defense			
Ideology	Victor Wasolin (Z)	53, ?	5 (KMFC)
Industry	Antonj Talksalott (J)	67	
Economy	Mikail Strychnin (T)	67, +	
Sport	Turi Nikotin (R)	62, ?, weak	7 (TCC), 7 (Fin), 2 (ZF)

Candidates: M, O, P, U
People: V, W, Y
Siberia: L (68), F, X (61, ++), I, N

Intrigue Cards

S.O.B.

Kremlin Wall: A, E, S, K, H, G, C, Q

Notes

Ward Narhi has NMRed!. **Will Dave Partridge 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

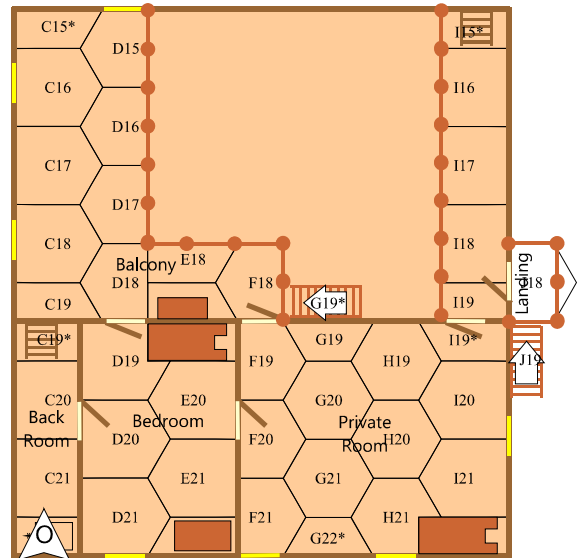
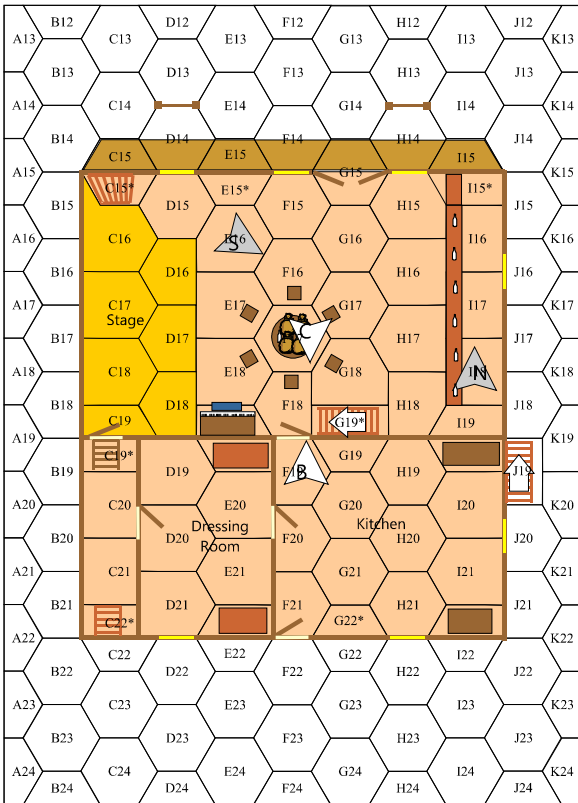
Frontier Dog

Turn 12

Turn 13, 12/14 Tuesday

Frontier Dog

Frontier Dog
Second Story



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

- Hitching Post
- Stairs
- Door
- Window
- Bottle
- Table
- Chair
- Gun
- Knife
- Shaggy:** Delay
- Banker:** Card 2 – Run (straight ahead to G20), turn 1 of 1
- Smith:** Delay
- NCO:** Delay

Segment 1

Old Man: Card (5) – Get Up (climb ladder), turn 1 of 3

Segment 2

Old Man: Card (5) – Get Up (climb ladder), turn 2 of 3
Shaggy: Card 1 – Advance (ahead right to F17), turn 1 of 2
Banker: Card 1 – Advance (straight ahead to F19), turn 1 of 2
Smith: Delay
NCO: Delay

Segment 3

Old Man: Card (5) – Get Up (climb ladder), turn 3 of 3
Shaggy: Card 1 – Advance (ahead right to F17), turn 2 of 2, gains 2 delay points
Banker: Card 1 – Advance (straight ahead to F19), turn 2 of 2
Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (cock C41), turn 1 of 2

Segment 4

Old Man: Card (2) – Spin Around (straight back), turn 1 of 2
Shaggy: Delay

Banker: Card (3) – Turn (ahead right to face F18), turn 1 of 1
Smith: Delay
NCO: Card 5 – Cock/Aim/Shoot (cock C41), turn 2 of 2

Segment 5

Old Man: Card (2) – Spin Around (straight back), turn 2 of 2
Shaggy: Delay
Banker: Pass
Smith: Card (3) – Turn (ahead right to face F16), turn 1 of 1
NCO: Card (3) – Turn (ahead left to face I17), turn 1 of 1

End of Turn

Smith loses 2 delay points, NCO loses 1 delay point, Shaggy loses 2 delay points. At the start of Turn 13, Smith draws cards 27, 102, and 79, 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)	UC22*>UC21	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	F17>F18			1	20	
C	James Pratt	Banker (B)	F19>F18				20	
D	Mike Scott	Smith (S)	E16>F16	8	BR +2	4	2	SERIOUS 3, DOWN
E	Chris Geggus	NCO (N)	I18>I17	9	BR +1	1	16	DOWN

Weapons

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

ProcyonTurns 15.6 through 17.6Turns 18.1 through 20.1, 12/14 TuesdayTurn 15

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

Space Station – TeleGate 6 – TeleGate 1 – (R20) – Y – Aerie – Y – (R) – B – (R) – B.

Turn 16

1st: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 1 2**
Galactic Base – Y – R – B – R.

Mulch Wine for \$40.

2nd: **Paul Bolduc (Dell/Not for Hire) Rerolls the 2, becomes a 5. Rolls Used: 6 * 3**

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

Space Station – TeleGate 6 – TeleGate 3 – A – Y – R – B – Y.

B – Jellybeast Landing (o) – A – Y – R – B – Y – R – A – Ice Station (o) – Ice Station (s).

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

Airhome – A – (R10) – A – A – TeleGate 1 – TeleGate 5 – Space Station. Sells Immortal Grease for \$100 plus \$50 demand (from the cup: Demand for Dust at 5 and Melf Pelts at 5). Buys Designer Genes for \$60

Discovers Qossuth (from the cup: Immortal Grease at 6, Melf Pelts at 5, Impossible Furniture at 8, and Servo-mechanism at 7b). Turns in IOU for \$120 plus \$80 buys Ice Station port for \$200.

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

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

B – Y – B – ? (it's a Relic Yellow Drive).

Sells Bionic Perfume for \$140 (from the cup: Fare to 4a at Base). Buys 2

Stops and picks up Relic.

Turn 17

1st: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 2 3**
R – B – Interstellar Biosphere.

Sculpture for \$160.

Buys Chiclé Liquor for \$40.

3rd: **Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 1 6 6**

2nd: **Paul Bolduc (Dell/Not for Hire) Uses Mulligan Gear: 2 becomes 1, Rolls Used: 4 * 3**

Wet Landing(s) – Wet Landing(o) – A – NC1 – TeleGate 2 – TeleGate 1 – Asteroid City West.

Ice Station(s) – Ice Station(p).

4th: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 5 6**

Delivers Fare for \$120 (from the cup: Melf Pelts at 5). Buys Psychotic

Y – R – ? (it's a B30 penalty marker) – R – A – R – B – A – Ice Station(p) – Ice Station(s).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Fare to 9a at Base and Demand for Genes at 10). Buys the Factory for \$160.

5th: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 3 6 Space Station – TeleGate 5 – TeleGate 3 – A – Jellybeast Landing(o) – B – Jewel Port(o) – Jewel Port(s).**

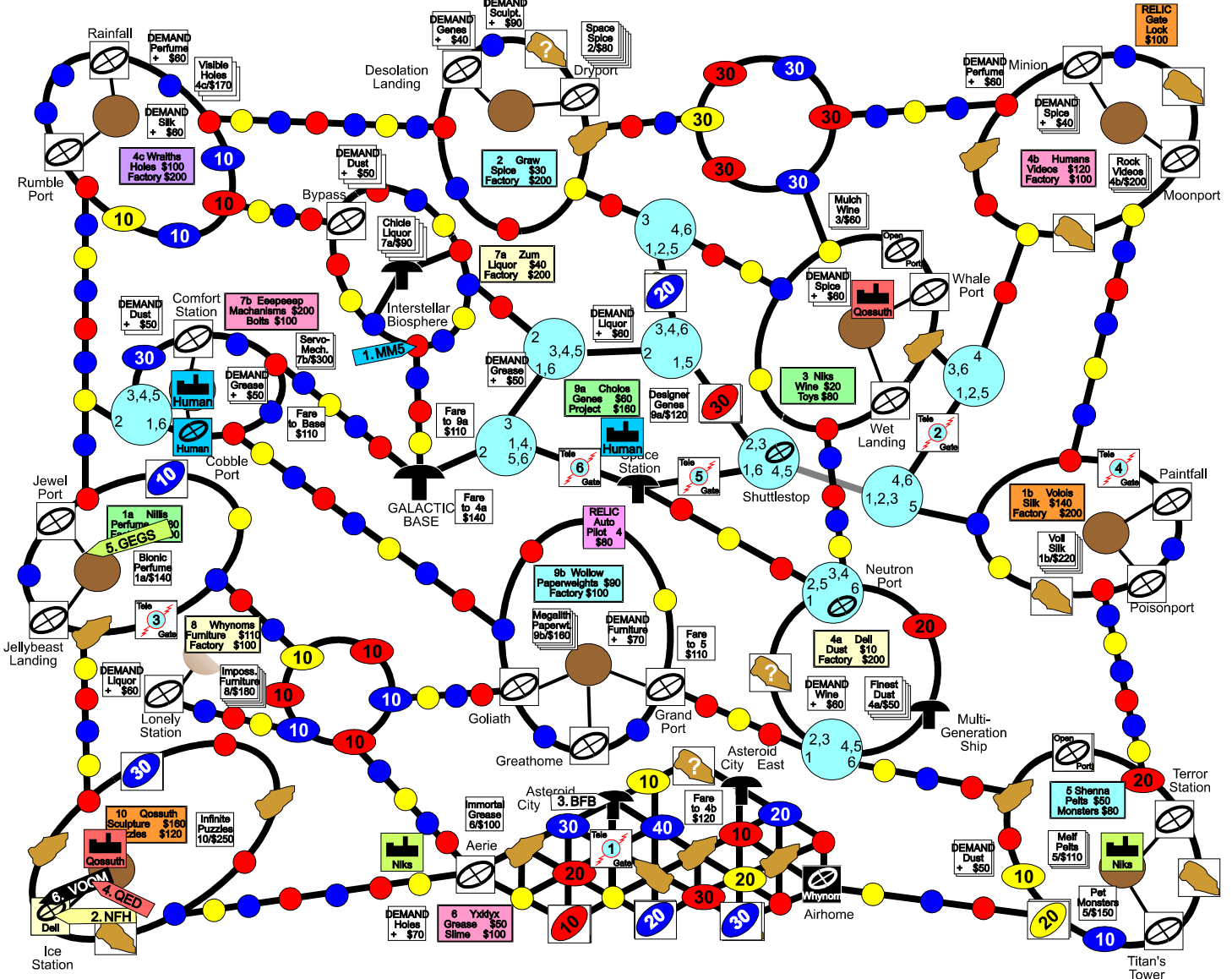
Sells Designer Genes for \$120 (from the cup: Designer Genes at 9a). Buys Bionic Perfume for \$80.

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

Used: 4 5

A – Ice Station(p).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Pet Monsters at 5 and Fare to Base at 7b). Sells Designer Genes for \$120 (from the cup: Demand for Dust at 5). Sells Designer Genes for \$120 (from the cup: Demand for Grease at 9a). Buys 3 Psychotic Sculpture for \$480. Not for Hire receives \$90 in port commissions.



1. Mystery Machine 5 \$197			
Transport			
18: 2 3 5 // 19: 2 3 3 // 20: 2 4 4			
Hold1	Hold2	Hold3	Hull
Pedigree Bolts 7b/\$200	Chicle Liquor 7a/\$90		Shield (\$60)
Cholos \$200	Cobble Port \$200	Eeeppeep \$100	RELIC Jump Start \$120

2. Not for Hire \$388		
Needle		
18: 1 1 // 19: 5 6 (use 1*3)		
Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250		7b \$100
Ice Station \$200		RELIC Mulligan Gear \$120

3. Bender's Freedom Brigade \$850		
Scout		
18: 3 3 5 // 19: 2 4 5		
Hold1	Hold2	Hull
Mulch Wine 3/\$60	Mulch Wine 3/\$60	7a \$80
		RELIC Switch Switch \$100

4. Qossuth Entrepreneur Division \$720
 Scow
 18: 1 1 2 3 // 19: 1 3 4 5 (use 2)
 Hold1 Hold2 Hold3 Hold4 Hull

RELIC
 Spy Eye \$100

Shield (\$60)

Niks \$200 Qossuth \$200

5. Ganymede Enterprises Going South \$530
 Scow
 18: 2 3 5 6 //19: 1 1 1 6 (use 2)
 Hold1 Hold2 Hold3 Hold4 Hull

Shining Slime 6/\$200

Immortal Grease 6/\$100

Bionic Perfume 1a/\$140

Red Dye (\$120)

Shenna \$100 Yxklyx \$200

6. VOOM \$281
 Merchantman
 18: 2 3 4 // 19: 1 3 3 (use 2)
 Hold1 Hold2 Hold3 Hold4 Hull

Psychotic Sculpture 10/\$250

Psychotic Sculpture 10/\$250

Psychotic Sculpture 10/\$250

Red Dye (\$120)

RELIC Yellow Drive \$80

Airhome \$200

Current status:

1a (Nillis): 1 Bionic Perfume

1b (Volois): 4 Voll Silk

2 (Graw): 6 Space Spice, 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90)

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

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

4b (Humans): 3 Demand for Space Spice (+\$40), 3 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): 3 Melf Pelts, 2 Demand for Finest Dust (+\$50), Pet Monsters

6 (Yxklyx): Fare to 4b (\$120), Demand for Visible Holes (+\$70), 1 Immortal

Grease

7a (Zum): 4 Chicle Liquor, 3 Demand for Finest Dust (+\$50)

7b (Eepeeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 2 Servo-mechanism, Fare to Base (\$110)

8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Chicle Liquor (+\$60), 1 Designer Genes, 1 Demand for Immortal Grease (+\$50)

9b (Wollow): 4 Megalith Paperweight, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

10 (Qossuth): Demand for Designer Genes (+\$60), Infinite Puzzles

Base: Fare to 4a (\$140), Fare to 9a (\$110)

Basset

Turn 10

Turn 11, 12/14 Tuesday

Commander Actions

MMC opens the bidding on Ecoplants at 30 and gets it (Wa5, Wa9, Mi15).

Opens the bidding on the Orbital Lab at 50 and LGM gets it for 66 (Or1, Or2, Or3, Or3, Or5, Wa7, Wa7, Wa8, MWa). Buys a titanium factory (Ti11, Ti11, Ti11) and 3 population factors (Mi16)

Lowreyville opens the bidding on an Outpost at 100 and gets it (Or2, Or5, MWa, Ti11, Ti13, Re12, Re12, HE discount). Moves a population factor from an ore factory to man the titanium factory.

Little Green Men passes.

ShaggyMobile buys a population factor (Ti11)

BarterTown buys a titanium factory (Wa7, Wa7, Wa7, Ti10) and a robot (Ti11)

Cosmic Nomads passes

HOBO opens the bidding on a Laboratory, and HBDC gets it for 86 (Wa6, MWa, MWa, DL discounts). Opens the bidding on a Laboratory at 80 and gets it (Or2, Or2, Wa5, Wa6, Wa6, Wa6, Wa8, Wa8, Wa8, Wa9, Wa10, DL discount). Moves a population factor from an ore factory to man the research factory.

HBDC moves a population factor from a water factory to man the research factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	HE, No, 2OL, Ec	25
2	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE, Sc, Ou	21
3	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, Ec, Wa, OL	18
4	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF	2HE, Wa, Ou	15
5	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, ReF	No, DL, Wa, La	15
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, ReF	2DL, Wa, La	14
7	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	HE, Ro	13
8	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, No, Wa	10

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

Available Upgrades

Production Cards

New Arrivals: Outpost, Laboratory, Scientists, Ecoplants, Ecoplants

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

Lowreyville, LGM, ShaggyMobile, and HBDC took MegaWater cards.

Hunter
Turn 7, Phases IV – VI, Turn 8, Phases I - III
Turn 8, Phases IV – VI, Turn 9 Phases I - III, 12/14 Tuesday
Turn 7

Operations

Red (Nichols) receives \$130 in passenger revenue. delivers 1 coal from Schofield to Salt Lake City for \$60, receives \$20 in passenger revenue, buy a 24 train for \$200.

Orange (Hooton) operates #47 (\$40, 1 silver) and #57 (\$20, 2 lumber), delivers 2 lumber from Boulder to Denver for \$400. Receives \$140 in passenger revenue. Buys 1 +2 snowplow for \$40. **Blue** (Scharf) operates #92 (\$40, depletes) and #49 (\$40, depletes), delivers 8 coal to Denver for \$1120.

Green (Longdin) operates #108 (\$40, 1 copper), #107 (\$50, depletes), #116 (\$30, 1 lumber), #102 (\$40, depletes), and #109 (\$20, 1 copper). Delivers 3 lumber from Pinos Altos to El Paso for \$600. Gains \$60 in passenger revenue. **Aqua** (Brosius) operates #106 (\$30, depletes), delivers 1 copper from Cuba to Santa Fe for \$140, collects \$90 in passenger revenue.

Brown (Partridge) operates #25 (\$60, 1 gold), #68 (\$20, 2 coal), #26 (\$40, 1 gold),

Determine Price Changes

Gold: -1 to \$225	Copper: Remains at \$140			Silver: +4 to \$400	
	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	+1 to \$60	+1 to \$40	-2 to \$120
Coal:	-2 to \$100	-1 to \$40	-1 to \$40	Remains at \$120	+1 to \$120

Turn 8

Move Prospectors and Surveyors

Red (Nichols) surveys Antonito to Lumberton (not possible in winter), no prospecting. **Brown** (Partridge) surveys Salina to Marysvale and Rangely to Elk Springs, prospects passenger line 16.

Orange (Hooton) prospects passenger line 8 (not possible in winter), no surveying. **Blue** (Scharf) no prospecting or surveying.

Green (Longdin) surveys Carrizozo to White Oaks (not possible during winter), no prospecting. **Aqua** (Brosius) surveys Albuquerque to Belen, prospects #119

Dispute Resolution

No disputes. Red spends \$0, Orange spends \$0, Green spends \$0, Brown spends \$645, Blue spends \$0, and Aqua spends \$160.

Notes

Ward Narhi has NMRed a second time, so Eric Brosius has now taken over for Aqua.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$540	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$820	9	+2	S, S, P
Michael Longdin	Green	El Paso	\$1,030	9, 15		S, S, P
Dave Partridge	Brown	Salt Lake City	\$1,075	9, 24		S, S, P
Bill Scharf	Blue	Pueblo	\$1,280	9, 15, 24		S+1, S, P
Eric Brosius	Aqua	Santa Fe	\$150	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
47	Ouray	Orange	Silver	1	\$40
57	Boulder	Orange	Lumber	2	\$20
108	Lordsburg	Green	Copper	9	\$40
99	White Oaks	Green	Gold	6	Depleted
107	Santa Rita	Green	Copper	6	Depleted
116	Pinos Altos	Green	Lumber	0	\$30
102	Hillsboro	Green	Silver	1	Depleted
109	Pinos Altos	Green	Copper	1	\$20
35	Heber City	Brown	Silver	3	Depleted
25	Bingham	Brown	Gold	2	\$60
68	Scofield	Brown	Coal	8	\$20
26	Marysvale	Brown	Gold	1	\$40
92	Raton	Blue	Coal	3	Depleted
49	Silverton	Blue	Silver	3	Depleted
120	Cuba	Aqua	Coal	4	Depleted
106	Cuba	Aqua	Copper	1	Depleted

#	City	Owner	Type	Goods	Operation
119	Farmington	Aqua	Coal	N	\$40

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	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	Discard when 22 is taken. Good for \$250 toward card 22
6	A	Santa Fe – Albuquerque	\$90	Aqua	

Available Claims

#	City	Type	Claim	Operation
113	Porter	Lumber	\$60	\$30
69	Scotfield	Coal	\$40	\$30
115	Paxton Springs	Lumber	\$100	\$40
63	Lumberton	Lumber	\$160	\$50
60	Pagosa Springs	Lumber	\$40	\$20
58	Dolores	Lumber	\$140	\$40
31	Cripple Creek	Gold	\$320	\$80
76	Craig	Coal	\$80	\$20

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	

Available Trains

Type	# Available	Cost
9	0	\$80
15	3	\$120
24	6	\$200.00

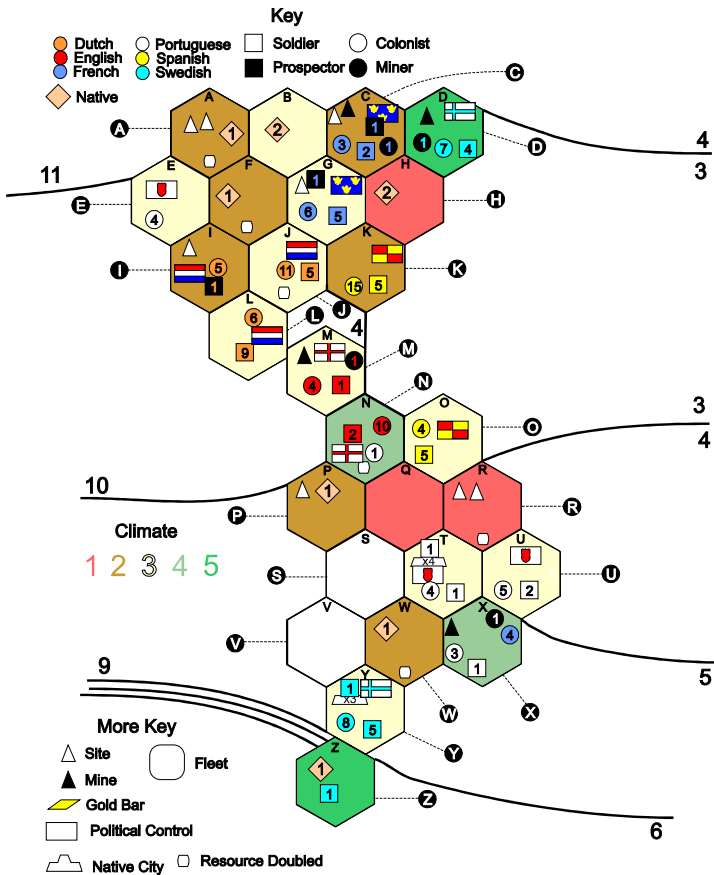
Available Snowplows

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

Boston Terrier

Turn 8

Turn 9, 12/14 Tuesday



English maintain 5 ships (\$20) and buy 7 soldiers (\$70) for \$90.
French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Swedes maintain 6 ships (\$24) and buy 8 soldiers (\$80) for \$104.

Outbound Naval Movement

Spanish Move to K: 3, 4, 4. No losses. Drop off 6 colonists, move to U: 3, 5. No losses.
Dutch Move to J: 1, 1, 6, 6. Loses 1 ship containing 1 colonist, plus an additional soldier.
Portuguese Move to E: 1, 2, 2, 2, 3, 4, 5, 5, 5, 6. Loses 1 soldier.
English Move to N: 2, 3, 4, 6. No losses.
French Move to X: 1, 3, 4, 5, 5. Loses 1 soldier and 1 colonist.
Swedes Move to Y: 1, 1, 2, 2, 5. Loses 2 ships containing 1 soldier and 1 colonist each, unloads 2 colonists and 5 soldiers, move to D: 4, 6, 6. No losses.

Mining

Swedes mine 1 gold in D. English mine 1 gold in N (mine depletes). Portuguese mine 1 gold each in U (mine depletes) and X.

Discovery

French discover 1 mine in C. English discover 1 mine in M.

Land Movement

Spanish move 2 soldiers from fleet to U.
Dutch move 2 soldiers and 6 colonists from J to I (one soldier prospects), 1 soldier from J to L, and 1 soldier and 3 colonists from fleet to J.
Portuguese move 1 gold bar from U to anchorage point, 1 gold bar from X to anchorage point, 4 colonists and 4 soldiers from fleet to E.
English move 1 gold bar from N to fleet, 3 colonists and 7 soldiers from fleet to N. 1 colonist in M mines.
French move 4 colonists from G to C, 1 colonist and 2 soldiers from W to X, and 3 colonists and 3 soldiers from fleet to X. One colonist in C mines.
Swedes move 1 gold bar from C to fleet, 1 soldier from Y to Z (it's a climate 5 area with 1 native), 2 colonists and 5 soldiers from anchorage dot to Y, and 1 soldier from fleet to C.

Planning

Spanish maintain 6 ships (\$24) and buy 2 soldiers (\$20) for \$44.
Dutch maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$36.
Portuguese maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.

Combat

Spanish attack the Portuguese in U. Spanish lose 2 soldiers. Portuguese attack English in N. Portuguese lose 1 soldier and English lose 1 soldier. Portuguese attack the French in X. Portuguese lose 2 soldiers and French lose 3 soldiers. English attack Portuguese in N. Portuguese lose 1 soldier and 3 colonists, English lose 4 soldiers. French attack Portuguese in X. French lose 3 soldiers.

Native Combat

Dutch: 1 native killed in L. **Portuguese:** 3 soldiers and 2 natives killed in E, 2 natives and 1 soldier killed in T. **Swedes:** 6 natives and 5 soldiers killed in Y.

Native Uprisings

Climate is a 5. No uprisings

Survival

Climate is a 4.

French loses 1 colonist in C. **Dutch** lose 1 colonist and 1 soldier in I. **Spanish** lose 1 soldier in. **Portuguese** lose 1 soldier in E.

Political Control

French gain political control over C. **Dutch** gain political control over I. **English** gain political control over N. **Portuguese** lose political control over X and gain

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$534	9	5	4
French	Andy Lewis	\$286	6	2	4
Swedes	Dave Partridge	\$312	3	4	4
Spanish	Bob Robles	\$559	9	6	4
Dutch	Dave Hood	\$619	4	3	4
Portuguese	Non-Player	\$759	3	5	4

S.O.B.

political control over E.

Homebound Naval Movement

Spanish: Dice: 2, 5, 6, 6. No losses.

Dutch: Dice: 2, 2, 3, 4. No losses.

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

English: Dice: 1, 3, 5, 6. No losses.

French: Dice: 1, 4, 5, 5, 6. Loses 2 ships.

Swedes: Dice: 1, 4, 5. No losses.

Income

Spanish: Political Control: \$120, resources: \$57.

Dutch: Political Control: \$160, resources: \$99.

Portuguese: Political Control: \$160, Gold: \$80, resources: \$54.

English: Political Control: \$120, Gold: \$40, resources: \$75.

French: Political Control: \$120, resources: \$39.

Swedes: Political Control: \$120, Gold: \$40, resources: \$45.

Turn 9 Initiative

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

Dogbreath**Epoch II Scytheans, Carthagina, Persia
Epoch III Empire Selection, 12/14 Tuesday**

Arachnids (Bolduc) plays Kingdom in the Upper Nile (Army, city, and fort in Upper Nile). SCYTHEANS: Army Caucasus, Western Steppe, Tuanian Plain (vs. Aryans; S: 4, 1; A: 5; loses), Turanian Plain (vs. Aryans; S: 5, 4; A: 5; S: 4, 2; A: 1; wins), Tarim Basin (vs. Aryans; plays Treachery, wins), Hindu Kush (vs. Aryans; S: 4, 2; A: 3, 2; wins), Persian Salt Desert (vs. Indus Valley; S: 5, 4; I: 5; S: 6, 5; I: 2; wins). Points: Dominance in North Africa (4), Presence in Middle East (3), China (2), India (2), 1 city (1), 1 Monument (1) for 13 points.

Royal Manticoran Historical Society (Wilson) CARTHAGINIA: Army and Capital Shatts Plateau, army Libya (vs. Egypt; 4, 1; E: 1; wins), Nile Delta (vs. Greeks; C: 6, 2; G: 2; wins, city eliminated), Nubia (vs. Egypt; C: 6, 4; E: 6; C: 5, 4; E: 5; C: 5, 4; E: 5; C: 6, 2; E: 5; wins), Southern Iberia (vs. Greeks; C: 6, 3; G: 5, 1; wins), Upper Nile (vs. Nile Kingdom; C: 4, 2; N: 4+1; loses), fleet Eastern Mediterranean (vs. GEGS; RHMS: 4, 3; GEGS: 3; wins), army Morea (vs. Greeks; C: 4, 3; G: 6, 1; loses). Plays Pirates and places fleet in the Red Sea. Builds Monument Shatts Plateau. Points: Dominance in North Africa (4), Presence in Middle East (3), Southern Europe (2), 2 Capitals (4), 2 Seas (2), 3 Monuments (3)

for 18 points.

The Questioner (Partridge) PERSIA: Plays Jihad. Army and Capital Persian Plateau (Aryan army eliminated), army Zagros (vs. Babylonians; P: 6, 6, 3; B: 2; wins), Middle Tigris (vs. Babylonians; P: 4, 2, 1; B: 5, 3; loses), Middle Tigris (vs. Babylonia; P: 6, 6; B: 3, 1; wins, Capital reduced to city), Upper Tigris (vs. Assyria; P: 6, 5; A: 1; P: 6, 3; A: 3; wins, Capital reduced to city), Levant (vs. Phoenicia; P: 3, 2; Ph: 2; wins, Capital reduced to city), Hindu Kush (vs. Scytheans; P: 4, 4; S: 6; loses), Hindu Kush (vs. Scytheans; P: 3, 2; S: 4; loses), Hindu Kush (vs. Scytheans; P: 5, 4; S: 5; P: 3, 1; S: 5; loses), Hindu Kush (vs. Scytheans; P: 4, 3; S: 5; loses), Hindu Kush (vs. Scytheans; P: 5, 3; S: 4; wins), Upper Indus (vs. Aryans; P: 6, 4; A: 6; P: 6, 2; A: 4; wins), Western Deccan (vs. Indus Valley; P: 6, 1; I: 4, 1; wins), Eastern Ghats, fleet Eastern Mediterranean (vs. RMHS; Q: 2, 1; RMHS: 1; wins). Builds Monuments Persian Plateau and Upper Tigris. Points: Dominance in Middle East (6) and India (4), Presence in China (2), 1 Capital (2), 3 cities (3), 1 Sea (1), and 3 Monuments (3) for 21 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	Time Traveler (orange)	10	19
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	27
Paul Bolduc	Arachnids (blue)	12	26
Andy Lewis	Marching Through the Ages (red)	12	20
Chris Geggus	Great Explorers Grabbing Samples (yellow)	14	31
Dave Partridge	The Questioner (green)	19	25

Positions

SUMERIANS: Capital and three armies Lower Tigris.

Arachnids: NILE KINGDOM: Army, city, and fort Upper Nile. SCYTHEANS: Army and Monument Tarim Basin, armies Caucasus, Western Steppe, Turanian

Plain, Persian Salt Desert.

Time Traeler: MINOANS: Army, Capital, and fort Crete. CHOU DYNASTY: Army and Capital Wei River, army, city, and Fort Yellow River, army and Fort Irrawaddy, armies Yangste Kian, Szechuan, Ganges Delta.

Marching Through the Ages: INDUS VALLEY: Army and Capital Lower Indus, army Western Ghats. ASSYRIA: Armies Eastern Anatolia, Western Anatolia, Palestine.

Royal Manticoran Historical Society: Fleet Red Sea. CARTHAGINIA: Army, Capital, and Monument Shatts Plateau, army and Monument Nile Delta, armies Libya, Nubia, Southern Iberia.

The Questioner: Fleet Eastern Mediterranean. SHANG DYNASTY: Armies Great Plain of China, Chekiang, Si-Kyang. PERSIA: Army, Capital, and Monument Persian Plateau, army, city, and Monument Middle Tigris, Upper Tigris, army and city Levant, armies Zagros, Hindu Kush, Upper Indus, Western Deccan, Eastern Ghats.

Great Explorers Grabbing Samples: Fleets Western Mediterranean, Black Sea. ARYANS: Armies Persian Plateau, Ganges Plain, Eastern Deccan. GREEK CITY STATES: Army, Capital, and Monument Morea, armies Pindus, Balkans, Danubia, Central Europe, Baltic Seaboard.

Epoch III Empire Draw

Event Cards

Plantation Dog

Turn 4

Turn 5, 11/2 Tuesday

Turn 4

Andy Y. selects the Craftsman, gains 1 doubloon, and produces 2 sugar and 1 corn, Andy L. produces 1 corn, Paul produces 1 indigo, Chris produces 2 indigo, and Richard produces nothing.

Andy L. selects the Prospector, gaining 3 doubloons.

Paul selects the other Prospector, gaining 2 doubloons.

Chris selects the Mayor, placing colonists on the Corn plantation, Black Market, and the Tobacco plantation, Richard places colonists on the Coffee Roaster and Corn plantation, Andy Y. places a colonist on the Sugar Mill and moves a colonist from a Corn to a Sugar plantation, Andy L. places a colonist on a Corn plantation, and Paul places a colonist on a Quarry.

Richard selects the Settler and takes a Quarry, Andy Y. takes a Sugar plantation, Andy L. takes a Corn plantation and draws a second Corn plantation with the Hacienda, Paul takes a Quarry, and Chris takes a Sugar plantation.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Paul Bolduc	Prospector	Indigo , Indigo, Quarry , Quarry, Quarry	Connection Hut , Indigo Plant (1) , Small Sugar Mill		2	1 Indigo	
Chris Geggus	Mayor	Indigo , Quarry , Tobacco , Corn , Sugar	Indigo Plant (1) , Aqueduct , Black Market		1	2 Indigo	1
Richard Weiss	Settler	Indigo, Coffee , Quarry , Corn , Quarry	Small Market , Coffee Roaster (1)		0		
Andy York	Craftsman	Corn, Sugar , Sugar , Tobacco, Sugar	Sugar Mill (2) , Small Sugar Mill		1	2 Sugar, 1 Corn	4
Andy Lewis	Prospector	Corn , Coffee, Coffee, Indigo, Corn , Quarry , Corn, Corn	Hacienda , Storehouse		5	1 Corn	1

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: 60 Colonist Ship: 9 **Trading House:** Empty **Victory Points:** 116

Cargo Ships: Ship 1 (capacity 6): 1 Indigo Ship 2 (capacity 7): 3 Corn Ship 3 (capacity 8): 2 Sugar

Commodities

Corn: 6 **Indigo:** 7 **Sugar:** 7 **Tobacco:** 9 **Coffee:** 9

Buildings

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) (x2)	Sugar Mill (4d, 2VP) (x2)	Coffee Roaster (6d, 3VP) (x2)	Residence (10d, 4VP)
	Hospice (4d, 2VP)	Factory (7d, 3VP)	Fortress (10d, 4VP)

Column 1	Column 2	Column 3	Column 4
	Guesthouse (4d, 2VP)	Lighthouse (7d, 3VP)	Customs House (10d, 4VP)
	Office (5d, 2VP)	University (8d, 3VP)	City Hall (10d, 4VP)
	Large Market (5d, 2VP)	Harbour (8d, 3VP)	Cloister (10d, 4VP)
	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)	

Roles

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

Plantations

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

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

Pedagoguery

Since stars are one of the fundamental elements of astronomy, you would think that their formation would be a relatively well understood phenomenon. And, to a certain extent, you would be right. It happens when dense molecular clouds collapse, fragmenting into protostars which accrete gas until they gain enough mass to ignite a hydrogen fusion reaction in their cores. However, this simple scenario belies four very important unanswered questions. Where do molecular clouds come from? What causes their collapse? How do multiple stars forming in close proximity affect each other? And, how do massive stars form? Astronomers are beginning to get the glimmers of answers to all four of these questions.

Interstellar space is full of ultraviolet radiation. This radiation breaks apart hydrogen molecules and ionizes hydrogen atoms. This ionized hydrogen is relatively energetic, or in other words, hot. However, in order to collapse, this heat must be shed. The gas in this state contains about one atom per cubic centimeter of space. The gravitational vicissitudes of the galaxy can cause some gas to collect in denser pockets, and it is here where things get interesting. The gas can cool through the action of ionized carbon monoxide molecules radiating in the infrared. These atoms collide with other particles, absorbing some of their kinetic energy into rotational or vibrational modes of the molecule, which are then radiated away. In this way, the cloud cools. Eventually, it becomes cool enough for hydrogen molecules to form through the inter mediation of dust particles.

This process has increased the density to about 1000 atoms per cubic centimeter, but it is still not enough. The Spitzer Space Telescope has observed clouds so dense that they are opaque to infrared light and having a density of more than 10,000 atoms per cubic centimeter. These clouds are called infrared dark clouds are dense enough, but the link from the standard molecular clouds to infrared dark clouds is still uncertain.

Once you do have a dense cloud containing a core with between 100 and 100,000 solar masses, what triggers gravitational collapse? There are a few different candidates. The first is the old standby of the nearby supernova. The shockwave of the supernova could easily destabilize these cores into collapsing, but there are more common options. Observations of star forming regions in our galaxy have shown that massive stars clear out a bubble within the cloud. The expanding inner edges of the bubble show strong new star formation with many protostars at widely separated points having formed nearly simultaneously. So, it appears that there are many different things that can trigger the collapse of a cloud core.

Once a core starts to collapse, it tends to break apart into multiple protostars.

There is abundant evidence that stars form in clusters and any theory of star formation has to explain how they influence each other. Observations of the Christmas Tree Cluster have shown that in many spots, tight clusterings of protostars exist – as many as 10 within a 0.1 light year radius. There are two competing theories of how they interact. The first one posits that some of the protostars will grow faster than the others, accreting most of the available mass. The ones that lose out may well get gravitationally slingshot out of the cluster. There may be a class of sub-stellar objects roaming the galaxy as a result of this.

The alternative theory uses turbulence within the gas, rather than competition between the protostars, to explain the mass differences. Not only can the turbulence within the gas help explain core collapse, it can also help explain the distribution of the masses of the resulting stars. There is actually a fair amount of observational evidence to back this theory up. However, the same observations that show evidence for the turbulence theory at larger scales, also show evidence for competition at smaller scales. The answer is probably a combination of elements.

Finally, we come to the question of massive stars. Current theory predicts that there would be a sharp cutoff at about 20 solar masses. When a star reaches that size, the radiation pressure outwards is greater than the gravitational pull inwards. Unfortunately for this theory, we definitely observe stars more massive than 20 solar masses, so those stars have to be formed somehow.

Computer modeling may help explain how such stars form. The models show that initially, mass accumulation is relatively symmetrical. However, when a protostar grows to about 11 solar masses, the accretion disk starts to become unstable and develops a spiral pattern. When the protostar reaches 17 solar masses, its radiation pushes bubbles outwards, but these are primarily outside the plane of the accretion disk. The instability of the disk creates clumps in which smaller protostars form. One of the protostars could easily start to grow faster than the primary, and soon become nearly the same size. The gas distribution around both stars is quite uneven, and accretion can move in sudden bursts. One particular simulation ended with the primary star attaining a mass of 42 solar masses, and the secondary with 28 or 29. This scenario also explains why most massive stars are found with companions.

As with most astronomical phenomena, star formation appears to be more complicated, and more interesting, than it first appears.

Next time, dark stars.

Addresses

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Standbys

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

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

Standby Calls

Will Andy Lewis please submit standby orders for Narbot in Robover.

Will Dave Partridge please submit standby orders for Finlandia in Pateel.