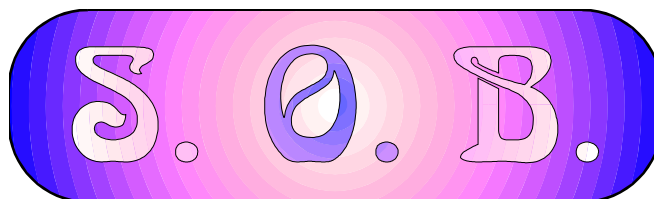


Number 173

September/October,  
2011

## Notes from Hades

A couple of weeks ago, Celeste and I took the family on a vacation to Florida to visit her sister and her family. What had originally been intended as just a small get together ballooned into a family reunion, with Celeste's other sister and her daughter, both of Celeste's surviving aunts, and some cousins also making arrangements to be there. It was a fun time. We were there for nearly a week, and we did take some time out to see some other sights in south Florida. The day after we arrived, we went to a place in Miami called Jungle Island, which is a zoo-like place specializing in tropical animals and shows. We all had a good time, but the highlight of the trip was our visit to Kennedy Space Center. It was our first visit there, and it was well worth it. There is quite a bit to see, including a Saturn V rocket and a shuttle launch simulator. Highly recommended.

There has also been some hobby activity. Two zines have recently come to my attention, one of which is brand new. The new one is called *Fury of the Northmen*, and is run by Colin Bruce. His address is 30 Almoners' Avenue, Cambridge CB1 8PA, England. He is planning on running Britannia, chess, Diplomacy, and Risk. The first issue was primarily the house rules for the four games, and he has clearly put a great deal of thought in to running each one. He can also be reached by email at [furyofthenorthmen@btopenworld.com](mailto:furyofthenorthmen@btopenworld.com).

The second zine is called Quartz, and is more established, being at issue 79, recently having been resurrected. It is published by Geoff Kemp, and has a lively letter column, interesting science facts scattered throughout, a number of columns including game and book reviews, and quizzes. As for games, he runs Diplomacy and variants, Railway Rivals, Sopwith, 221B Baker Street, and Breaking Away. You can contact Geoff at [ggeoff510@aol.com](mailto:ggeoff510@aol.com).

Rottweiler starts this issue, and I will be starting Dog Show next issue. If you want to join, please get your game fee in by the next deadline.

The next deadline is **Tuesday, October 4 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(\$), Mike Scott, Kevin Wilson(\$), Jerry Roalstad(\$), Jack McHugh. Will take up to 2 more and start when all game fees are received.

**Golden Retriever.** Seafarers of Catan. Have Chris Geggus(\$), Dave Hooton, Mike Scott, Bill Scharf(\$), Kevin Wilson(\$). Will take up to 1 more and start when all game fees are received.

**Rottweiler.** Industrial Waste. Have Andy York(\$), Eric Brosius(\$), Richard Weiss(\$), will take up to 1 more. **Starts this issue**

**Pick of the Litter.** Silverton. Have Dave Hooton, Paul Bolduc(\$), will take up to 4 more.

**Russian Wolfhound.** Kremlin. Have Mike Scott, Bob Robles(\$), Bill Scharf(\$), Jack McHugh. Will take up to 2 more.

**Dog Show.** Outpost. Have Eric Brosius(\$), Andy York(\$), Andy Lewis, Dave Hooton(\$), Bill Scharf(\$), Kevin Wilson(\$), Dave Hood, will take up to 3 more.

**Starts next issue! If you have not paid your game fee by then, you will be dropped from the game opening.**

**Portuguese Water Dog.** Goa. Have Brad Martin(\$), Chris Geggus(\$), will take up to 2 more.

**Dachshund.** Age of Renaissance. This will use the EuroGames rules. Have Paul Bolduc(\$), Chris Geggus(\$), Bob Robles(\$), Jack McHugh, will take up to 2 more. Players who have a (\$) after their name have paid the necessary game fee.

## Wish List

**Power Grid.** Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Chris Geggus, will take up to 4 more.

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

**Puerto Rico.** Will start after Plantation Dog ends. Have Chris Geggus, will take up to 4 more.

**Machiavelli.** This game will start after the next Machiavelli game finishes. Have Bob Robles, will take up to 7 more.

**Gunboat Machiavelli.** This game will start after the second Machiavelli game finishes. Have 1, will take up to 7 more. This box  will be checked if you have signed up.

**Robo Rally.** Map to be decided. Have Chris Geggus, Brendan Whyte, Dave Hooton, will take up to 5 more.

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

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

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](mailto:chassler@roadrunner.com)

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

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

# Barking Up the Wrong Tree

Fall 1259

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory  
Deadline Winter/Spring 1260 10/4, Tuesday

Aragon makes an end run and takes the French coast from Milan, while Milan retakes Tyrolea from Venice and Modena from Florence. The Pope tries to help.

## Summer 1259 Retreats

Aragon F Corsica retreats to Gulf of Lions

Milan A Tyrolea retreats to Swiss and F Ligurian Sea retreats to Savoy

### Barking Up the Wrong Tree

VENICE (Partridge): A TYROLEA SUPPORTS A MILAN (CUT, DISLODGED, RETREAT GARRISON, OTB), A CARINTHIA SUPPORTS A MILAN, A MILAN SUPPORTS A TYROLEA (CUT), A BERGAMO SUPPORTS A MILAN, A VERONA TO MANTUA, A MANTUA TO PARMA, F FERRARA HOLDS

Your ducats:

### Press

**Florence:** Every day above ground is a good day for a Florentine Sunset.

Pope – Florence: Only speak Latin, please translate...

### Spring 1260 Famine

**Poor Year – Column Only:** Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

### Spring 1260 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

### Provinces

ARA	Avignon, Marseilles, Sardinia, Tunis, Palermo, Messina, Otranto, Durazzo	8
FLO	Lucca, Pistoia, Piombino	3
MIL	<u>Swiss</u> , Tyrolea, Provence, Saluzzo, Savoy, Genoa, Montferrat, Turin, Como, Pavia, <i>Fornova</i> , <u>Modena</u> , Cremona, Corsica	12
PAP	Bologna, <u>Florence</u> , Pisa, Sienna, Arezzo, <u>Urbino</u> , Ancona, Perugia, Patrimony, Rome, Spoleto, <u>Aquila</u> , Capua, Naples, Salerno, Bari	13
VEN	Milan, Carinthia, Trent, <u>Verona</u> , <u>Bergamo</u> , <u>Parma</u> , Mantua, Ferrara, Padua, Treviso, Friuli, Carniola, Croatia, Dalmatia, Ragusa, Albania	13

### Seas

ARA	Ligurian Sea, Tyrrhenian Sea	2
VEN	Venice	1

### Cities

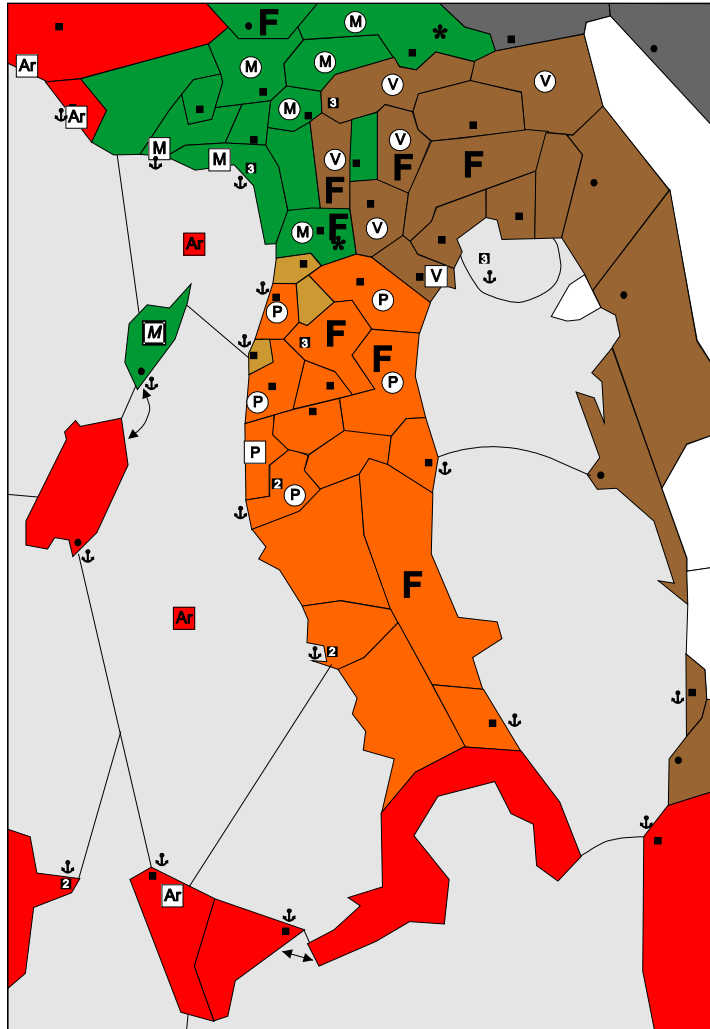
ARA	Avignon, Marseilles, Sardinia, Tunis (2), Palermo, Messina, Durazzo	8
FLO	Lucca, Piombino	2
MIL	<u>Swiss</u> , <i>Tyrolea</i> , Saluzzo, Savoy, Genoa (3), Montferrat, Turin, Pavia, <u>Modena</u> , Cremona, Corsica	11
PAP	Bologna, <u>Florence (3)</u> , Pisa, Sienna, Arezzo, Ancona, Perugia, Rome (2), Naples (2), Bari	11
VEN	Milan (3), Trent, Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Venice (3)	16

### Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Gross
ARAGON:	1	8	2	8	19
FLORENCE:	1	3	0	2	6
MILAN:	3	12	0	11	26
PAPACY:	2	13	0	11	26
VENICE:	2	13	1	16	32

Your total:



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

### Orders

ARAGON (Scharf): F PROVENCE TO MARSEILLES, F LIGURIAN SEA SUPPORTS FLORENCE, A MODENA TO GENOA (CUT), F TYRRHENIAN SEA TO PALERMO, F GULF OF LIONS TO AVIGNON, F CORSICA TO TYRRHENIAN SEA

FLORENCE (Whyte): A MODENA TO GENOA (DISLODGED, retreat Lucca, Fornova, garrison, OTB)

MILAN (Renken): A SWISS TO TYROLEA, A COMO SUPPORTS A SWISS TO TYROLEA, A TURIN SUPPORTS A SWISS TO TYROLEA, A PAVIA TO MILAN, A PARMA TO MODENA, F GENOA SUPPORTS A PARMA TO MODENA, E SAVOY TO LIGURIAN SEA, F (EM) SARDINIA TO CORSICA

PAPACY (Robles): A PISA HOLDS, A FLORENCE TO SIENNA, A BOLOGNA SUPPORTS FLORENCE, A MODENA HOLD (NSO), A URBINO HOLDS, A ROME HOLDS, F PATRIMONY SUPPORTS ARAGON, F TYRRHENIAN SEA HOLD (NSO)

Game Summary

	'50	'51	'52	'53	'54	'55	'56	'57	'58	'59	'60
Ara	3	3	4	5	5	5	6	6	6	5	7
Avi	4	5	6	7	5	4	2	0	0	0	0
Flo	3	4	5	6	7	5	5	5	3	2	2

S.O.B.

	'50	'51	'52	'53	'54	'55	'56	'57	'58	'59	'60
Gen	3	3	3	0	0	0	0	0	0	0	0
Mil	3	6	6	7	8	10	12	15	15	13	11*
Pap	3	4	4	4	4	5	5	5	7	10	10
Ven	3	4	4	7	9	11	11	9	11	12	12

\* Depends on retreats.

**Bolognese**

**Spring 1053**

**Miller Number 2010?????**

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

**Deadline for Summer 1053 10/4, Tuesday**

*Venice turns his attention south to combat the Byzantine menace, trapping and destroying a Byzantine fleet in the process. Pisa runs in to problems with both the Normans and the Holy Roman Empire while the Pope plays it defensive.*

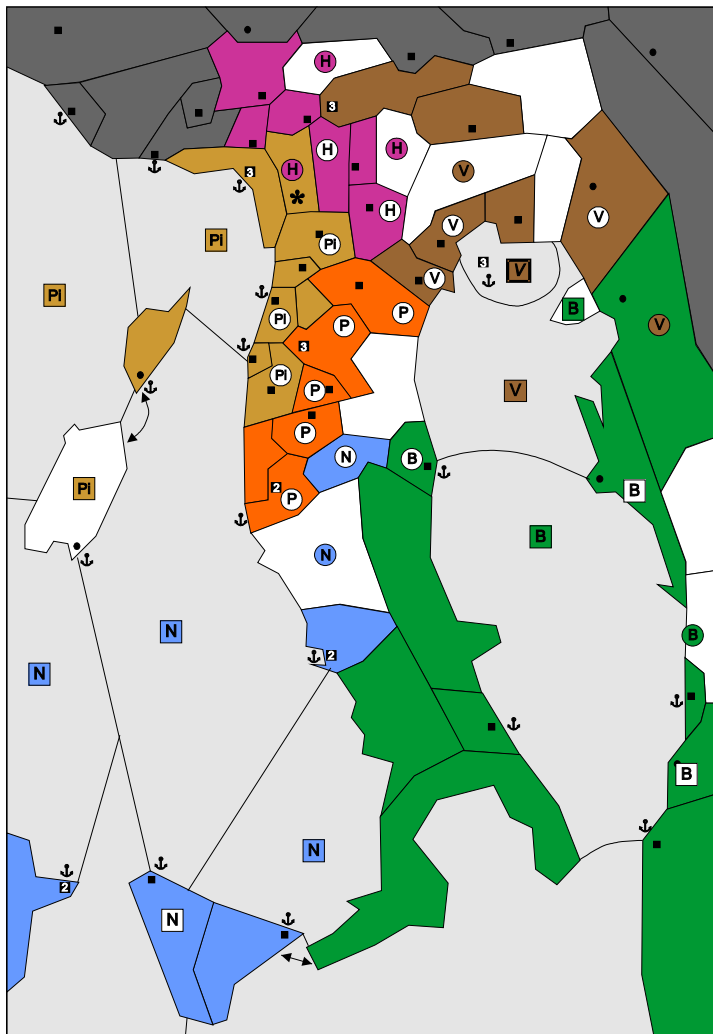
Fall 1052 Retreats

Holy Roman A Trent retreats to Milan (Destroyed)

Venice A Parma retreats to Milan (Destroyed) and F Croatia retreats to Istria  
**Bolognese**

Builds

		Cost
Byz	Maintains all, builds A Albania, F Ragusa, F Durazzo	21
HRE	Maintains all, build A Cremona	15
Nor	Maintains all, builds A Naples, F Messina	18
Pap	Maintains all, builds A Arezzo	15
Pis	Maintains all, builds A Lucca, F Piombino	21
Ven	Maintains A Ferrara, A Carniola, F Padua, F Istria, builds A Treviso, G Padua, F (EM) Venice	24



Orders

- BYZANTINES □: A ANCONA supports Norman A Spoleto hold, A Albania to HERZEGOVINA, F Upper Adriatic to ISTRIA, F Croatia supports F Upper Adriatic to Istria (cut, DESTROYED), F DALMATIA to Upper Adriatic, F Ragusa to LOWER ADRIATIC, F Durazzo to ALBANIA
  - HOLY ROMAN EMPIRE □: A Turin to COMO, A Pavia to FORNOVA, A PARMA supports A Pavia to Fornova, A MANTUA supports A Pavia to Fornova, A Cremona to BERGAMO
  - NORMANS □: A SPOLETO supports A Naples to Capua, A Naples to CAPUA, F TYRRHENIAN SEA to Sardinia, F Tunis to WESTERN MEDITERRANEAN, F PALERMO to Tyrrhenian Sea, F Messina to GULF OF NAPLES
  - PAPACY □: A BOLOGNA supports A Florence, A FLORENCE supports A Bologna, A PERUGIA supports A Rome, A AREZZO supports A Florence, A ROME supports A Perugia
  - PISA □: A LUCCA to MODENA, A Fornova supports A Lucca to Modena (cut, DISLODGED, retreat Montferrat, Genoa, OTB), A Pistoia to PISA, A SIENNA supports A Pistoia to Pisa, F Piombino to LIGURIAN SEA, F Corsica to SARDINIA, F GULF OF LIONS supports F Corsica to Sardinia
  - VENICE □: A Iстриa to CROATIA, A Treviso to VERONA, A FERRARA supports A Treviso to Verona, A CARNIOLA supports A Istria to Croatia, F Padua to UPPER ADRIATIC, F (EM) VENICE supports F Padua to Upper Adriatic, G PADUA convert to A
- Your ducats:

Press

- Naples – Pisa:** I would like a wee piece o' Sardinia.
- Pisa – Normans:** I had no reply to my proposal for islands so I took them. I remain to know your intentions as soon as possible.
- Pope – Pisa:** Which way do you go, north or south? Once I know, we go together.

**Pateel****Turn 9, Cure through Health****Turn 9, Funeral Commission through Parade, 8/23 Tuesday**Cure Phase

TCC declares 1 IP on Mischif. Niewitko ages to 85, Schukrutoff ages to 83, and Strychnin ages to 81.

Purge Phase

No actions.

Spy Investigation Phase

BBC declares 2 IP on Mischif and 2 IP on Putschnik. Talksalott declares a trial on Niewitko. Strychnin, Talksalott, Wasolin, Mischif, Putschnik, and Satin vote guilty, Niewitko votes innocent, and Schukrutoff abstains. Niewitko is convicted.

Politburo

Office	Policitian	Condition	Influence
Party Chief			
KGB Head	Lech Schukrutoff (B)	83, ++, ?	
Foreign	Mikail Strychnin (T)	81, ++	1 (BBC)
Defense	Antonj Talksalott (J)	72, +	6 (BBC)
Ideology	Victor Wasolin (Z)	60, ?	5 (KMFC)
Industry	Anatol Mischif (I)	68, ++	1 (TCC), 2 (BBC)
Economy	Ulan Putschnik (Y)	62	1 (Fin), 2 (BBC)
Sport	Oleg Satin (O)	62, +	2 (Fin), 7 (BBC)

**Candidates:** F, P, U, V, W

Intrigue Cards

Talksalott opens an investigation on Wasolin and ages to 72.

Health Phase

Schukrutoff (dr = 14) remains ill.

Strychnin (dr = 11) falls ill.

Talksalott (dr = 6) gets sick.

Wasolin (dr = 14) remains healthy.

Mischif (dr = 2) falls ill.

Putschnik (dr = 15) remains healthy.

Satin (dr = 7) gets sick.

**People:** X (61, ++), R (64)

**Siberia:** L (68), N, M (66), D (85, +)

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

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

KMFC have one wave. ZF have one wave. PaH have one wave.

Undeclared Influence**Frontier Dog****Turn 18****Turn 19, 8/23 Tuesday**Segment 1

**Old Man:** NMR! Passes

**Banker:** Card 7 – Shoot at NCO, turn 1 of 1, Aim time 6, range 2, card 35: BODY – STUN 3, SERIOUS 2. STUN card draw: 72, 86, and 56 for 13 delay points.

**NCO:** Delay

Segment 2

**Old Man:** Passes

**Banker:** Card 5 – Cock/Aim/Shoot (Cock SW45), turn 1 of 2

**NCO:** Delay

Segment 3

**Old Man:** Pass

**Banker:** Card 5 – Cock/Aim/Shoot (Cock SW45), turn 2 of 2

**NCO:** Delay

Segment 4

**Old Man:** Pass

**Banker:** Card (3) – Turn (straight ahead), turn 1 of 1

**NCO:** Delay

Segment 5

**Old Man:** Pass

**Banker:** Pass

**NCO:** Delay

End of Turn

NCO loses 7 delay points. At the beginning of turn 20, he draws cards 44 and 1 for his SERIOUS and gains 1 delay point.

Notes

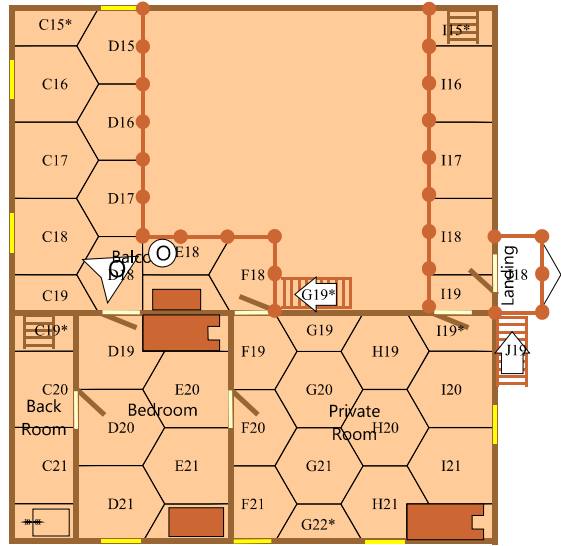
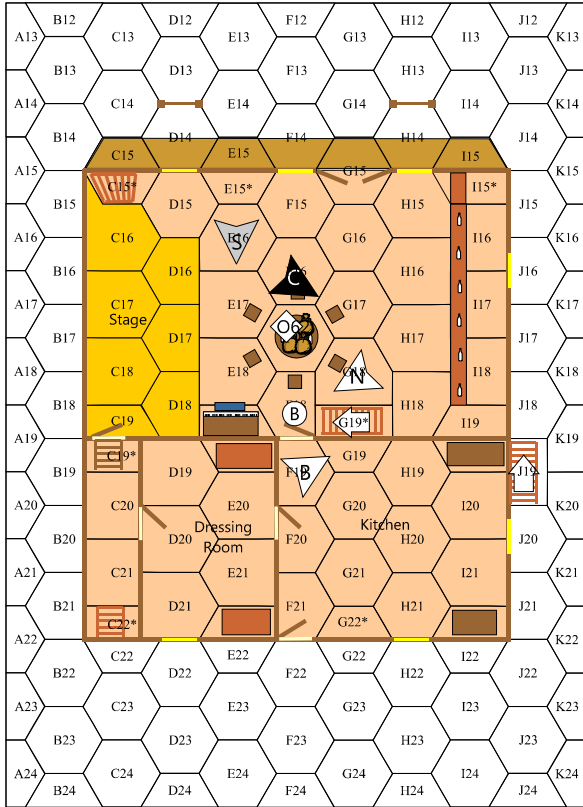
Paul Bolduc has NMRed. Since I do not have any standbys for Gunslinger, I am issuing an open call for standby orders for the Old Man. If I do not receive any orders, from either Paul or a standby, then since next turn is the last turn, and all other players except for the Banker are effectively out of it, the game will be over at this point and turn 20 will not count for the game.

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	Old Man (O)	UD18>UE18	5, 7, 8	BR +1		25	HEAD in UE18, 6 AIM points in F17
B	Andy Lewis	Shaggy (C)	F16>G17				0	DEAD
C	James Pratt	Banker (B)	F19>G19				20	HEAD in F18
D	Mike Scott	Smith (S)	E16>E17	8	BR +2	N/A	0	SERIOUS 3, UNCONSCIOUS
E	Chris Geggus	NCO (N)	G18>F18	9	BR +1	8	2	SERIOUS 2

### Frontier Dog

### Frontier Dog Second Story



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

- Hitching Post
- Door
- Bottle
- Stairs
- Window
- Table
- Gun
- Chair
- Knife

#### Weapons

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

#### Procyon

Turns 31.1 through 33.1  
Turns 33.2 through 35.2, 10/4 Tuesday

#### Turn 31

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 2 4

Ice Station(p) – Jump Start to TeleGate 2 - NC2.

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

NMR! Y.

3<sup>rd</sup>: Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 3 5 6

A – TeleGate 3 – TeleGate 6 – Space Station.

Sells Immortal Grease for \$100 plus \$50 demand (from the cup: Demand for Bionic Perfume at 3 and Glorious Junk at 2).

4<sup>th</sup>: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 3 5

Space Station – TeleGate 5 – NC5 – NC5 – B – (Y) – A – (R) – Poisonport(o) – Poisonport(s).

5<sup>th</sup>: Chris Geggus (Niks)

Ganymede Enterprises Going South Rolls Used: 4 5

B30 – (R30) – B – Y – B – (R) – Minion(p).

Sells Space Spice for \$80 plus \$120 demand (from the cup: Portable Pipe Organ at 9b and Mulch Wine at 3). Sells Space Spice for \$80 plus \$80 demand (from the cup: Rock Videos at 4b and Immortal Grease at 6). Sells Space Spice for \$80 plus \$40 demand (from the cup: Space Spice at 2 and Immortal Grease at 6). MM5 gains \$48 in port commissions.

Cutty Sark Rolls Used: 2 3 4 6

Rumble Port(p) – (R) – B – Y – B – (R) – B – Y – NC6 – Cobble Port(p).

Sells Rock Videos for \$200 (from the cup: Servo-mechanism at 7b). Sells Spectral Analyzer for \$250 (from the cup: Megalith Paperweight at 9b). Buys 2 Servo-mechanisms for \$400. MM5 gains \$85 in port commissions.

6<sup>th</sup>: Dave Partridge (Whynoms)

Venus-Orion Oligarch Merchantile Rolls Used: 4 6  
 Ice Station(p) – A – B – (Y) – B – (R) – B – (R) – (Y) – Aerie – (Y) – (R20)  
 – TeleGate 1 – TeleGate 4 – Paintfall(o) – Paintfall(s).  
 Buys Poisonport for \$200.

ZOOM: Rolls Used: 4 4 5 5

Rainfall(p) – B – B – Rumble Port (p) – R – B – Y – B – R – B – Y – NC4  
 – B30 – Comfort Station(o) – Comfort Station(s).  
 Buys Comfort Station for \$200.

Turn 32

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 3 6 6

NC6 – A – Whale Port(o) – Open Port.  
 Sells Psychotic Sculpture for \$250 (from the cup: Custom Hives at 7a). Sells  
 Psychotic Sculpture for \$250 (from the cup: Immortal Grease at 6). Sells  
 Infinite Puzzles for \$250 (from the cup: Psychotic Sculpture at 10). Buys 3  
 Mulch Wine for \$60, Wet Landing for \$200 and Whale Port for \$200.

Cutty Sark Rolls Used: 2 3 4 5

Cobble Port(p) – R – Y – B – R – B – Y – B – R – B – Goliath(p).  
 Sells Servo-mechanism for \$300 (from the cup: Demand for Genes at 10).  
 Sells Servo-mechanism for \$300 (from the cup: Chicle Liquor at 7a). Buys  
 Portable Pipe Organ for \$80 and a Megalith Paperweight for \$90. Not for  
 Hire receives \$77 in port commissions and \$40 in factory commissions.

2<sup>nd</sup>: Paul Bolduc (Dell/Not for Hire) Uses Mulligan Gear: 3 becomes 4, Rolls  
 Used: 5 \* 3  
 Y.

Ganymede Enterprises Going South Rolls Used: 3 5

Minion(p) – (R) – B – Y – B – (R30) – B30 – (R30) – Y30 – B – (R) – A –  
 Dryport(p).  
 Buys 3 Space Spice for \$90 and Glorious Junk for \$100. Receives \$19 in port  
 commissions and \$50 in factory commissions.

3<sup>rd</sup>: Bob Robles (Eeepeep/Bender's Freedom Brigade) Rolls Used: 1 3 3  
 Space Station.

Sells Immortal Grease for \$100 (from the cup: Bionic Perfume at 1a). Buys 2  
 Designer Genes for \$120.

6<sup>th</sup>: Dave Partridge (Whynoms)

Venus-Orion Oligarch Merchantile Rolls Used: 1 3

Paintfall(s) – Paintfall(p) – B – Poisonport(p).  
 Dumps Fare to Base (from the cup: Finest Dust at 4a). Buys 3 Voll Silk for  
 \$420. Receives \$42 in port commissions.

4<sup>th</sup>: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 3 5  
 Poisonport(s).

Sells Designer Genes for \$120 (from the cup: Demand for Spice at 4b). Sells  
 Designer Genes for \$120 (from the cup: Megalith Paperweight at 9b). Sells  
 Life Project for \$240 (from the cup: Psychotic Sculpture at 10). Buys Canned  
 Traits for \$120, 2 Voll Silk for \$280, and Paintfall for \$200. Receives \$60 in  
 factory commissions.

ZOOM: Rolls Used: 1 1 4 4

Comfort Station(s) – Comfort Station(p).

Sells Visible Holes for \$170 (from the cup: Designer Genes at 9a). Sells  
 Visible Holes for \$170 (from the cup: Demand for Genes at 2). Picks up Fare  
 to Base. Receives \$34 in port commissions.

5<sup>th</sup>: Chris Geggus (Niks)

Turn 33

1<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 2 3 6

Open Port – Whale Port(p) – A – Wet Landing(p) – R – B – R – B – Y – Neutron Port.

Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Demand for Pelts at 6 and Primitive Art at 4b). Sells Mulch Wine for \$60 plus \$60 demand (from the  
 cup: Spectral Analyzer at 4c and Finest Dust at 4a). Sells Mulch Wine for \$60 (from the cup: Fare to Base at 10). Buys 3 Finest Dust for \$30. VOOM receives  
 \$39 in port commissions.

Notes

Paul Bolduc has NMRed. Will Cary Nichols please submit orders for Not for Hire!

1. Mystery Machine 5 <b>\$1574</b>			
Transport			
34: 1 2 3//35: 5 6 6			
Hold1	Hold2	Hold3	Hull
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Finest Dust 4a/\$50	Shield (\$60)
Cholos \$200	Cobble Port \$200	Eeepeep \$100	RELIC Jump Start \$120
Shuttlestop \$200	Minion \$200	Bypass \$200	Zum \$200
Wet Landing \$200	Whale Port \$200		

2. Not for Hire <b>\$848</b>		
Needle		
33: 1 6//34: 3 4//35: 5 6 (use 1*3)		
Hold1	Hold2	Hull
Visible Holes 4c/\$170		RELIC Mulligan Gear \$120
Ice Station \$200	Qossuth \$200	Shield (\$60)
Rumble Port \$200	Goliath \$200	
Wollow \$100	Jewelport \$200	

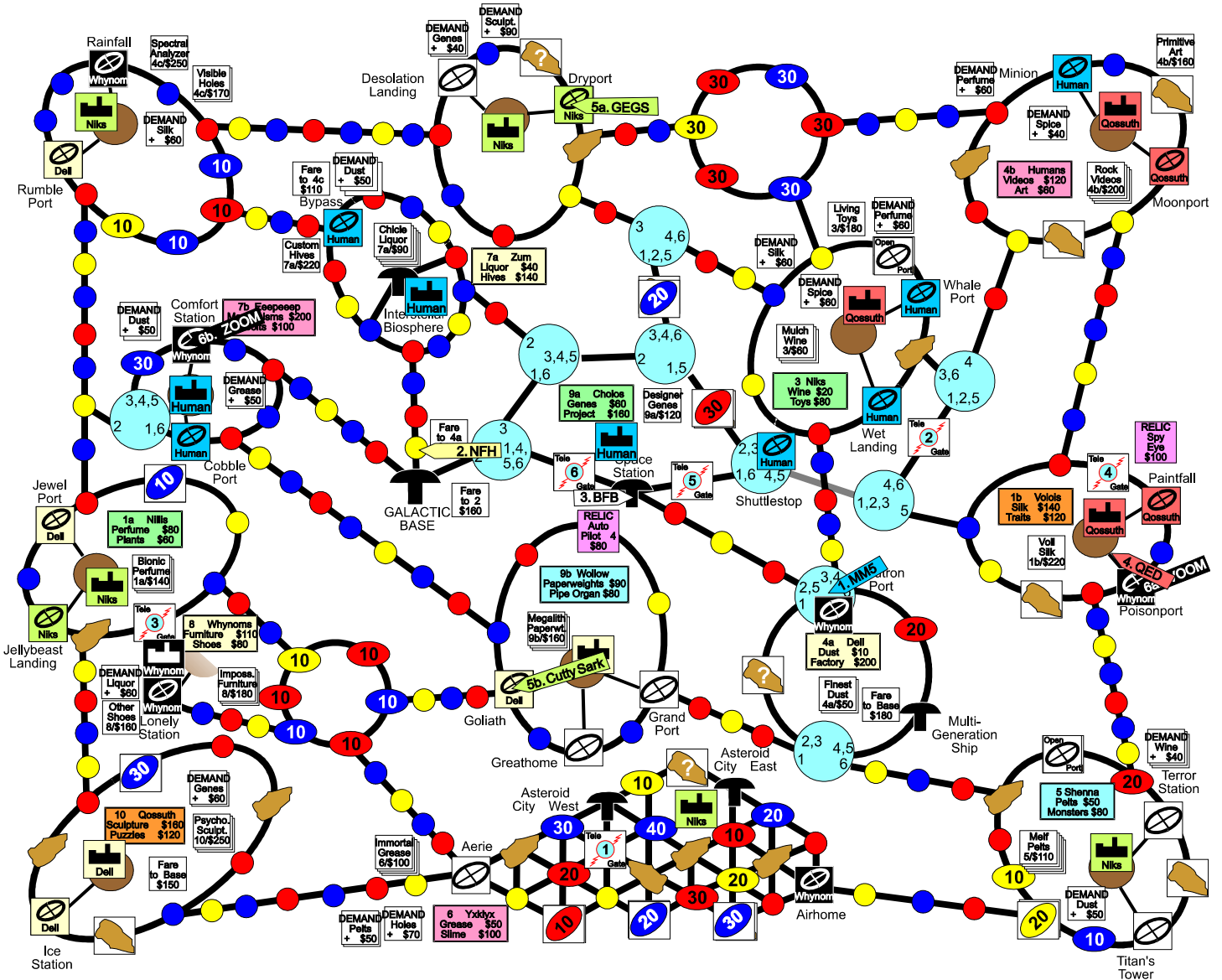
3. Bender's Freedom Brigade <b>\$990</b>			
Transport			
33: 1 1 2 // 34: 1 1 1			
Hold1	Hold2	Hold3	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120	Bionic Perfume 1a/\$140	Te \$80
			RELIC Switch Switch \$100

4. Qossuth Entrepreneur Division <b>\$770</b>				
Scow				
33: 2 2 2 3//34: 3 4 6 6 (use 2)				
Hold1	Hold2	Hold3	Hold4	Hull
Voll Silk 1b/\$220	Voll Silk 1b/\$220	Canned Traits 1b/\$240	Comb. Dive (\$300)	Aa \$60
Paintfall \$200				RELIC Spy Eye \$100
Niks \$200	Voiois \$200	Moonport \$200	Human \$100	RELIC Gate Lock \$100
				Shield (\$60)

5b. Cutty Sark		
Clipper		
33: 4 4 5 6//34: 1 4 5 6		
Hold1	Hold2	Hull
Megalith Paperwt. 9b/\$160	Portable Organ. 9b/\$160	Shield (\$60)

5a. Ganymede Enterprises Going South <b>\$1500</b>			
Freighter			
33: 4 6 //34: 1 1			
Hold1	Hold2	Hold3	Hull
Space Spice 2/\$80	Space Spice 2/\$80	Red Dye (\$120)	Shield (\$60)
Hold4	Hold5		
Space Spice 2/\$80	Glorious Junk 2/\$200		
Shenna \$100	Yxklyx \$200	Jellybeast Landing \$200	
Nills \$100	Dryport \$200	Graw \$200	Wraiths \$200





6a. VOOM					\$1528
Merchantman					
33: 4 5 6//34: 2 3 3 (use 2)					
Hold1	Hold2	Hold3	Hold4	Hull	
Voll Silk 1b/\$220	Voll Silk 1b/\$220	Voll Silk 1b/\$220	Red Dye (\$120)	RELIC Yellow Drive \$80	
Airhome \$200	Neutron Port \$200	Whynom \$100	Fare to 5 \$110		
Lonely Station \$200	Rainfall \$200	Poisonport \$200			
Comfort Station \$200					

6b. ZOOM		
Clipper		
33: 1 3 3 3//34: 2 6 6 6		
Hold1	Hold2	Hull
	Fare to Base \$110	Shield (\$60)

Current status:

- 1a (Nillis): 3 Bionic Perfume
- 1b (Volois): 1 Voll Silk, Spy Eye Relic
- 2 (Graw): 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90)
- 3 (Niks): 1 Demand for Space Spice (+\$60), 3 Mulch Wine, 1 Demand for Voll Silk (+\$60), Living Toys, 2 Demand for Bionic Perfume (+\$60)
- 4a (Dell): 2 Finest Dust, Fare to Base (\$180)
- 4b (Humans): Demand for Bionic Perfume (+\$60), 4 Rock Videos, 1 Demand for Space Spice (+\$40), Primitive Art
- 4c (Wraiths): Demand for Voll Silk (+\$60), 2 Visible Holes, Spectral Analyzer
- 5 (Shenna): 3 Demand for Mulch Wine (+\$40), 5 Melf Pelts, Demand for Finest Dust (+\$50)
- 6 (Yxklyx): Demand for Visible Holes (+\$70), Demand for Melf Pelts (\$50), 4 Immortal Grease
- 7a (Zum): 5 Chicle Liquor, 3 Demand for Finest Dust (+\$50), Fare to 4c (\$110), Custom Hives
- 7b (Eeeppeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)
- 8 (Whynom): 3 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes

**9a (Chola):** 1 Designer Genes

**9b (Wollow):** 3 Megalith Paperweight

**10 (Qossuth):** 2 Demand for Designer Genes (+\$60), 3 Psychotic Sculpture, Fare

to Base (\$150)

**Base:** Fare to 2 (\$160), Fare to 4a (\$140)

## Basset

### End of Game Statements

**Eric Brosius:** This was the closest postal Outpost game I've ever played, measured turn by turn throughout the game. Lowreyville and I both drew good first-turn cards and were able to buy Water Factories and population counters, putting us ahead of the rest of the field, and we were close for the rest of the way.

I drew awful cards on Turn 3 (three Water cards and an Ore card adding up to 16,) which just about wiped out my first-turn good luck, but somehow Michael and I kept buying similar things. I bought a Heavy Equipment followed by a Nodule; he bought a Nodule followed by a Heavy Equipment. On Turn 10 I bought an Ecoplants, a Titanium Factory and 3 pops, while he bought an Outpost. Then on Turn 11, I bought an Outpost while he bought an Ecoplants, a Titanium Factory and 2 pops. The main difference in our games was that I bought three Orbital Labs during the game while he bought a single Scientists and parlayed the research cards into several New Chemicals Factories.

Late in the game, our strategies diverged a bit, with Michael spending most of his cards each turn while I tried to save a little extra to get an unopposed shot at a Moon Base, but neither of us could open up much of a gap. After Turn 10, I was up 25-21 on the strength of my Ecoplants purchase, but on Turn 11 he bought his own Ecoplants to close the gap to 31-29. On Turn 12, his NCF purchase made up

another VP, leaving the score 32-31. On Turn 13, I thought Lowreyville, LGM and I would be fighting for 2 Space Stations, but to my surprise, LGM didn't appear to bid for a Space Station and Lowreyville got one cheap, causing me to worry even though I was still up by 41-40.

Sure enough, he got a NCF and populated 3 other idle factories on Turn 14 while I had to settle for an OL (hand space was starting to pinch,) putting him up 47-44. I clawed back 2 VP in Turn 15 by populating my own idle factories, leaving the score 67-66. I knew we'd both be able to buy a Moon Base in Turn 16, so it would all hinge on whether I could save enough cards after buying a Moon Base to buy and man some OrFs for extra VP. I made it with just one VP to spare.

I really enjoy Outpost (I'm on track to play 20 games face-to-face this year in commemoration of the game's 20th anniversary,) but it's also fun postally, since you have a chance to think your orders over more carefully (and estimate how much your opponents' cards are worth.) Thanks to Chris for running these games.

**Andy Lewis:** What can I say but thanks to Chris and congrats to Eric. I stink!

**Andy York:** Congrats to Eric, close run thing for first place. I just couldn't get going this time..... Thanks to Chris for his usual great GMing job!

## Hunter

**Turn 14, Phases IV – VI, Turn 15, Phases I - III**

**Turn 15, Phases IV – VI, Turn 16 Phases I - III, 10/4 Tuesday**

**Turn 14**

### Operations

**Red** (Nichols) refuses claim #69, operates claim #63 (\$50, 3 lumber), #31 (\$80, 2 gold). Delivers 1 lumber from Lumberton to Pueblo for \$200, and 7 gold from Cripple Creek to Pueblo for \$1750. Collects \$130 in passenger revenue.

**Orange** (Hooton) delivers 8 silver from Ouray to Denver for \$3200. Collects \$400 in passenger revenue. Hires a second prospector for \$400.

**Green** (Longdin) operates #109 (\$20, 1 copper), #117 (\$50, 4 lumber), #66 (\$30, 2 lumber), delivers 9 copper from Lordsburg to El Paso for \$2520. Collects \$200 in passenger revenue.

**Brown** (Partridge) operates #76 (\$20, 3 coal), #36 (\$50, 2 silver), #75 (\$20, 3 coal), #67 (\$30, 5 coal), #72 (\$30, depletes), #78 (\$40, 3 coal), #54 (\$40, 2 lumber), delivers 4 silver from Eureka to Salt Lake City for \$2000 and 1 coal from Emery to Salt Lake City for \$100. Gains \$410 in passenger revenue. Buys a 24 train for \$200.

**Blue** (Scharf) operates #86 (\$20, 4 coal), #42 (\$40, 2 silver), #43 (\$50, 1 silver), #28 (\$60, 4 gold).

**Aqua** (Brosius) operates #119 (\$40, 3 coal), #58 (\$40, 2 lumber), #122 (\$20, 4 coal), #114 (\$30, depletes), delivers 4 lumber from Dolores to Santa Fe for \$640 and 2 coal from Farmington to Santa Fe for \$200. Collects \$590 in passenger revenue.

### Determine Price Changes

Gold: -2 to \$200

Copper: -4 to \$160

Silver: -4 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	+1 to \$300	Remains at \$200	-2 to \$100	+1 to \$160
Coal:	+1 to \$140	Remains at \$100	Remains at \$80	Remains at \$100	Remains at \$140

**Turn 15**

### Move Prospectors and Surveyors

**Red** (Nichols) surveys Taos to Elizabethtown and Montecello to Moab, prospects #89 and #97.

**Orange** (Hooton) surveys Cisco to Green River and Orestod to Hot Sulphur Springs (with S+2), prospects #38 and passenger line 10.

**Green** (Longdin) surveys Torraine to Vaughn, prospects the deck.

**Brown** (Partridge) surveys Price to Hiawatha and Orestod to Hot Sulphur Springs, prospects #74 and #56.

**Blue** (Scharf) prospects #89, no surveying.

**Aqua** (Brosius) surveys Butte Junction to Rincon and Gallup to Thoreau, prospects the deck.

### Dispute Resolution

Green draws claim #82 (coal at Crested Butte) and has first right of refusal. Aqua draws claim #103 (silver at Hilsboro) and has first right of refusal. Red and Blue have a dispute over claim #89. Red: 9+3; Blue: 8+3+2. Blue wins. Orange and Brown have a dispute over the Orestod to Hot Sulphur Springs line. Orange: 12+2; Brown: 4. Orange wins. Red spends \$480, Orange spends \$550, Green spends \$80, Brown spends \$200, Blue spends \$60, and Aqua spends \$240.



*The Players*

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$3,060	9, 15		S+1, S, P, P
Dave Hooton	Orange	Denver	\$3,750	9, 24	+2	S+2, S, P, P
Michael Longdin	Green	El Paso	\$8,800	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$5,235	9, 24, 24		S, S, P+1, P
Bill Scharf	Blue	Pueblo	\$3,260	9, 15, 24		S+1, S, P+2
Eric Brosius	Aqua	Santa Fe	\$1,760	9, 15, 24	+3	S, S, P+1

*Purchased Claims*

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	9	\$50
31	Cripple Creek	Red	Gold	1	\$80
97	Elizabethtown	Red	Gold	N	\$40
38	Aspen	Orange	Silver	N	\$40
108	Lordsburg	Green	Copper	2	Depleted
107	Santa Rita	Green	Copper	6	Depleted
109	Pinos Altos	Green	Copper	10	\$20
117	Cloudcroft	Green	Lumber	8	\$50
66	Vallecitos	Green	Lumber	2	\$30
25	Bingham	Brown	Gold	6	Depleted
68	Scofield	Brown	Coal	1	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	9	\$20
36	Eureka	Brown	Silver	0	\$50
75	Rangely	Brown	Coal	10	\$20
67	Coalville	Brown	Coal	8	\$30
72	Emery	Brown	Coal	3	Depleted
78	Bowie	Brown	Coal	3	\$40
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	N	\$20
56	Hot Sulphur Springs	Brown	Lumber	N	\$30
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	8	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	3	\$40
43	Leadville	Blue	Silver	3	\$50
28	Leadville	Blue	Gold	4	\$60
89	Walsenburg	Blue	Coal	N	\$30
106	Cuba	Aqua	Copper	1	Depleted
119	Farmington	Aqua	Coal	11	\$40
58	Dolores	Aqua	Lumber	2	\$40
122	Lee Ranch West	Aqua	Coal	9	\$20
114	McGaffey	Aqua	Lumber	2	Depleted

*Purchased Passenger Lines*

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

*Available Trains*

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	2	\$200
42	8	320
72	8	\$500

#	Type	Route	Payoff	Owner	Notes
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
9	B	Denver – Leadville	\$120	Orange	
8	A	Denver – Leadville	\$260	Orange	1
10	B	Denver – Aspen	\$130	Orange	
4	A	El Paso – Deming	\$60	Green	
13	B	El Paso – Santa Fe	\$140	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	2
11	B	Salt Lake City – Grand Jct.	\$140	Brown	3
6	A	Santa Fe – Albuquerque	\$90	Aqua	
18	C	Gallup – Santa Rosa	\$500	Aqua	

<sup>1</sup> Discard after 4 Leadville depletions

<sup>2</sup> Discard when 22 is taken. Good for \$250 toward card 22.

<sup>3</sup> Discard when 20 is taken. Good for \$140 toward card 20 or 21.

*Available Claims*

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
73	Hiawatha	Coal	\$60	\$20
69	Scofield	Coal	\$40	\$30
45	Westcliffe	Silver	\$120	\$30
37	Eureka	Silver	\$60	\$40
83	Durango	Coal	\$80	\$20
82	<i>Crested Butte</i>	<i>Coal</i>	<i>\$60</i>	<i>\$20</i>
103	<i>Hillsboro</i>	<i>Silver</i>	<i>\$60</i>	<i>\$30</i>

Claims in italics are under first right of refusal.

*Available Passenger Lines*

#	Type	Route	Payoff	Cost	Notes
14	B	El Paso – Albuquerque	\$220	\$405	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
20	C	Salt Lake City – Pueblo	\$600	\$930	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
12	B	Pueblo – Grand Jct.	\$150	\$310	4
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

<sup>4</sup> Discard when 20 is taken. Good for \$150 toward card 20 or 21.

*Available Snowplows*

Type	# Available	Cost
Die +2	2	\$40
Die +3	3	\$80
Die +4	5	\$140
Die +5	6	\$200

**Dogbreath****Epoch IV Arabs and Khmers, Epoch V Empire Selection and Franks  
Epoch V Vikings Holy Roman Empire, and Chola, 10/4 Tuesday****Epoch IV**

**Arachnids** (Bolduc) ARABS. Plays Engineering and Fanaticism. Army and Capital Arabian Peninsula, army Nile Delta (vs. Carthagina; A: 6, 3; C: 1; wins), Nubia (vs. Carthagina; A: 4, 3; C: 6; loses), Nubia (vs. Carthagina; A: 5, 4; C: 3; wins, F Red Sea unsupported), Libya (vs. Carthagina; A: 3, 2; C: 1; wins), Shatts Plateau (vs. Byzantines; A: 5, 3; B: 4; wins, city eliminated), fleet Red Sea, army Palestine (vs. Jews; A: 6, 4; J: 6+1; loses), Palestine (vs. Jews; A: 4, 4; J: 2+1; wins, city eliminated), Levant (vs. Romans; A: 4, 4; R: 6; loses), Levant (vs. Romans; A: 5, 1; R: 1; wins), Upper Tigris (vs. Sassanids; A: 6, 2; S: 4; wins), Middle Tigris (vs. Romans; A: 3, 3; R: 1; A: 5, 4; R: 2; wins), Lower Tigris (vs.

Macedonians; A: 6, 1; M: 4; wins, city eliminated), Southern Iberia (vs. Carthagina; A: 3, 2; C: 4, 2; loses), Southern Iberia (vs. Carthagina; A: 6, 4; C: 4, 4; wins), Zagros (vs. Huns; A: 6, 5; H: 4, 2; wins), Persian Salt Desert (vs. Macedonians; A: 5, 1; M: 1; wins), fort Southern Iberia, Lower Tigris. Builds Monuments Arabian Peninsula, Southern Iberia. Points: Control of North Africa (6), Dominance of Middle East (6), Presence in Southern Europe (3) and Southeast Asia (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 7 Monuments (7) for 28 points. KHMERS are absent.

**Epoch V Empire Selection**

**Great Explorers Grabbing Samples** (Geggus) gives to Royal Manticoran Historical Society

**Marching Through the Ages** (Lewis) keeps

**The Questioner** (Partridge) keeps

**Time Traveler** (Anderson) keeps

**Arachnids** (Bolduc) keeps

**Royal Manticoran Historical Society** (Wilson) gives to Great Explorers Grabbing Samples

**Epoch V**

FRANKS are absent.

**Players**

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Great Explorers Grabbing Samples (yellow)	32	78
Andy Lewis	Marching Through the Ages (red)	33	68
Dave Partridge	The Questioner (green)	39	77
Dave Anderson	Time Traveler (orange)	39	76
Paul Bolduc	Arachnids (blue)	40	80
Kevin Wilson	Royal Manticoran Historical Society (purple)	48	107

**Positions**

**Arachnids:** Fleet Red Sea. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Armies Sumatra, Mekong. ARABS: Army, Monument, and Capital Arabian Peninsula, army, fort, and Monument Southern Iberia, army and Monument Shatts Plateau, Nile Delta, Upper Tigris, Middle Tigris, Zagros, army and fort Lower Tigris, armies Persian Salt Desert, Levant, Palestine, Libya.

**Time Traveler:** MACEDONIANS: Army and city Lower Indus, army Western Ghats. KINGDOM: Army, city, fort Malayan Peninsula. HUNS: Army and Monument Tarim Basin, Central Europe, armies Eastern Steppe, Western Steppe, Dniepr, Caucasus, Baltic Seaboard, Lower Rhein, Northern Gaul.

**Marching Through the Ages:** Fleets Black Sea, Western Mediterranean. SASSANIDS: Army, city, and Monument Great Plain of China, army Wei River. BYZANTINES: Army and Capital Balkans, army and Monument Southern Appenines, armies Northern Appenines, Dalmatia, Danubia, Western Anatolia, Eastern Anatolia.

**Royal Manticoran Historical Society:** Fleet Eastern Mediterranean. MAYANS: Two armies and Capital Central America. ROMANS: Army, city, and Monument Crete, two armies and Monument Ganges Delta, army and Monument Albion, armies Central Massif, Ganges Plain.

**The Questioner:** Fleets South China Sea, Bay of Bengal. PERSIA: Army Eastern Ghats. HAN DYNASTY: Armies Yellow River, Yangtse Kian, Chekiang, Si-Kyang, Szechuan, Irrawaddy. GUPTAS: Army and Monument Persian Plateau, armies Western Deccan, Upper Indus, Hindu Kush, Turanian Plain.

**Great Explorers Grabbing Samples:** SCOTTS: Army, city, and fort Highlands. REBELLION: Army, city, and Monument Eastern Deccan. GOTHS: Army and Monument Morea, army Pindus.

**Epoch V Empire****Event Cards****Plantation Dog****Turn 11****Turn 12, 10/4 Tuesday**

**Paul** NMRs and selects a Prospector, collecting 4 doubloons.

**Chris** selects the Captain and ships 2 tobacco on Ship 3 for 3 VP, Richard ships 1 indigo on Ship 1 for 2 VP (Ship 1 sails), Andy Y. cannot ship, Andy L. cannot ship, Paul cannot ship, Chris ships 2 indigo via his Wharf for 2 VP, and Richard ships 1 coffee on Ship 2 for 2 VP (Ship 2 sails). Paul discards 2 indigo, Chris discards 1 corn, Richard discards 1 coffee and 2 corn, and Andy L. discards 3 corn.

**Richard** selects the Trader, and trades coffee for 6 doubloons, Andy Y. trades corn for 0 doubloons, and Andy L. trades indigo for 1 doubloon.

**Andy Y.** selects the Builder, and builds Tobacco Storage (4 doubloons plus Builder bonus), Andy L. passes, Paul passes, Chris builds a Guild Hall (7 doubloons, 1 Quarry, and 1 Sugar and 1 colonist from the Indigo Plant using the Black Market), and Richard builds a Small Wharf (4 doubloons plus 2 Quarries).

Andy L. selects the Settler, gains 2 doubloons, takes the last Quarry, Paul passes, Chris takes a sugar plantation, Richard takes a corn plantation, and Andy Y. takes a tobacco plantation.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Paul Bolduc	Prospector	<b>Indigo, Indigo, Quarry, Quarry, Quarry, Coffee, Sugar</b>	Connection Hut, <b>Indigo Plant (2), Small Sugar Mill, Church, Large Market, Tobacco Storage (1)</b>		8	1 Sugar	6
<b>Chris Geggus</b>	Captain	<b>Indigo, Quarry, Tobacco, Corn, Sugar, Indigo, Tobacco, Sugar</b>	<b>Indigo Plant (1), Aqueduct, Black Market, Tobacco Storage (2), Small Sugar Mill, Factory, Wharf, Sugar Mill, Guild Hall</b>		1		14
Richard Weiss	Trader	<b>Indigo, Coffee, Quarry, Corn, Quarry, Coffee, Corn, Corn</b>	<b>Small Market, Coffee Roaster (2), Small Indigo Plant, Harbour, Small Sugar Mill, Small Wharf</b>	3	10		13
Andy York	Builder	<b>Corn, Sugar, Sugar, Tobacco, Sugar, Sugar, Sugar, Tobacco</b>	<b>Sugar Mill (3), Small Sugar Mill, Small Indigo Plant, Small Warehouse, Tobacco Storage</b>	2		8 Sugar	21
Andy Lewis	Settler	<b>Corn, Coffee, Coffee, Indigo, Corn, Quarry, Corn, Corn, Sugar, Sugar, Quarry</b>	Hacienda, <b>Storehouse, Coffee Roaster (2), Small Indigo Plant, Trading Post</b>		7	3 Corn	20

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.

Notes

Paul Bolduc has NMRed. **Will Brad Martin please submit standby orders!**

Available Items

**Colonists:** Supply: 14      Colonist Ship: 10      **Trading House:**      **Victory Points:** 48  
**Cargo Ships:** Ship 1 (capacity 6):      Ship 2 (capacity 7):      Ship 3 (capacity 8): 2 Tobacco

Commodities

**Corn:** 7      **Indigo:** 11      **Sugar:** 1      **Tobacco:** 7      **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP)	Indigo Plant (3d, 2VP)	Coffee Roaster (6d, 3VP)	Residence (10d, 4VP)
	Sugar Mill (4d, 2VP)	Lighthouse (7d, 3VP)	Fortress (10d, 4VP)
	Hospice (4d, 2VP)	University (8d, 3VP)	Customs House (10d, 4VP)
	Guesthouse (4d, 2VP)	Library (8d, 3VP)	City Hall (10d, 4VP)
	Office (5d, 2VP)	Specialty Factory (8d, 3VP)	Cloister (10d, 4VP)
Forest House (2d, 1VP)	Large Warehouse (6d, 2VP)	Union Hall (9d, 3VP)	Statue (10d, 8VP)

Roles

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

Plantations

Forest (x12), Indigo, Coffee, Indigo, Indigo, Coffee, Corn

Discard Pile:

**Rottweiler****Gamestart**

**Turn 1a, 10/4 Tuesday**

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	1	\$15	0	5	14	5	
Richard Weiss	2	\$15	0	5	14	5	
Eric Brosius	3	\$15	0	5	14	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	5/1	5/1	0	25
Richard Weiss	5/1	5/1	5/1	0	25
Eric Brosius	5/1	5/1	5/1	0	25

Available Cards

Set 1	Set 2	Set 3	Set 4
Hiring/Firing	Advisor	Order	Waste Disposal
Waste Removal	Innovation	Bribery	Raw Materials
Waste Disposal	Waste Disposal	Innovation	Growth

The Accident card was drawn to no effect. The deck will be reshuffled before the card draw of turn 1b.

Discards

Accident                      Waste Removal                      Order                      Raw Materials

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**Pedagogy**

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Recently, the Kepler satellite has demonstrated that quite a few planets exist out there. However, we are still not able to detect and confirm the real goal of exoplanet searches – finding an Earth-like world. Proposed missions like the Terrestrial Planet Finder would provide such a means, by directly imaging such planets and being able to take spectra of their atmospheres to determine their composition. However, we need to know what to look for in order to properly interpret the results, since the Earth itself has changed considerably during its 4.5 billion year history. Looking back at Earth's past can help provide insight into what to look for.

The earliest of Earth's geologic eras is called the Hadean. It lasted from Earth's initial formation 4.56 billion years ago to about 3.8 billion years ago. This was a turbulent time in Earth's history, marked by near constant bombardment from interplanetary debris, not least of which was the impact of a Mars-sized object that resulted in the creation of our moon. During this time, Earth's atmosphere was composed of nitrogen, carbon monoxide, and water vapor. There was a high degree of volcanism, and thus the Earth was more intrinsically hot than it is now, despite the fact that the luminosity of the sun was only about 70% of what it is today. The Earth gradually cooled to the point where the first oceans appeared about 4.2 billion years ago. This would have resulted in increased albedo (reflectivity) and thus made the Earth brighter at visible wavelengths. There is some evidence that at about 3.9 billion years ago, Jupiter and Saturn passed through a 2:1 orbital resonance, resulting in a disruption of the orbits of comets and asteroids, triggering what is referred to as the Late Heavy Bombardment.

The next era, the Archean, starts with the advent of primitive life 3.8 billion years ago, and ending at 2.5 billion years ago. Early life would have used molecular hydrogen for energy, which would have been rapidly depleted from the atmosphere and oceans. As a result of the loss of this easy energy supply, early photosynthesis developed. This type of photosynthesis used molecular hydrogen, hydrogen sulphide, and ferrous (Fe<sup>+2</sup>) iron to produce carbohydrates. Other types of micro-organisms produced methane, a powerful greenhouse gas. This helped keep the Earth warm during this time when the sun's luminosity was only 75% to 85% of its current value. The Earth's atmosphere was composed of nitrogen, carbon dioxide, methane, and water vapor. As the percentage of methane increased to about 10% the concentration of carbon dioxide, an organic haze developed, much like that which we see currently on Titan. Toward the end of this era (2.7 billion years ago), a new type of photosynthesis developed, which yielded

**Game Review: Race for the Galaxy**

Race for the Galaxy is a card-based game, originally inspired when the creator of Puerto Rico attempted to create a card-based game based on it. The result is a fun, playable game for 2-4 players that has some superficial similarities to Puerto Rico, but is its own entity.

Each Round of Race for the Galaxy has five potential phases. Before each round, each player secretly selects which phases he wants to play and the selections are simultaneously revealed. If more than one player selects the same phase, it is still played only once. If you select a phase, you receive a bonus, which depends on

oxygen as a byproduct. This changed everything, since oxygen can deliver considerably more energy than the mechanisms in place at the time. However, for organisms that were not used to dealing with such an energetic gas, it was highly toxic. Initially, concentrations were kept down by reactions with rocks and dissolved minerals such as Fe<sup>+2</sup>.

The Prozoic Era begins about 2.5 billion years ago when mineral reactions were unable to keep the oxygen concentration in the atmosphere low. A particular trigger was when the concentration in the upper atmosphere grew enough to provide an ozone layer, blocking ultraviolet radiation that was causing the oxygen and methane to react. This period is called the “Great Oxidation” and it significantly reduced the greenhouse effect in the atmosphere. In a way, that was good, since the sun was continuing to heat up, attaining between 85% and 95% of its modern luminosity. Oxygen concentrations would range from 1% to 50% of modern values. However, sometimes, the greenhouse effect was reduced too low. At least three times in the geologic record, we can identify that the Earth went through a “Snowball Earth” phase, when ice caps extended all the way to the equator. During these times, the Earth's atmosphere was composed of primarily nitrogen and carbon dioxide, with the levels of carbon dioxide increasing through volcanism until enough of a greenhouse effect was established to start melting the ice at the equator. When that happened, a runaway greenhouse effect was initiated to top the Earth into a warm phase

Starting about 600 million years ago, life dominates. The sun's luminosity gradually climbs from 95% of its modern value to what we see today. The atmosphere is dominated by nitrogen and oxygen, with measurable amounts of water vapor. Concentrations of methane gradually decline. Distant spectra might catch the signature of chlorophyll or similar photosynthesizing molecules as plant life takes a greater hold over the land. Other planets would be unlikely to develop chlorophyll, but we can estimate the plant signatures for different types of stars and look for those. Detecting intelligent life at a development level similar to our own would be considerably more difficult.

In the future, the sun's luminosity increases by about 10% every billion years. We estimate that in about 1.5 billion years from now, the oceans would evaporate, triggering a runaway greenhouse effect that would render Earth very similar to Venus, with an atmosphere composed almost entirely of nitrogen and carbon dioxide.

Next time, some of the Earth-like exoplanets that we have already found.

the phase selected. Phases are played in a set order.

The game starts with each player being dealt a home world. This constitutes the start of that player's tableau. As the game progresses, each player will add more and more cards to his tableau. Cards come in two general categories: Developments and Worlds. Each card provides certain powers which become operative in one or more phases, so the game evolves as it progresses.

The first phase is Exploration. During this phase, each player draws two cards

from the deck, and can keep one of them. There are two possible bonuses available, depending on which Exploration card you choose. One of them allows you to draw one extra card and keep one extra card, and the other allows you to draw five extra cards (although you can still only keep one).

The second phase is Develop. In this phase, you can play Development cards into your tableau. Developments are designated by having a diamond in their upper left hand corner. The number inside the diamond denotes the cost. In order to play a Development, you have to discard cards from your hand equal to the cost of the Development. The bonus for selecting the Develop phase is a discount of one on the cost of playing Developments.

The third phase is Settle. This is the phase in which you can play worlds to your tableau. Worlds are designated by having a circle in their upper left hand corners and come in two general types. If the circle is black, it is a non-military world. Non-military worlds are played in much the same way as Developments – the number inside the circle is the cost of playing the world, and that cost must be paid by discarding cards from your hand. If the circle is red, it is a military world, and the number in the circle denotes its strength. In order to play a military world, you must have a military value equal to or greater than the strength of the world. If you do, you can play it; you need not discard any cards to do so. Certain Developments and Worlds will add to your military value, which starts at 0. Certain worlds are Windfall Worlds. They are denoted by a halo of color around the circle. When these are placed, you immediately place a card from the deck face down on that world. This represents a good of the type indicated by the color of the halo. Novelties are blue, rare elements are brown, genes are green, and alien technology is yellow. If the color is instead inside the circle, these are Production Worlds, and goods are produced on them in the Production phase. The bonus for

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selecting the Settle phase is that you get to draw a card from the deck after you place a World into your tableau.

The fourth phase is Consume. Certain worlds can produce goods, and certain other worlds come with goods. The goods are denoted by placing a card from the deck face down on the world card. Goods come in four types: novelties, rare elements, genes, and alien technology. During a consume phase, you take goods that you have on your worlds, and you can exchange them for cards and/or victory point markers. Whether you can do so depends on whether any of the cards in your tableau have Consume actions. If they do, you have to use as many as you can, but you can decide on the order in which you do so. There are two possible bonuses for selecting the Consume phase. The first is the Trade bonus. When selected, it allows you to discard one goods card and collect cards from your hand based on the type: 2 for novelties, 3 for rare elements, 4 for genes, and 5 for alien technology. Only those players who selected the Trade action can do this, and it takes place before the regular Consume action. The second bonus allows you to double the number of victory point markers you collect.

The fifth and final phase is Produce. It allows you to place a good on all of your production worlds. Some cards also allow you to draw cards during this phase, or allow you to produce on Windfall Worlds, which you normally can't produce on. The bonus for selecting this phase is that you can produce on one Windfall World.

At the end of each round, you must discard any cards you have in excess of 10. The game ends when one of two things happens. Either one or more players has 12 or more cards in his tableau, or the stock of victory point markers is exhausted. You have 12 points worth of markers for each player in the game.

Race for the Galaxy is published by Rio Grande Games and retails for about \$35.



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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

Open call for Old Man in Frontier Dog  
Cary Nichols for Not for Hire in Procyon  
Brad Martin for Paul Bolduc in Plantation Dog