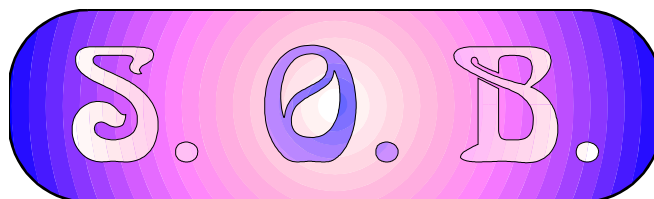


Number 175

December, 2011



Notes from Hades

I had a brief trip earlier this month, to Bethesda, Maryland. It was to attend the Integrated Project Management Conference, an annual event hosted by the National Defense Industry Association. The main reason to go there is linked to all of the travel I have been doing over the last several years. That travel has been aimed at establishing a standard to exchange project management information like cost and schedule via XML. We have created that standard through UN/CEFACT, and have been working hard with software vendors to get them to implement it, and within the Department of Defense to get its use required in policy. At the conference, we saw both of those efforts come to fruition. The week before, the office within DoD that is in charge of these things issued a draft document that required electronic submission of the data be in our XML format. In addition, at the conference, we oversaw the presentation by five software vendors pledging or demonstrating support for the standard. The upshot of this whole effort is the fact that it has the potential of saving huge amounts of money since it will enable to government to detect problems in contracts with the big defense companies earlier in the process, and hopefully prevent the massive cost overruns that are oh so common in defense contracting.

This issue sees the completion of two games. The first is the Merchant of Venus game Procyon, where Chris Geggus finally won a Merchant of Venus game in *S.O.B.* after several attempts. Congratulations to Chris on his victory. The second game was the Puerto Rico game Plantation Dog, where Chris was able to win as well. Congratulations again.

With the completion of those two games, that opens up space for two more. Those will be Purebred (Machiavelli) and Golden Retriever (Seafarers of Catan).

The next deadline is **Tuesday, December 27 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(\$), Bogislaw von Scheonfeldt(\$). Will take up to 1 more and **starts next issue with everyone who has paid.**

Golden Retriever. Seafarers of Catan. Have Chris Geggus(\$), Dave Hooton(\$), Mike Scott, Bill Scharf(\$), Kevin Wilson(\$). Will take up to 1 more and **starts next issue with everyone who has paid.**

Pick of the Litter. Silverton. Have Dave Hooton, will take up to 5 more.

Russian Wolfhound. Kremlin. Have Mike Scott, Bob Robles(\$), Bill Scharf(\$), Jack McHugh(\$), Chris Geggus(\$). Will take 1 more.

Dog Show. Outpost. Have Eric Brosius(\$), Andy York(\$), Andy Lewis(\$), Dave Hooton(\$), Bill Scharf(\$), Kevin Wilson(\$), Dave Hood(\$), Michael Lowrey(\$). **Starts this issue!**

Portuguese Water Dog. Goa. Have Brad Martin(\$), Chris Geggus(\$), Jack McHugh, will take up to 1 more.

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), will take up to 3 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, Jack McHugh will take up to 7 more.

Puerto Rico. 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.

Merchant of Venus. Options to be decided. Have Chris Geggus, will take up to 5 more.

Dune. Will use the Lansraad, Ixians, and Bene Tleilaxu optional powers. Have Chris Geggus, 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

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

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

Barking Up the Wrong Tree

Summer 1260

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline Fall 1260 12/27, Tuesday

A new Duke is named in Milan, and he partially stalls the Venetian assault while sinking an Aragon fleet. The Pope and Florence go at each other.
Barking Up the Wrong Tree

Spring 1260 Retreats

Milan retreats A Tyrolea to Swiss and is eliminated by famine

Orders

ARAGON (Scharf): F Marseilles to PROVENCE, F GULF OF LIONS supports F Sardinia to Corsica, F Ligurian Sea supports F Sardinia to Corsica (cut, DESTROYED), F Sardinia to CORSICA, F TYRRHENIAN SEA supports F Sardinia to Corsica, F PALERMO supports F Tyrrhenian Sea

FLORENCE (Whyte): A LUCCA to PISA, A PIOMBINO supports A LUCCA to PISA
 MILAN (Giovine): A TURIN to SWISS, A COMO to TURIN, F SAVOY supports F Corsica to Ligurian Sea, F GENOA supports F Corsica to Ligurian Sea, F (EM) Corsica to LIGURIAN SEA

PAPACY (Robles): A Bologna to LUCCA, A PISA holds (DISLOADED, retreat Florence, Pistoia, garrison, OTB), A Capua to ROME, F Patrimony to SIENNA, F ROME to PATRIMONY

VENICE (Partridge): A TYROLEA to SWISS, A CARINTHIA to Tyrolea, A MILAN supports A Carinthia to Tyrolea, A CREMONA holds, A PAVIA supports A Montferrat, A MONTFERRAT supports A Pavia, A Mantua to MODENA, F FERRARA holds

Your ducats:

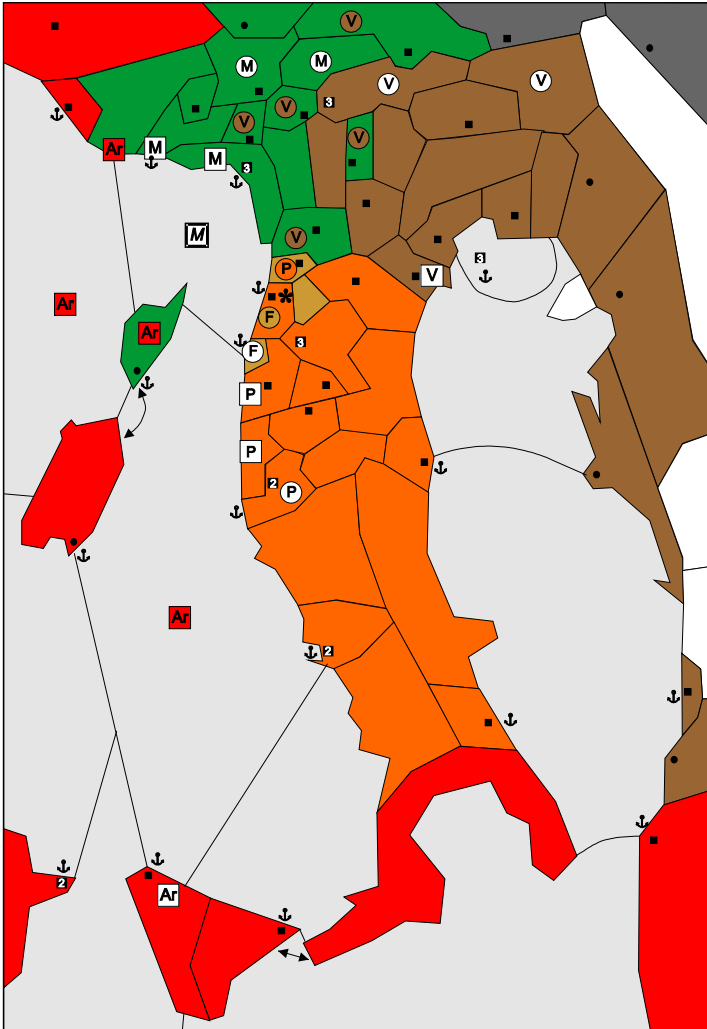
Notes

Pasquale Giovine has taken over Milan.

Press

Milan – All: Morituri te salutant.

Pope – Florence: Sorry, seems like we both got tired of circling one another.



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

Bolognese

Fall 1053

Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory
Deadline for Winter/Spring 1054 12/27 Tuesday

Confusion reigns as Pisa, the Normans, the Byzantines, and the Pope all shift around forces to fend off nonexistent attacks. Meanwhile, the Holy Roman Empire and Venice receive new leaders.

Summer 1053 Retreats

Venice retreats F Upper Adriatic to Friuli

Orders

BYZANTINES □: A BOSNIA supports F Upper Adriatic to Croatia, A ANCONA to Aquila, F Upper Adriatic to CROATIA, F DALMATIA supports F Upper Adriatic to Croatia, F Lower Adriatic to DURAZZO, F Ragusa to ALBANIA

HOLY ROMAN EMPIRE □: A Como to TURIN, A PARMA to PAVIA, A Bergamo to MILAN, A MANTUA holds, A FORNOVA to PAVIA

NORMANS □: A CAPUA holds, A AQUILA to Naples, F NAPLES to Tyrrhenian Sea, F TUNIS supports F Ionian Sea to Central Mediterranean, F Otranto to MESSINA, F Ionian Sea to CENTRAL MEDITERRANEAN

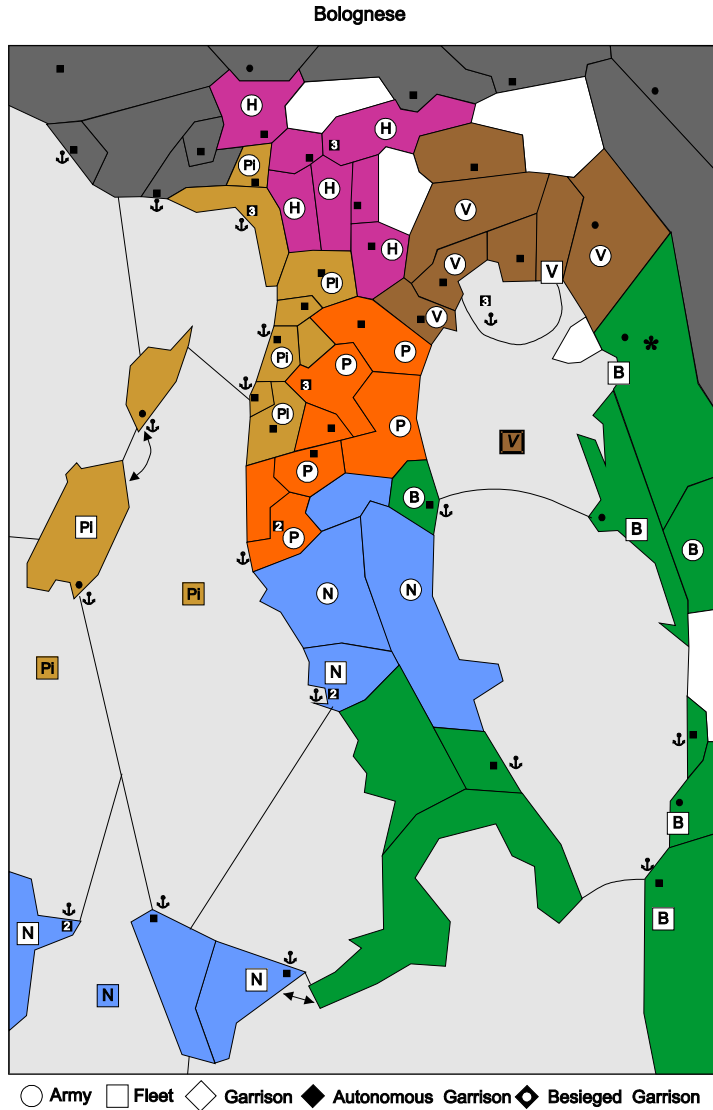
PAPACY □: A BOLOGNA to Mantua, A FLORENCE supports A Arezzo to Urbino, A Arezzo to URBINO, A PERUGIA supports A Rome, A ROME supports A Perugia

PISA □: A MONTFERRAT to Genoa, A MODENA to Genoa, A PISA supports A Sienna, A SIENNA supports A Pisa, F TYRRHENIAN SEA supports A Sienna (cut), F SARDINIA

supports F Tyrrhenian Sea, F WESTERN MEDITERRANEAN
 supports F Tyrrhenian Sea
 A VERONA supports A Ferrara, A PADUA supports A Ferrara, A FERRARA supports A Verona, A CARNIOLA supports A Croatia, A Croatia holds (DISLODGED, retreat Istria, OTB), F FRIULI supports F Venice to Upper Adriatic, F (EM) Venice to UPPER ADRIATIC

VENICE ☐:

Your ducats:



Press

Normans: Doomed I am, Hmmm...

Pisa – Normans: Dear neighbour, sorry but I had fear of your words and of your pact with Byzantines, so moved south to defend myself and gave the same suggestion to the Pope; instead you moved away. Hence I did not attack you this time, because I am always persuaded that an alliance with you and the Pope should be very interesting for us. In the case you agree, I will dedicate myself to the Northern menace, HRE, that could become very dangerous, especially if Venice leaves him free to move or abandons the game. Moreover I shall leave TS free, and it should remain so, in this manner I think that also the Pope will be more

S.O.B.

quiet about this agreement.

Pisa – Pope: Please, you should read my previous message to Normans. I think that TS free will be a good incentive for a three-way pact, hoping that Norman also agree.

Pope – Pisa: Sounds like a plan.

Notes

The Holy Roman Empire and Venetian positions have been taken over by standbys.

Spring 1054 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

BYZ	Croatia, Dalmatia, Bosnia, Ragusa, Albania, Durazzo, Ancona, Salerno, Bari, Otranto	10
HRE	Turin, Pavia, Fornova, Parma, Milan, Cremona, Mantua	7
NOR	Spoletto, Capua, Aquila, Naples, Messina, Palermo, Tunis	7
PAP	Bologna, Florence, Urbino, Arezzo, Perugia, Patrimony, Rome	7
PIS	Montferrat, Genoa, Modena, Lucca, Pisa, Pistoia, Piombino, Sienna, Corsica, Sardinia	10
VEN	Trent, Verona, Ferrara, Padua, Treviso, Friuli, Caniola	7

Seas

NOR	Central Mediterranean	1
PIS	Westerners Mediterranean, Tyrrhenian Sea	2
VEN	Upper Adriatic, Venice	2

Cities

BYZ	Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bari	7
HRE	Turin, Pavia, Milan (3), Cremona, Mantua	7
NOR	Naples (2), Messina, Palermo, Tunis (2)	6
PAP	Bologna, Florence (3), Arezzo, Perugia, Rome (2)	8
PIS	Montferrat, Genoa (3), Modena, Lucca, Pisa, Piombino, Sienna, Corsica, Sardinia	11
VEN	Trent, Ferrara, Padua, Treviso, Caniola, Venice (3)	8

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	3	10	0	7	20
HOLY ROMAN EMPIRE:	2	7	0	7	16
NORMANS:	2	7	1	6	16
PAPACY:	3	7	0	8	18
PISA:	2	10	2	11	25
VENICE:	3	7	2	8	20

Game Summary

	1051	1052	1053	1054
Byzantines:	3	4	7	7
Holy Roman Empire:	3	5	5	5
Normans:	1	3	4	4
Papacy:	3	4	5	5
Pisa:	3	5	7	9
Venice:	3	5	7	6

Pateel

Turn 9, Special Influence Declaration Phase
Turn 10, Cure through Health, 12/27 Tuesday

Bolsheviks Born in Calabria declares 1 new and 8 existing IP on Mischief and 1 IP on Satin, and plays Pravda Speaks Out (22). BBC may break all IP ties as long as he maintains control of Satin as Ideology Chief.

The California Connection draws 2 cards and discards Your Agents Are Everywhere (54).

People are Heros declares 2 IP on D

Zapadniye Front declares 1 IP on Wasolin, and draws a card
Karl Marx Fan Club draws 2 cards and must discard 2.

Finlandia declares 2 IP on Putschnik.

Politburo

Office	Politician	Condition	Influence
Party Chief	Antonj Talksallott (J)	74, +	6 (BBC)
KGB Head	Anatol Mischif (I)	69, ++, strong	11+ (BBC)
Foreign	Lech Schukrutoff (B)	83, ++, ?	
Defense	Mikail Strychnin (T)	81, ++	1 (BBC)
Ideology	Oleg Satin (O)	62, +, strong	2 (Fin), 8 (BBC)
Industry	Ulan Putschnik (Y)	62	3 (Fin) , 2 (BBC)
Economy	Victor Wasolin (Z)	60, ?, weak	5 (KMFC) , 1 (ZF)
Sport	Andrej Purgemoff (F)	72	1 (BBC)

Candidates: R (64), P, U, V, W
People: M (66), X (61, ++)
Siberia: L (68), N, D (85, +, 2 (PAH))
Kremlin Wall: A, E, S, K, H, G, C, Q

Intrigue Cards

Notes

Andy Lewis has taken over The California Connection

Players

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

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

Pravda Speaks Out (22) in effect – Satin breaks all influence ties for as long as he remains Ideology Chief and under the control of BBC.

Undeclared Influence

Frontier Dog

End of Game Statements

Chris Geggus (NCO): A steady victory by the Banker. I realised that I had to go all or nothing at the end - hence the suicide run. Still fun. Thanks Chris.
Andy Lewis (Shaggy): I can't believe I got killed so easy. I had you vermin and one lucky shot. Congrats to the chicken, I mean winner. ;-)

Procyon

Turns 35.3 through 35.6

End of Game Statements, 12/27 Tuesday

Turn 35

3rd: Bob Robles (Eeeppeep/Bender's Freedom Brigade) Rolls Used: 2 6 6
Y – R – B – R – B – Y – B – A – Ice Station (p) – Ice Station (s).

Sells Designer Genes for \$120 plus \$120 demand (from the cup: Psychotic Sculpture at 10 and Demand for Genes at 10).

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 6 6
Open Port.

Sells Voll Silk for \$220 (from the cup: Finest Dust at 4a). Sells Canned Traits for \$240 (from the cup: Space Spice at 2). Buys Mulch Wine for \$20.

5th: Chris Geggus (Niks)

Cutty Sark Rolls Used: 2 2 5 6

Jellybeast Landing (p) – B – Jewel Port (p) – R – B – Y – B – R – B – Y – B – R – Rumble Port (p).

Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Immortal Grease at 6 and Melf Pelts at 5). Sells Bionic Perfume for \$140 (from the cup: Immortal Grease at 6). Not for Hire receives \$34 in port commissions.

Ganymede Enterprises Going South Rolls Used: 1 6
B30 – (R30) – B – Y – B – (R) – Minion (p).

Sells Living Toys for \$180 (from the cup: Life Project at 9a). Sells Mulch Wine for \$60 (from the cup: Designer Genes at 9a). Sells Mulch Wine for \$60 (from the cup: Shining Slime at 6). Sells Mulch Wine for \$60 (from the cup: Bionic Perfume at 1a). Mystery Machine 5 receives \$36 in port commissions.

6th: Dave Partridge (Whynoms)

Venus-Orion Oligarch Merchantile) Rolls Used: 3 4

Neutron Port (p) – (Y) – B – (R) – B – (R) – (Y) – B – (Y) – (R) – NC3 – (R) – (Y) – A – Dryport (o).

Buys Destination Landing for \$200. GEGS receives \$20 in port commissions.

ZOOM: Rolls Used: 1 2 3 5

Multi-Generation Ship – R20 – NC2 – R – Y – R – Space Station.

Buys Designer Genes for \$60.

Notes

And with that, Chris has exceeded \$4000 net worth, and with that the victory. The standings are:

Player	Cash	Deeds	Total	Place
Ganymede Enterprises Going South	2986	1200	4186	First
Venus-Orion Oligarch Merchantile	2118	1700	3818	Second
Mystery Machine 5	1833	1700	3533	Third
Qossuth Entrepreneur Division	1520	900	2420	Fourth
Not for Hire	965	1300	2265	Fifth
Bender's Freedom Brigade	1230	0	1230	Sixth

Congratulations to Chris on his victory.

Current status:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 1 Voll Silk, Spy Eye Relic

2 (Graw): 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90), 4 Space Spice, Fare to 10 (\$120)

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

4a (Dell): Demand for Mulch Wine (+\$60), Demand for Bionic Perfume (+\$60), 1 Finest Dust

4b (Humans): Demand for Bionic Perfume (+\$60), 4 Rock Videos, 2 Demand for Space Spice (+\$40), Primitive Art

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

5 (Shenna): 3 Demand for Mulch Wine (+\$40), 6 Melf Pelts, Demand for Finest

Dust (+\$50), Fare to Base (\$140)

6 (Yxklyx): Demand for Melf Pelts (\$50), 3 Immortal Grease, Shining Slime

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

7b (Eeepeep): 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 2 Servo-mechanism, Pedigree Bolts

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

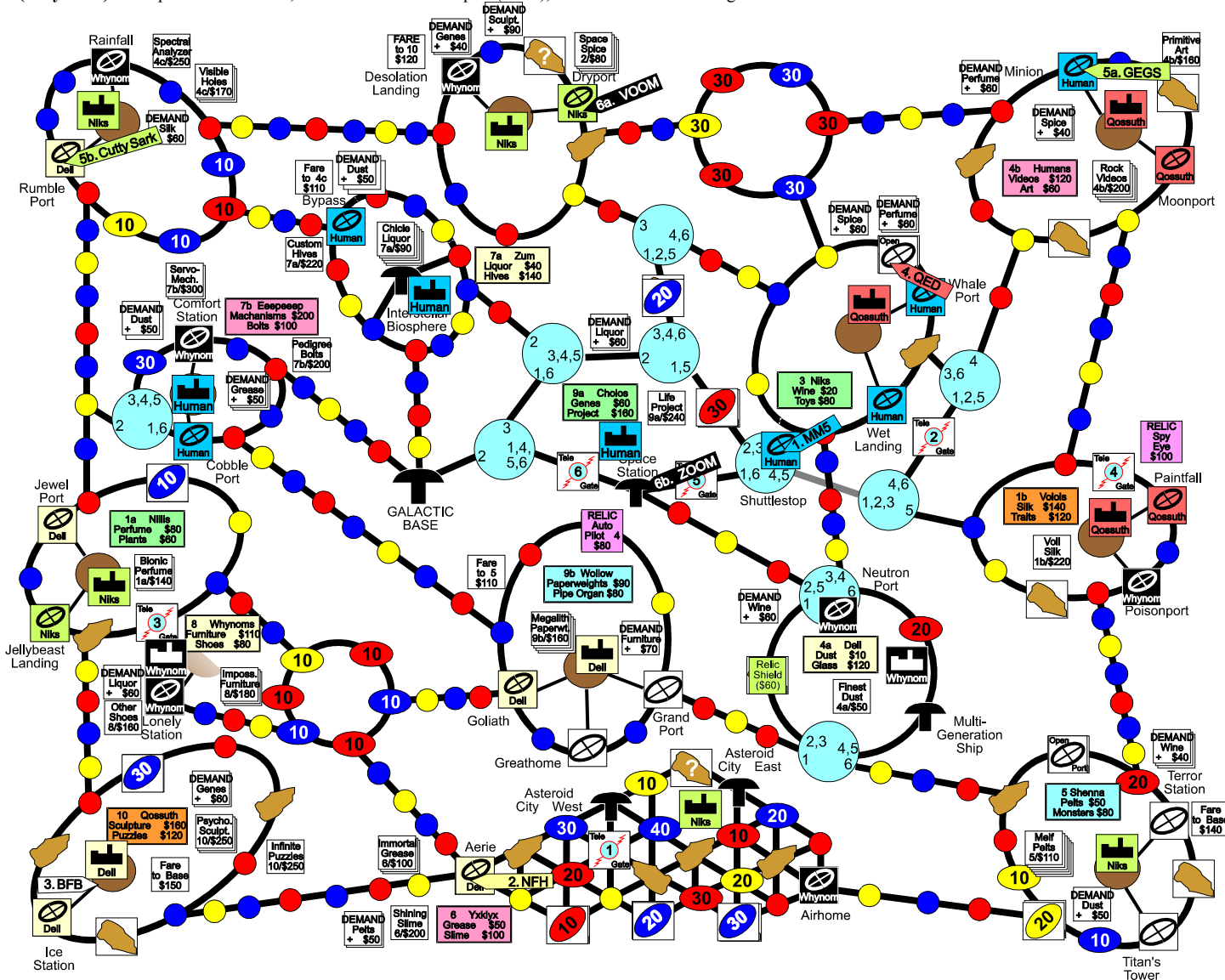
Shoes

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

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

10 (Qossuth): 2 Demand for Designer Genes (+\$60), 3 Psychotic Sculpture, Fare to Base (\$150), Infinite Puzzles

Base: Nothing



1. Mystery Machine 5 Transport \$1833			
Hold1	Hold2	Hold3	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120	Designer Genes 9a/\$120	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 \$965		
Hold1	Hold2	Hull
Immortal Grease 6/\$100		RELIC Mulligan Gear \$120
Ice Station \$200	Qossuth \$200	Shield (\$60)
Rumble Port \$200	Goliath \$200	
Wollow \$100	Jewelport \$200	Aerie \$200

3. Bender's Freedom Brigade \$1230			
Hold1	Hold2	Hold3	Hull
Designer Genes 9a/\$120	Bionic Perfume 1a/\$140		7a \$80
			RELIC Switch \$100

4. Qossuth Entrepreneur Division **\$1520**
Scow

Hold1: Mulch Wine 3/\$60
Hold2: (Empty)
Hold3: (Empty)
Hold4: Comb. Drive (\$300)
Hull: Shield (\$60)

Paintfall \$200

Niks \$200, Volois \$200, Moonport \$200, Human \$100, RELIC Gate Lock \$100

5a. Ganymede Enterprises Going South **\$2986**
Freighter

Hold1: (Empty)
Hold2: (Empty)
Hold3: Red Drive (\$120)
Hull: Shield (\$60)

Hold4: (Empty)
Hold5: (Empty)

Shenna \$100, Yxklyx \$200, Jellybeast Landing \$200, Nillis \$100, Dryport \$200, Graw \$200, Wraiths \$200

5b. Cutty Sark
Clipper

Hold1: (Empty)
Hold2: (Empty)
Hull: Shield (\$60)

6a. VOOM **\$2118**
Merchantman

Hold1: Finest Dust 4a/\$50
Hold2: Finest Dust 4a/\$50
Hold3: Dribble Glass 4a/\$200
Hold4: Red Drive (\$120)
Hull: RELIC Yellow Drive \$80

Airhome \$200, Neutron Port \$200, Whynoms \$100, Dell \$200
Lonely Station \$200, Rainfall \$200, Poisonport \$200
Comfort Station \$200, Desolation Landing \$200

6b. ZOOM
Clipper

Hold1: Designer Genes 9a/\$120
Hold2: Fare to 2 \$160
Hull: Shield (\$60)

Fare to Base \$180

Hunter

Turn 16, Phases IV – VI, Turn 17, Phases I - III
Turn 17, Phases IV – VI, Turn 18 Phases I - III, 12/27 Tuesday
Turn 16

Operations

Red (Nichols) operates #63 (\$50, 2 lumber), #83 (\$20, 4 coal), no deliveries due to snow, receives \$130 in passenger revenues. Buys a 24 train for \$200.

Orange (Hooton) operates #38 (\$40, depletes), #48 (\$40, 2 silver), and #82 (\$20, 3 coal). Receives \$20 in passenger revenue.

Green (Longdin) accepts #124 for \$80, operates #109 (\$20, 2 copper), #117 (\$50, 2 lumber), #66 (\$30, depletes), delivers 4 lumber from Vallecitos to Santa Fe for \$640. Receives \$200 in passenger revenues.

Brown (Partridge) operates #76 (\$20, 2 coal), #36 (\$50, 1 silver), #75 (\$20, 2 coal), #67 (\$30, 3 coal), #78 (\$40, 2 coal), #54 (\$40, 1 lumber), #74 (\$20, 3 coal), #56 (\$30, 3 lumber), #73 (\$20, 3 coal), #37 (\$40, 1 silver), delivers 1 lumber from Steamboat Springs to Salt Lake City for \$300, delivers 10 coal from Rangely to Salt Lake City for \$1000, transfers 3 coal from Rangely to Coalville, gains \$410 in passenger revenues.

Blue (Scharf) operates #86 (\$20, 4 coal), #42 (\$40, 2 silver), #43 (\$50, 2 silver), #89 (\$30, 3 coal), delivers 8 coal from Walsenburg to Denver for \$1120.

Aqua (Brosius) operates #58 (\$40, 2 lumber) and #122 (\$20, 2 coal). Places +3 snowplow on the Blanco to Cuba line (cleared automatically), and delivers 5 coal from Farmington to El Paso for \$700 and 5 lumber from Dolores to Santa Fe for \$800. Receives \$590 in passenger revenue. Hires a prospector for \$400.

Determine Price Changes

Gold: +1 to \$250 Copper: Remains at \$160 Silver: +2 to \$300

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	-4 to \$60	+3 to \$120
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	+1 to \$120	Remains at \$140

Turn 17

Move Prospectors and Surveyors

Red (Nichols) surveys Durango to Silverton and White Rock to Albuquerque, prospects #88 and #59.

Orange (Hooton) surveys Ouray to Telluride and Green River to Sunnyside, prospects #46 and #131.

Green (Longdin) surveys Carrizozo to Socorro, prospects #100.

Brown (Partridge) surveys Walden to Laramie and Price to Sunnyside, prospect #131 and #55.

Blue (Scharf) no surveying, prospects #88.

Aqua (Brosius) surveys Thoreau to Lee Ranch West and Butte Junction to Hillsboro, prospects passenger line 14 and #59

Dispute Resolution

Red and Blue have a dispute over claim #88. Red: 9+1+3; Blue: 10+1+3. Blue wins. Red and Aqua have a dispute over claim #59. Red: 6+3; Aqua: 7+1+3. Aqua wins, prospector becomes +2. Orange and Brown have a dispute over claim #131. Orange: 10+3, Brown: 3+1. Orange wins, prospector becomes +1. Red spends \$360, Orange spends \$540, Green spends \$420, Brown spends \$480, Blue spends \$80, and Aqua spends \$805.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$2,690	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$3,880	9, 24, 42	+2	S+2, S, P+1, P
Michael Longdin	Green	El Paso	\$10,420	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$6,655	9, 24, 24, 72		S, S, P+1, P

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Blue	Pueblo	\$4,720	9, 15, 24		S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$3,035	9, 15, 24, 42	+3	S, S, P+2, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	11	\$50
97	Elizabethtown	Red	Gold	0	\$40
45	Westcliffe	Red	Silver	N	\$30
83	Durango	Red	Coal	4	\$20
47	Ouray	Orange	Silver	8	Depleted
38	Aspen	Orange	Silver	3	Depleted
48	Ouray	Orange	Silver	2	\$40
82	Crested Butte	Orange	Coal	3	\$20
46	Telluride	Orange	Silver	N	\$40
131	Hot Sulphur Springs	Orange	Lumber	N	\$20
108	Lordsburg	Green	Copper	2	Depleted
107	Santa Rita	Green	Copper	6	Depleted
109	Pinos Altos	Green	Copper	13	\$20
117	Cloudcroft	Green	Lumber	3	\$50
124	Magdalena	Green	Coal	N	\$40
100	White Oaks	Green	Gold	N	\$40
25	Bingham	Brown	Gold	6	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	13	\$20
36	Eureka	Brown	Silver	3	\$50
75	Rangely	Brown	Coal	1	\$20
67	Coalville	Brown	Coal	17	\$30
78	Bowie	Brown	Coal	8	\$40
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	7	\$20
56	Hot Sulphur Springs	Brown	Lumber	3	\$30
73	Hiawatha	Brown	Coal	3	\$20
37	Eureka	Brown	Silver	1	\$40
55	Walden	Brown	Lumber	N	\$50
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	7	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	7	\$40
43	Leadville	Blue	Silver	7	\$50
28	Leadville	Blue	Gold	4	Depleted
89	Walsenburg	Blue	Coal	0	\$30
88	Walsenburg	Blue	Coal	N	\$50
106	Cuba	Aqua	Copper	1	Depleted
58	Dolores	Aqua	Lumber	0	\$40
122	Lee Ranch West	Aqua	Coal	14	\$20
114	McGaffey	Aqua	Lumber	2	Depleted

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	1	\$200
42	6	320
72	7	\$500

#	City	Owner	Type	Goods	Operation
103	Hillsboro	Aqua	Silver	N	\$30
59	Dolores	Aqua	Lumber	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	
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	
14	B	El Paso – Albuquerque	\$220	Aqua	

¹ Discard after 4 Leadville depletions² Discard when 22 is taken. Good for \$250 toward card 22.³ Discard when 20 is taken. Good for \$140 toward card 20 or 21.Available Claims

#	City	Type	Claim	Operation
51	Silverton	Silver	\$60	\$30
112	Tyrone	Copper	\$60	\$20
79	Bowie	Coal	\$80	\$40
52	Lake City	Silver	\$100	\$40
98	Pinos Altos	Gold	\$160	\$60
132	Steamboat Springs	Coal	\$80	\$50
77	Craig	Coal	\$40	\$20
125	Capitan	Coal	\$80	\$20

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
24	C	Denver – El Paso	\$1000	\$1,380	
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	

⁴ 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 V Sung Dynasty, Seljuk Turks, and Mongols
Epoch VI Empire Selection, 12/27 Tuesday

Epoch V

Arachnids (York) plays Disaster in Crete (Monument and city destroyed) and Empire Fortifies (forts in Middle Tigris and Nubia). SUNG DYNASTY: Army and Capital Szechuan (Han army retreats to Si-Kyang), Yangtse Kian (vs. T'ang Dynasty; S: 5, 1; T: 5; S: 6, 4; T: 3; wins, Capital reduced to city), Great Plain of China (vs. T'ang Dynasty; S: 5, 3; T: 5; S: 4, 1; T: 5; loses), Great Plain of China (vs. T'ang Dynasty; S: 6, 3; T: 4; wins), Chekiang (vs. T'ang Dynasty; S: 5, 2; T: 5; S: 3, 1; T: 1; wins, fleet South China Sea unsupported), fleet South China Sea, army East Indies, Malayan Peninsula (vs. Malayan Kingdom; S: 4, 4; M: 5+1, 4+1; loses), Malayan Peninsula (vs. Malayan Kingdom; S: 6, 2; M: 5+1, 4+1; S: 6, 3; M: 2+1, 1+1; wins, city eliminated). Builds Monument Szechuan. Points: Dominance in North Africa (4), China (6), Southeast Asia (4), Presence in Middle East (2), Southern Europe (3), 1 Capital (2), 2 cities (2), 2 Seas (2), and 5 Monuments (5) for 30 points.

The Questioner (Partridge) plays Fujiwara. Army and Capital Hokkaido, army Honshu, fleet Sea of Japan. SELJUK TURKS: Plays Leader. Army Turanian Plain (Holy Roman Empire army retreats to Persian Plateau), Hindu Kush (vs. Holy Roman Empire; S: 6, 4, 3; H: 5, 2; wins), Upper Indus (vs. Chola; S: 5, 2, 1; C: 1; wins), Ganges Valley (vs. Romans; S: 4, 3, 2; R: 3; wins), Ganges Delta (vs. Romans; S: 6, 4, 2; R: 3; S: 5, 5, 1; R: 4; wins), Eastern Deccan (vs. Chola; S: 5, 4, 1; C: 6, 4; loses), Eastern Deccan (vs. Chola; S: 2, 2, 1; C: 6, 6; loses), Eastern Deccan (vs. Chola; S: 4, 1, 1; C: 6, 5; loses), Eastern Deccan (vs. Chola; S: 5, 1, 1; C: 3, 2; wins), Eastern Ghats (vs. Chola; S: 6, 5, 4; C: 1; wins, Capital reduced to

city), Lower Indus (vs. Macedonians; S: 5, 4, 3; M: 1; wins, city eliminated), Western Deccan (vs. Chola; S: 6, 4, 1; C: 2; wins). Builds Monument Upper Indus. Points: Dominance in India (6), Presence in China (3), Southeast Asia (2), Eurasia (1), 1 Capital (2), 1 city (1), 1 Sea (1), and 4 Monuments (4) for 20 points. **Time Traveler** (Anderson) plays Disaster in Eastern Ghats (Monument and city destroyed). MONGOLS: Army Mongolia, Eastern Steppe (automatic victory versus Huns), Western Steppe (vs. Holy Roman Empire; M: 4, 3; H: 3; wins), Dniepr (vs. Holy Roman Empire; M: 5, 4; H: 4; wins), Danubia (vs. Byzantines; M: 5, 4; B: 6; loses), Danubia (vs. Byzantines; M: 6, 3; B: 5; wins), Balkans (vs. Byzantines; M: 3, 2; B: 4, 3; loses), Balkans (vs. Byzantines; M: 2, 1; B: 6, 4; loses), Balkans (vs. Byzantines; M: 3, 3; B: 6, 1; loses), Balkans (vs. Byzantines; M: 6, 2; B: 3, 2; wins, Capital reduced to city), Pindus (vs. Goths; M: 5, 2; G: 3, 2; wins), Morea (vs. Goths; M: 4, 1; G: 4, 3; M: 1, 1; G: 6, 5; loses), Morea (vs. Goths; M: 6, 3; G: 5, 5; wins), Crete (vs. Romans; plays Treachery, automatic victory, fleet Eastern Mediterranean unsupported), Turanian Plain (vs. Seljuk Turks; M: 5, 4; S: 2; wins), Persian Plateau (vs. Holy Roman Empire; M: 1, 1; H: 4, 4; loses), Great Plain of China (vs. Sung Dynasty; M: 6, 6; S: 4, 4; wins), fleet Sea of Japan (vs. The Questioner; TT: 6, 1; Q: 1; wins), Persian Plateau (vs. Holy Roman Empire; M: 4, 1; H: 5, 2; loses), Persian Plateau (vs. Holy Roman Empire; M: 4, 1; H: 3, 1; M: 3, 1; H: 3, 1; M: 3, 1; H: 5, 3; loses). Points: Dominance in Southern Europe (6), Northern Europe (4), Eurasia (2), Presence in China (3), 1 city (1), 1 Sea (1), and 2 Monuments (2) for 19 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Great Explorers Grabbing Samples (yellow)	41	106
Andy Lewis	Marching Through the Ages (red)	43	95
Andy York	Arachnids (blue)	49	110
Dave Partridge	The Questioner (green)	51	97
Kevin Wilson	Royal Manticoran Historical Society (purple)	56	136
Dave Anderson	Time Traveler (orange)	59	95

Positions

Arachnids: Fleets Red Sea, South China Sea. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Army Mekong. ARABS: Army, fort, and Monument Southern Iberia, Middle Tigris, army and Monument Shatts Plateau, army and fort Lower Tigris, Nubia, armies Persian Salt Desert, Levant, Libya.

Time Traveler: Fleet Sea of Japan. MACEDONIANS: Army Western Ghats. HUNS: Army and Monument Tarim Basin, two armies Baltic Seaboard, armies Caucasus, Lower Rhein, Northern Gaul. MONGOLS: Army and city Balkans, army and Monument Morea, Great Plain of China, armies Mongolia, Eastern Steppe, Western Steppe, Dniepr, Danubia, Pindus, Crete, Turanian Plain.

Marching Through the Ages: Fleet Black Sea. NORTH AMERICAN MIGRANTS: Armies Great Plains, West Indies. SASSANIDS: Three armies Wei River. BYZANTINES: Armies Northern Appenines, Dalmatia, Western Anatolia, Eastern Anatolia. HOLY ROMAN EMPIRE: Army, Capital, and Monument Central Europe, army and Monument Persian Plateau, Zagros, Upper Tigris.

Royal Manticoran Historical Society: Fleets Bay of Bengal. MAYANS: Two armies and Capital Central America. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. CHOLAS: Army Sumatra.

The Questioner: HAN DYNASTY: Three armies Si-Kyang, armies Yellow River, Irrawaddy. FUJIWARA: Army and Capital Hokkaido, army Honshu. SELJUK TURKS: Army and Monument Upper Indus, Ganges Valley, Eastern Deccan, armies Eastern Ghats, Hindu Kush, Lower Indus, Western Deccan, Ganges Valley. Great Explorers Grabbing Samples: Fleets North Sea, Western Mediterranean. SCOTS: Army, city, and fort Highlands. CRUSADERS: Army, city, and Monument Arabian Peninsula, army, city, and fort Palestine, army and Monument Nile Delta. VIKINGS: Army and Monument Albion, Southern Appinines, armies Scandinavia, North European Plain, Western Gaul, Central Massif.

Epoch VI Empire Draw

Event Cards

Plantation Dog**Turn 13****End of Game Statements, 12/27 Tuesday***Errata*

It was pointed out to me that during the Mayor phase, you may not put colonists in San Juan if they can be put elsewhere. As a result, the two colonists that Richard gained went to the corn plantation and the Small Wharf. Since the Small Wharf was manned, during the Capitan phase, he shipped all of his goods for 3 VP (including the Harbour bonus).

Turn 13

Richard selects Builder, and builds a Fortress (Builder bonus, 2 Quarries, and 7 doubloons), Andy Y. passes, Andy L. builds a Union Hall (2 Quarries, 7 doubloons), Brad builds a Guesthouse (2 Quarries and 2 doubloons, gains 1 VP from the Church), and Chris builds a Small Indigo Plant (1 Quarry).

Andy Y. selects the Craftsman, producing 4 sugar, 1 corn, and 3 tobacco, Andy L. produces 4 corn, 1 indigo, and 2 coffee, Brad produces 2 indigo and 1 sugar, Chris produces 1 corn, 2 indigo, 1 sugar, and 2 tobacco, and Richard produces 3 corn, 1 indigo, and 2 coffee.

Andy L. selects the Captain, shipping 4 corn on Ship 2 for 5 VP, Brad ships 3 indigo on Ship 1 for 3 VP, Chris ships 2 tobacco on Ship 3 for 2 VP, Richard ships 3 corn on Ship 2 for 4 VP (Ship 2 sails), Andy Y. ships 2 tobacco on Ship 3 for 2 VP (Ship 3 sails), Andy L. ships 2 indigo on Ship 1 for 2 VP, Brad cannot ship, Chris ships 1 indigo on Ship 1 for 1 VP (Ship 1 sails), Richard ships 1 indigo and 1 coffee via the Small Wharf for 2 VP, and Chris ships 1 corn via the Wharf for 1 VP. Chris discards 1 indigo and Andy Y. discards 2 corn.

Brad selects the Mayor and places colonists on the Cloister, and 2 in the Guesthouse, Chris places colonists on the Indigo Plant and Tobacco Storage, Richard places colonists on the Fortress and in San Juan, Andy Y. places colonists in San Juan, and Andy L. places a colonist on the Union Hall.

Chris selects the Trader, gaining 1 doubloon, and trading sugar for 3 doubloons (2 plus Trader bonus), Richard trades coffee for 4 doubloons, plus 1 for the Small Market, Andy Y. trades tobacco for 3 doubloons, Andy L. trades coffee to the Trading Post for 4 doubloons, and Brad can't trade.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Brad Martin	Mayor	Indigo, Indigo, Quarry, Quarry, Quarry, Coffee, Sugar	Connection Hut, Indigo Plant (3), Small Sugar Mill, Church, Large Market, Tobacco Storage (2), Cloister, Guesthouse (2)		0	1 Sugar	13
Chris Geggus	Trader	Indigo, Quarry, Tobacco, Corn, Sugar, Indigo, Tobacco, Sugar	Indigo Plant (2), Aquaduct, Black Market, Tobacco Storage (3), Small Sugar Mill, Factory, Wharf, Sugar Mill (1), Guild Hall, Coffee Roaster, Small Indigo Plant		4		24
Richard Weiss	Builder	Indigo, Coffee, Quarry, Corn, Quarry, Coffee, Corn, Corn	Small Market, Coffee Roaster (2), Small Indigo Plant, Harbour, Small Sugar Mill, Small Wharf, Fortress	4	11		22
Andy York	Craftsman	Corn, Sugar, Sugar, Tobacco, Sugar, Sugar, Sugar, Tobacco	Sugar Mill (3), Small Sugar Mill, Small Indigo Plant, Small Warehouse, Tobacco Storage (3)	3	4	7 Sugar	28
Andy Lewis	Captain	Corn, Coffee, Coffee, Indigo, Corn, Quarry, Corn, Corn, Sugar, Sugar, Quarry	Hacienda, Storehouse, Coffee Roaster (2), Small Indigo Plant, Trading Post, Union Hall		4	3 Coffee	34

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.

Press

Richard Weiss: I am glad to learn and very sorry about the news about the death of Paul. I've been playing against him for maybe 20 years or more. Always a champ. Chris, thank you and my appreciation for your taking over what would have been orphan games. You are following in the line of many great zine publishers in doing so. For those who remember Boardman number assignment and Orphan Game placement, I'm sure you are applauding.

I look forward to resuming some very old friendships with some of those coming into SOB from Boris. Brad, Ward, Mike, Bill, Chris, Michael we've all played and competed at one time or another, in a variety of ways. At least two of you played in my zine, Zero Sum. Jack, I hope you don't recognize my name or remember that we've always been enemies. I can't remember one time we were allied. And as for Mr. Doug Kent, I believe I remain one of the very few persons in the hobby who met Doug, went to his apartment, dined with him, etc. I can't wait to get into a game with all of you!

Notes

With this turn, we have reached two of the three end of game conditions: the colonist supply is empty, and Chris has built his twelfth building. We almost hit the third condition as well, with only 1 VP chit available. So, we are now on to counting victory points:

Player	Victory Point Chits	Buildings	Special Victory Points	Total
Brad Martin	13	17	1	31
Chris Geggus	24	24	10	58
Richard Weiss	22	15	6	43
Andy York	28	8	0	36
Andy Lewis	34	11	0	45

Congratulations to Chris Geggus on his victory!

Rottweiler
Gamestart
Turn 2a, 12/27 Tuesday

Cards

TRP	GOP	GOO
Order	Advisor	Waste Disposal
Bribery	Innovation	Raw Materials
Innovation	Waste Disposal	Growth

TRP plays Innovation, spending \$5 and improving Raw Materials to 4/3.
 GOP plays Innovation, spending \$5 and improving Waste Reduction to 4/3.
 GOO plays Raw Materials, auctioning off 5 raw materials, selling them to GOP for \$4.
 TRP plays an Order, spending 4 raw materials and gaining \$14 and 5 waste.
 GOP discards Waste Disposal

GOO plays Growth, increasing Growth to 15.
 TRP saves Bribery
 GOP saves the Advisor
 GOO saves Waste Disposal
 All companies pay \$5 in basic costs.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	3	\$19	0	1	14	5	Bribery
Richard Weiss	Grossly Overflowing Pollution, Inc.	1	\$1	0	10	14	5	Advisor
Eric Brosius	General Olfactory Organization	2	\$14	0	5	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	4/3	5/1	5	28
Richard Weiss	5/1	5/1	4/3	0	19
Eric Brosius	5/1	5/1	5/1	0	25

Available Cards

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

Discards

Innovation Innovation Innovation Innovation Raw Materials Order Waste Disposal
 Growth

Boris

Turn 3, Cure through Health
Turn 3, Funeral Commission through Parade, 12/27 Tuesday

Cure Phase

REDS declare 1 IP on Schukrutoff. WKP declares 2 IP on Schukrutoff and 7 IP on Nogooodnik. Nogooodnik leaves the Sanatorium. Patina ages 2 to 66, Goferbok ages 4 to 80, Niewitko ages 1 to 79, Shootemdedsky ages 1 to 70, and Nogooodnik ages 1 to 59.

Purge Phase

Goferbok attempts to purge Shootemdedsky (dr = 10, fails) and ages to 83.

Spy Investigation Phase

Shootemdedsky declares a trial on Patina. SHIT declares 2 IP on Schukrutoff, 2 IP on Badenuff, and 4 IP on Purgemoff. REDS supports SHIT for control of Schukrutoff. Patina, Goferbok, and Nogooodnik vote to acquit, Niewitko, Shootemdedsky, Schukrutoff, Badenuff, and Purgemoff vote to convict. Patina is

acquitted and Shootemdedsky ages to 73. Shootemdedsky opens investigations on Niewitko, Badenuff, Purgemoff, and Nogooodnik, aging to 77.

Health Phase

Ludmila Patina (dr = 5) gets sick.
 Alexej Goferbok (dr = 10) dies.
 Petr Niewitko (dr = 6) gets sick.
 Nikolai Shootemdedsky (dr = 11) gets sick
 Lech Schukrutoff (dr = 19) remains healthy.
 Boris Badenuff (dr = 18) remains healthy.
 Andrej Purgemoff (dr = 13) remains healthy.
 Natasha Nogooodnik (dr = 19) recovers.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Ludmila Patina (S)	66, +	WKP (10)
KGB Head			
Foreign	Petr Niewitko (D)	79, weak, ?, +	RBF (3)
Defense	Nikolai Shootemdedsky (H)	77, weak, +	REDS (7), TCC (2)
Ideology	Lech Schukrutoff (B)	75, ?	REDS (1), WKP (2), SHIT (2)
Industry	Boris Badenuff (X)	53, ?	TCC (6), SHIT (7) , REDS (2)
Economy	Andrej Purgemoff (F)	71, ?	SHIT (4)
Sport	Natasha Nogoodnik (V)	59, ?	RBF (5), REDS (4), WKP (7)

Intrigue Cards

Candidates: G, I, J, L O
People: K, N, P, R, T, U, W, Y
Siberia: E, M, Q, Z
Kremlin Wall: A, C

Players

Player	Faction Name
Cary Nichols	Retro-Education Deployment Society
Mike Scott?	The California Connection
Doug Kent	Whining Kremlin Pigs
Ron Fisher	Red Bivalve Faction
Jack McHugh	Socialists for High Income Taxes

WKP have two waves.

Undeclared Influence**Daquiri****Turns 5.3 to 7.1**Turn 5

McHugh takes the Mayor and places on the Quarry and Corn, and moves a colonist from the Small Indigo Plant to the Small Market, **Zieske** places colonist on the Small Sugar Mill and transfers one from San Juan to the Small Indigo Plant, **York** places a colonist on the Small Sugar Mill and transfers a colonist from a coffee plantation to a sugar plantation, **Fisher** places a colonist on the Large Market and transfers a colonist from San Juan to the Small Indigo Plant, **Martin** places a colonist on the Tobacco Storage, transfers one colonist from the Indigo Plant to the Tobacco Storage, and transfers one colonist each from an indigo plantation to a tobacco plantation. Seven colonists are placed on the colonist ship.

Zieske takes the Craftsman and produces 1 indigo and 2 sugar, **York** produces 1 corn and 1 sugar, **Fisher** produces 2 corn and 1 indigo, **Martin** produces 2 tobacco, and **McHugh** produces 2 indigo.

York takes the Captain and ships 1 sugar on Ship 3 for 2 VP, **Fisher** ships 1 indigo on Ship 1 for 1 VP, **Martin** cannot ship, **McHugh** ships 2 indigo on Ship 1 for 2 VP, **Zieske** ships 1 indigo on Ship 1 for 1 VP, **York** ships 1 corn on Ship 2 for 1 VP, **Fisher** ships 2 corn on ship 2 for 2VP, **Martin** passes, **McHugh** passes, **Zieske** ships 2 sugar on Ship 3 for 2 VP. **Martin** discards 1 tobacco.

Turn 6

Governor **Martin** selects the Trader, gains 1 doubloon, and trades tobacco for 3 doubloons plus the Trader bonus. No other trades possible.

McHugh takes a Prospector, gaining 3 doubloons.

Zieske takes a Prospector, gaining 3 doubloons.

York takes the Settler, and selects a tobacco plantation, **Fisher** takes the coffee plantation (with colonist via the Hospice), **Martin** takes a corn plantation, **McHugh** takes an indigo plantation, and **Zieske** takes a sugar plantation (with colonist via the Hospice). New plantations drawn: Corn, Indigo, Indigo, Indigo, Tobacco, Coffee.

Fisher takes the Builder and builds a Coffee Roaster (Builder bonus, 2 Quarries, 3 doubloons), **Martin** passes, **McHugh** buys a Hacienda (1 Quarry, 1 doubloon), **Zieske** buys a Sugar Mill (2 Quarries, 1 doubloon), and **York** passes.

Turn 7

Governor **McHugh** selects the Mayor, gains 1 doubloon and places colonists on the Hacienda, Indigo Plant, and an indigo plantation, **Zieske** places both colonists on the Sugar Mill, and transfers a colonist from the Construction Hut to the Sugar Mill, **York** places a colonist on a tobacco plantation, **Fisher** places a colonist on the Coffee Roaster, and transfers another colonist from San Juan to the Coffee Roaster, and **Martin** places a colonist on an indigo plantation. Seven colonists placed on the colony ship.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Brad Martin		Indigo, Indigo, Indigo, Tobacco, Tobacco, Corn	Indigo Plant (1), Tobacco Storage (2)		7		3
Jack McHugh		Corn, Indigo, Indigo, Quarry, Tobacco, Indigo	Indigo Plant (3), Small Indigo Plant, Small Market, Hacienda		4		6
Paul Zieske		Quarry, Quarry, Quarry, Sugar, Indigo, Sugar	Construction Hut, Hospice, Small Indigo Plant, Small Sugar Mill, Sugar Mill (3)		2		3
Andy York		Quarry, Quarry, Corn, Coffee, Sugar, Tobacco	Construction Hut, Tobacco Storage (1), Small Sugar Mill		1		4
Ron Fisher		Quarry, Quarry, Corn, Corn, Indigo, Coffee	Hospice, Small Market, Large Market, Small Indigo Plant, Coffee Roaster (2)		0		5

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: 41 Colonist Ship: 7 **Trading House:** Indigo, Tobacco **Victory Points:** 101
Cargo Ships: Ship 1 (capacity 6): 4 Indigo Ship 2 (capacity 7): 6 Corn Ship 3 (capacity 8): 3 Sugar

Commodities

Corn: 4 **Indigo:** 6 **Sugar:** 8 **Tobacco:** 8 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2 1d, 1VP)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP)	Guild Hall (10d, 4VP)
Small Sugar Mill (x2 2d, 1VP)	Sugar Mill (x2 4d, 2VP)	Coffee Roaster (x2 6d, 3VP)	Residence (10d, 4VP)
		Factory (x2 7d, 3VP)	Fortress (10d, 4VP)
Hacienda (2d, 1VP)	Office (x2 5d, 2VP)	University (x2 8d, 3VP)	Customs House (10d, 4VP)
	Large Market (5d, 2VP)	Harbour (x2 8d, 3VP)	City Hall (10d, 4VP)
Small Warehouse (x2 3d, 1VP)	Large Warehouse (x2 6d, 2VP)	Wharf (x2 9d, 3VP)	

Roles

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

Plantations

Corn, Indigo, Indigo, Indigo, Tobacco, Coffee

Discard Pile: Coffee, Sugar, Sugar, Corn, Corn, Corn, Corn, Coffee, Coffee, Sugar, Sugar, Sugar

Dog Show

Gamestart

Turn 1, 12/27 Tuesday

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	ML	Michael Lowrey	OrF, OrF, WaF		3
2	KW	Kevin Wilson	OrF, OrF, WaF		3
3	EB	Eric Brosius	OrF, OrF, WaF		3
4	DH2	Dave Hooton	OrF, OrF, WaF		3
5	DH1	Dave Hood	OrF, OrF, WaF		3
6	AL	Andy Lewis	OrF, OrF, WaF		3
7	AY	Andy York	OrF, OrF, WaF		3
8	BS	Bill Scharf	OrF, OrF, WaF		3

Available Upgrades

Income

New Arrivals: 3 Data Libraries, Warehouse, 3 Heavy Equipment, Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	3	2
Warehouse (Wa)	25	1	4
Heavy Equipment (HE)	30	3	2
Nodule (No)	25	1	4

Pedagoguery

What is time? It is a trickier question than it first appears. Most physical laws that we know of has the concept of time bound inextricably into them. Yet, by extrapolation, we can conceive of an end of time. How exactly would we define that? Time has four properties, each of which may end separately or in conjunction with the others. Those properties are directionality, duration, causality, and structure.

The directionality of time stems from the fact that it flows in a single direction – from the past into the future. This seems unremarkable to us, yet most physical laws have a strange property – they work the same regardless of whether you run them backwards or forwards in time. What then, provides time with its directionality? The answer is entropy. Take, for example, a teacup dropped onto the floor, where it shatters. There is nothing in the equations that would prevent billions of air molecules from acting on the pieces in such a way to cause them to coalesce back into an intact teacup, and the teacup to jump up from the floor into

your hand. We never see that happen, however, since the broken teacup is a more disordered system. The precise definition of disorder in this case is that you can rearrange the particles of the system in more ways that yields essentially the same system. Using our example, you can rearrange the pieces of the teacup on the floor in a multitude of ways, and the system is essentially the same. Those pieces, however, can only be arranged in one way to yield an intact teacup, so the broken teacup is a more disordered state, and thus has a higher entropy. That leads us to the question of what happens when the entropy of the universe gets as high as it can get? Things could change, but the total disorder no longer increases, so it is no longer possible to determine time's directionality. Such a state of maximum entropy is what is referred to as the "heat death" of the universe. A time far in the future where the only thing left in the universe is radiation, whether it be the far red shifted remnants of the Big Bang, or the quiet particles that evaporated from black holes, if radiation is all that is left, there is no way that the universe can get

more disordered, and thus time loses directionality.

Duration is the concept that events take place over a span of time. Seconds are shorter than minutes, which are shorter than hours, and so on. However, in order for time to have duration, it must be measurable – you have to be able to construct a clock. An atomic clock, for example, relies on the atomic transition between two energy states of a cesium atom. In a universe filled with just radiation, construction of such a clock is impossible. Radiation of the appropriate frequency may exist, but you have nothing to measure it with or compare it to. Thus, you could not measure the difference between a second and a minute. Without the ability to measure, you cannot distinguish the differences and thus duration ceases to exist.

Causality is the property of time by which effects follow causes. This is a key way in which time is different from space. Time restricts how events can appear within it, whereas space places no such restrictions. When you type a key on your computer keyboard, the appropriate letter appears on the screen. Thus, the two events, adjacent in time, are linked. However, two items adjacent in space, such as your keyboard and a note pad, may have no relation to each other at all. How can causality be broken? According to one brane theory, the universe we experience could be just a four dimensional construct within a higher dimensional space. We are confined to this 4-d brane, and cannot move off of it, while the brane itself is free to move within the higher dimensional space. If the brane we are on starts to accelerate or to become strongly warped, then things on the brane must move faster to get from place to place. Eventually, if the acceleration or warping becomes strong enough, then objects on the brane would have to move

faster than the speed of light to move at all, so physical objects would be locked into place. No movement is possible, so time acts just like another spatial dimension, and causality ceases to exist. Beings within the brane would not notice this since their clocks would be slowing down. The only thing they would observe would be that distant galaxies would appear to be accelerating away.

Even if directionality, duration, and causality cease to exist, time can still have structure. Events can still be ordered on a line and said to have a relationship with each other, even if that relationship is simply proximity. Structure can too be lost, however, and the hologram theory provides a means for this to happen. A hologram is a two dimensional picture that can appear three dimensional. By the same token, hologram theory postulates that our universe is really two dimensional, but is ordered in such a way to appear three dimensional like a hologram. However, just as not all two dimensional pictures produce holograms, not all two dimensional laws of physics look three dimensional. In certain areas, such as those around black holes, the underlying two dimensional system becomes increasingly disordered as the star collapses. It is a phase change similar to a melting ice cube – as a solid, the water has structure but the liquid does not. So, in a similar phase change in a black hole, the third dimension simply melts away. So within a black hole, time becomes a spacial dimension – is depends on your distance from the singularity. But distance within the black hole becomes meaningless and thus it no longer becomes possible to say that an event takes place at certain times or locations. Time ceases to exist at all.

Next time, are there dark matter worlds?

Game Review: Race for the Galaxy – The Gathering Storm

Race for the Galaxy – The Gathering Storm is the first expansion set for Race for the Galaxy. It adds several new things to the base game. The first is some additional cards, including four new start worlds. It also adds action cards and victory point chips for a fifth player. It adds a new section about Goals, and finally, it adds a solitaire version.

Goals come in two types: First Goals and Most Goals. At the start of a game, four (of the six) First Goals are randomly selected, and two (of the four) Most Goals are randomly selected. This happens before cards are dealt out to the players. First Goals are worth 3 victory points and go to the first player to achieves them. If two or more players do so on the same turn, they each receive 3 VP. The goal marker goes to one of them, and the other(s) receive a special 3VP chip, so these victory points are not part of the initial allotment.

The six First Goals are:

- Galactic Standard of Living: Be the first to have 5 or more VP chips
- Galactic Status: Be the first to have a 6-cost development
- Innovation Leader: Be the first to have at least one power in each phase, plus Trade, in your tableau cards
- Budget Surplus: Be the first to discard a card at round end
- System Diversity: Be the first to have production or windfall worlds of each type in your tableau
- Overlord Discoveries: Be the first to have three Alien worlds in your tableau

Most Goals are worth 5 victory points at the end of the game. They can be claimed as soon as a player has fulfilled the minimum requirements. If another player later ties that player, the card is returned to the middle. If another player exceeds that player, he may claim the card. If, at the end of the game, there is a tie, then each tied player receives a 3VP chip.

The four Most Goals are:

- Production Leader: Have at least 4 and the most production worlds in

your tableau

- Greatest Infrastructure: Have at least 4 and the most developments in your tableau
- Greatest Military: Have at least six and the largest total military in your tableau
- Largest Industry: Have at least three and the most Novelty and/or Rare production or windfall worlds in your tableau

The solitaire game works off of the experienced two-player game rules. The player plays against a “robot” whose actions depend on its start world, and the roll of two special dice. The expansion includes a special play mat for the solitaire game, with markers that allow you to keep track of the phases to be played and the credit and economy of the robot player.

Play proceeds first with the player selecting two actions by placing the action chits on the play mat. Then, the dice are rolled. The dice have symbols corresponding to the different phases, plus two additional symbols. The robot symbol indicates that the robot will do its default action, which depends on its start world. The asterisk means that the robot will match the highest available action of the player.

The robot player does not have a hand. Instead, it has a draw stack. During either the Develop or Settle phases, one or more cards can be drawn from the stack and potentially added to the robot's tableau. The abilities of the cards in the robot's tableau are ignored. Depending on whether the robot selected the action in question, it may have to pay credit in order to place something in its tableau. Credit can be increased during Trade or Exploration action. The economy of the robot determines how many victory points it gets during a Consume action. The difficulty of the game can be adjusted by the number and value of 6-cost development chits at start. For a relatively easy game, use 2 of them worth 6 victory points each. For a hard game, use 3 worth 9 victory points. Goals are not used in the solitaire game.

Race for the Galaxy – The Gathering Storm is published by Rio Grande Games and retails for about \$25.

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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, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin **Dune:** Steve Koehler, 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:** 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, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** 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

Dave Partridge for The California Connection in Boris