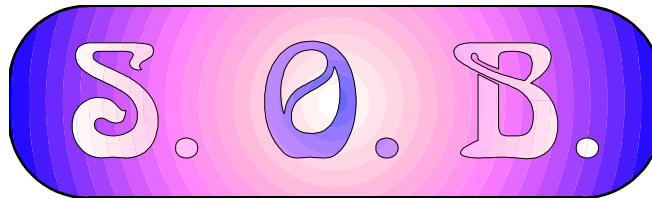


Number 176

January/February,  
2012**Notes from Hades**

I had another brief trip earlier this month, to Berlin. There wasn't much chance for sight seeing, but I did get to visit a couple of the Christmas markets that Berlin is apparently famous for. Lots of small stalls selling all sorts of things – sausages, hot spiced wine, beer, clothing, Christmas ornaments, and many other things. I was able to pick up something for each family member there.

Beyond that, there is not much to say. We had a modest, but nice Christmas and are planning on a quiet New Years. I hope the new year treats you better than the old one.

We have one game completing this issue – the Kremlin game I took over from Boris the Spider. Doug Kent wins it after an impressive three turns. With the completion of that game, I have room for one more, so Portuguese Water Dog, the Goa game, will be starting up next issue.

The next deadline is **Tuesday, February 7 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(\$). **Starts this issue .**

**Golden Retriever.** Seafarers of Catan. Have Chris Geggus(\$), Dave Hooton(\$),

Bill Scharf(\$), Kevin Wilson(\$). Will take up to 1 more and **starts this issue .**

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

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

**Portuguese Water Dog.** Goa. Have Brad Martin(\$), Chris Geggus(\$), Jack McHugh, will take up to 1 more. **Starts next issue with whoever has paid.**

**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, Bob Robles, will take up to 4 more.

**Dune.** Will use the Lansraad, Ixians, and Bene Tleilaxu optional powers. Have Chris Geggus, Dog Kent, Bob Robles, will take up to 3 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**

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

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

**Barking Up the Wrong Tree**

**Fall 1260**

**Miller Number 2007Bpw10**

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory  
Deadline Winter/Spring 1261 2/7, Tuesday**

*Aragon and Venice cooperate against Milan, and the Pope buys off a Florentine army.*

**Spring 1260 Retreats**

Papal A Pisa retreats OTB (NRR).

**Expenditures**

The Papacy spends 12 ducats to disband Florence A Pisa.

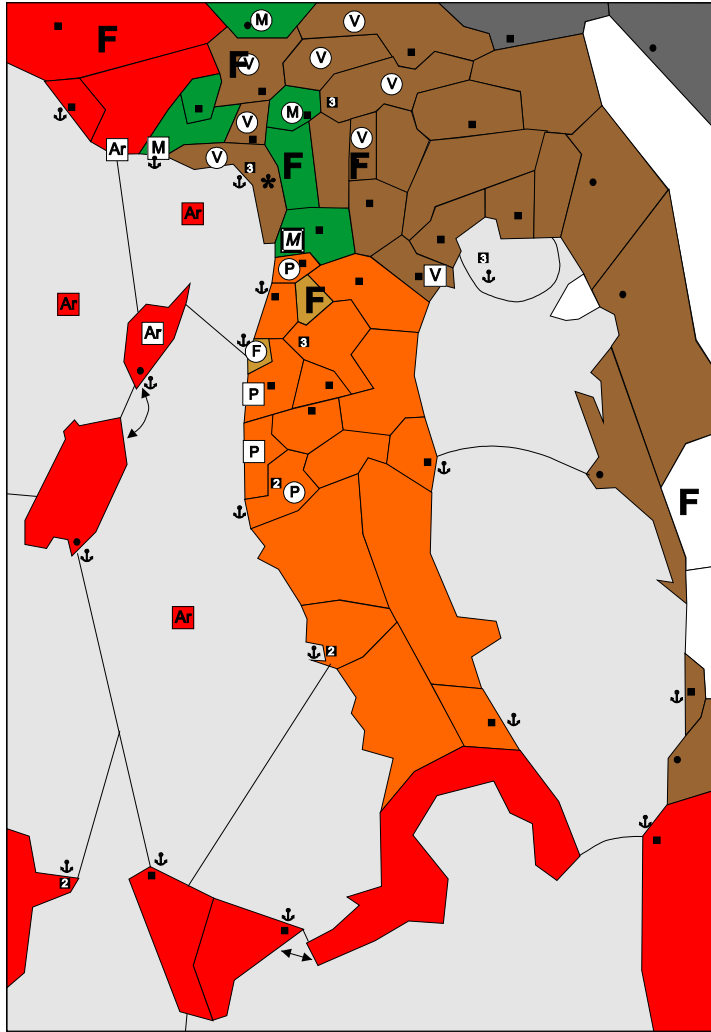
**Orders**

ARAGON (Scharf): **F PROVENCE to SAVOY**, F Tyrrhenian Sea to LIGURIAN SEA, F GULF OF LIONS supports F Tyrrhenian Sea to Ligurian Sea, F CORSICA supports F Tyrrhenian Sea to Ligurian Sea, F Palermo to TYRRHENIAN SEA

FLORENCE (Whyte): **A Pisa to Florence (nsu)**, **A PIOMBINO to Sienna**

MILAN (Giovine): A Turin to SWISS, A Como to PAVIA, F SAVOY supports F Genoa (cut), F (EM) Ligurian Sea to MODENA, F Genoa supports F Ligurian Sea to Modena (cut, DISLODGED, retreat garrison, OTB)

**Barking Up the Wrong Tree**



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

PAPACY (Robles): A LUCCA holds, A ROME holds, F SIENNA to Piombino, F

PATRIMONY convert to G (impossible – not a city)

VENICE (Partridge): A TYROLEA supports A Milan to Como, A Milan to COMO, A Carinthia to MILAN, A CREMONA holds, A Pavia to TURIN, A MONTFERRAT supports A Modena to Genoa, A Modena to GENOA, F FERRARA holds

Your ducats:

*Press*

**Pope – Milan:** Salv,e Pasquale.

*Spring 1261 Famine*

**Poor Year – Column Only:** Cremona, Pistoia, Fornova, Turin, Bosnia, Avignon

*Spring 1261 Income*

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

Provinces

ARA	<u>Avignon</u> , Marseilles, Provence, Corsica, Sardinia, Tunis, Palermo, Messina, Otranto, Durazzo	9
FLO	Piombino, <u>Pistoia</u>	1
MIL	Swiss, Saluzzo, Savoy, Pavia, <u>Fornova</u> , Modena	5
PAP	Lucca, Bologna, Pisa, Florence, Urbino, Arezzo, Sienna, Patrimony, Perugia, Rome, Spoleto, Ancona, Capua, Aquila, Naples, Salerno, Bari	17
VEN	Genoa, Montferrat, <u>Turin</u> , Tyrolea, Como, Milan, Parma, <u>Cremona</u> , Mantua, Ferrara, Padua, Verona, Bergamo, Trent, Carinthia, Carniola, Treviso, Friuli, Croatia, Dalmatia, Ragisa, Albania	20

Seas

ARA	Gulf of Lions, Ligurian Sea, Tyrrhenian Sea	3
VEN	Venice	1

Cities

ARA	<u>Avignon</u> , Marseilles, Corsica, Sardinia, Tunis (2), Palermo, Messina, Durazzo	8
FLO	Piombino	1
MIL	Swiss, Saluzzo, Savoy, Pavia, Modena	5
PAP	Lucca, Bologna, Pisa, Florence (3), Arezzo, Sienna, Perugia, Rome (2), Ancona, Naples (2), Bari	15
VEN	<i>Genoa (3)</i> , Montferrat, <u>Turin</u> , Tyrolea, Milan (3), <u>Cremona</u> , Mantua, Ferrara, Padua, Trent, Carniola, Treviso, Croatia, Dalmatia, Ragisa, Albania, Venice (3)	21

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	4	9	3	8	24
FLORENCE:	5	1	0	1	7
MILAN:	9	5	0	5	19
PAPACY:	6	17	0	15	38
VENICE:	5	20	1	21	47

Your total:

*Game Summary*

	'50	'51	'52	'53	'54	'55	'56	'57	'58	'59	'60	'61
Ara	3	3	4	5	5	5	6	6	6	5	7	8
Avi	4	5	6	7	5	4	2	0	0	0	0	0
Flo	3	4	5	6	7	5	5	5	3	2	2	1
Gen	3	3	3	0	0	0	0	0	0	0	0	0
Mil	3	6	6	7	8	10	12	15	15	13	11	5
Pap	3	4	4	4	4	5	5	5	7	10	10	11
Ven	3	4	4	7	9	11	11	9	11	12	12	17*

\* Depends on retreats.

**Bolognese**

Winter 1053

Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory  
Deadline for Spring 1054 2/7 Tuesday

A pause for building.

Fall 1053 Retreats

Venice A Croatia retreats to Istria

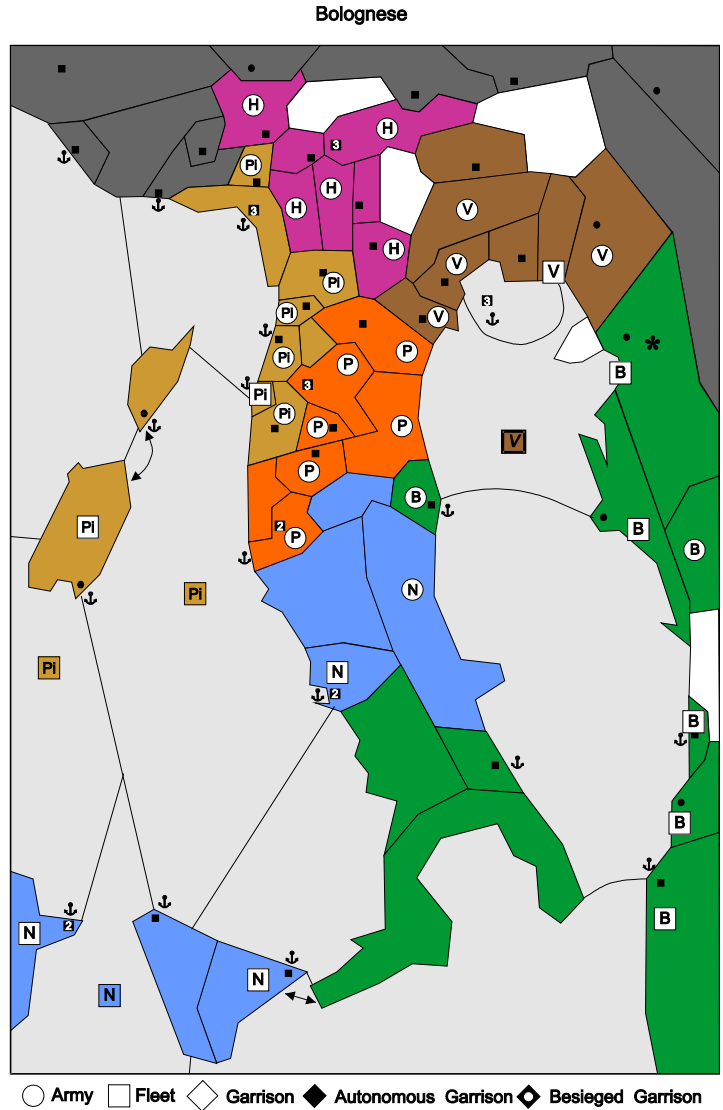
Builds

		Cost
Byz	Maintains all, builds F Ragusa	21
HRE	Maintains all, no new builds.	15
Nor	Maintains A Aquila, F Naples, F Messina, F Central Mediterranean, F Tunis	15
Pap	Maintains all, builds A Arezzo	18
Pis	Maintains all, builds A Lucca, F Piombino	27
Ven	Maintains all except A Istria	21

Your treasury:

Press

**Byzantines – Normans:** If your moves indicate, then our alliance is still good and I'll move my fleets to help. Otherwise, thanks for working together early.



**Purebred**

Gamestart

Miller Number ?????

Deadline for Setup Preferences 2/7 Tuesday

Players

Ward Narhi  
Bob Robles

Kevin Wilson  
Jerry Roalstad

Jack McHugh  
Bogislaw von Scheonfeldt

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

Scenario

Scenario I: The Balance of Power. Austria and France are out of play.  
Scenario II: The Struggle for Dominance, Part One  
Scenario III: The Struggle for Dominance, Part Two

Scenario IV: The Spanish Preponderance  
Scenario VI: Empire and Invaders. The Muslims are inactive.  
Scenario VIII: To the Renaissance. Avignon is inactive.

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

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions.

Optional Rules

Natural Disasters (Plague and Famine) Special Units

Moneylenders

Conquest

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

Press

White Gray Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press that is coming from a source that cannot be confused with another player) is allowed. In Black press, anything goes.

**Pateel****Turn 10, Cure through Health****Turn 10 Funeral Commission through Parade, 2/7 Tuesday**Turn 9 Special Influence Declaration

KMFC discards Bee Hormone Cure (13) and Downing of Airliner (28).

Cure Phase

KGB Head Mischif goes to the Sanatorium. Talksallott ages to 76, Schukrutoff ages to 86, Strychnin ages to 83, and Wasolin ages to 62.

Purge Phase

Acting KGB Head Satin attempts to purge Wasolin (dr = 10+2, success) and P (dr = 1, fails), aging to 66.

Politburo

Office	Policitian	Condition	Influence
Party Chief			
KGB Head	Anatol Mischif (I)	69, ++, strong	11+ (BBC)
Foreign			
Defense			
Ideology	Oleg Satin (O)	66, +, strong	2 (Fin), 8 (BBC)
Industry	Ulan Putschnik (Y)	62	3 (Fin), 3 (BBC)
Economy			
Sport			

**Candidates:** R (64), P, U, V, W**People:** M (66), X (61, ++)**Siberia:** L (68), N, D (85, +, 2 (PAH)), Z (62), B (86, ++)**Kremlin Wall:** A, E, S, K, H, G, C, Q, J, T, FIntrigue CardsSpy Investigation Phase

Strychnin declares a trial on Schukrutoff. BBC declares 1 IP on Putschnik, final vote is 6 guilty, 1 abstention. Schukrutoff goes to Siberia.

Health Phase

Antonj Talksallott (dr = 2) dies.  
 Anatol Mischif (dr = 6) remains ill.  
 Mikail Strychnin (dr = 3) dies.  
 Oleg Satin (dr = 16) remains sick.  
 Ulan Putschnik (dr = 13) remains healthy.  
 Andrej Purgemoff (dr = 1) dies.

NotesWard Narhi has NMRed. **Will Dave Partridge please submit standby orders for Finlandia!**Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club
Ward Narhi?	Finlandia
Pasquale Giovine	Bolshevics Born in Calabria
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**Procyon****End of Game Statements**

Players	Mystery Machine 5	Not for Hire	Bender's Freedom Brigade	Qossuth Entrepreneur Division	Ganymede Enterprises Going South	Venus-Orion Oligarch Merchantile
<b>Cash</b>	1833	965	1230	1520	2986	2118
<b>Deeds</b>	1700	1300	0	900	1200	1700
<b>Total</b>	<b>3533</b>	<b>2265</b>	<b>1230</b>	<b>2420</b>	<b>4186</b>	<b>3818</b>

**Chris Geggus:** At last! I know Andy L. would not have been happy with his die rolls, but I reckon I lost 3 turns at least with poor rolling. I'm sure it evens out in the end.

Thanks to Chris for another fun ride.

**Andy York:** Congrats to Chris G. for his fine win - the game finishing already surprised me. I just don't keep too close track of the other players, so often miss some opportunities and don't realize that the end is nigh. However, I have a great time playing and that's the important part. Thanks to Chris H for running it!**Andy Lewis:** Darn. Close but yet so far. Dice weren't nice to me. Also forgot that in this long a game with 2nd ships probably need to do that. Oh well. It hurts to have to say congrats to Chris G twice in the same issue. Dang.

Thanks for running Chris.

P.S. I actually got a chance to play FtF for the first time in long time over Thanksgiving. Used the newer DTP graphics. The graphics made it hard to play with.



#	City	Owner	Type	Goods	Operation
67	Coalville	Brown	Coal	10	\$30
78	Bowie	Brown	Coal	8	Depleted
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	10	\$20
56	Hot Sulphur Springs	Brown	Lumber	3	\$30
73	Hiawatha	Brown	Coal	7	\$20
55	Walden	Brown	Lumber	0	\$50
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	5	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	7	Depleted
43	Leadville	Blue	Silver	7	Depleted
89	Walsenburg	Blue	Coal	3	\$30
88	Walsenburg	Blue	Coal	4	\$50
52	Lake City	Blue	Silver	N	\$40
106	Cuba	Aqua	Copper	1	Depleted
58	Dolores	Aqua	Lumber	2	\$40
122	Lee Ranch West	Aqua	Coal	5	\$20
114	McGaffey	Aqua	Lumber	2	Depleted
103	Hillsboro	Aqua	Silver	0	\$30
59	Dolores	Aqua	Lumber	4	\$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	
12	B	Pueblo – Grand Jct.	\$150	Orange	4
4	A	El Paso – Deming	\$60	Green	
13	B	El Paso – Santa Fe	\$140	Green	

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	1	\$200
42	5	320
72	7	\$500

#	Type	Route	Payoff	Owner	Notes
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	

<sup>1</sup> Discard after 1 more Leadville depletion.

<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.

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

Available Claims

#	City	Type	Claim	Operation
112	Tyrone	Copper	\$60	\$20
79	Bowie	Coal	\$80	\$40
132	Steamboat Springs	Coal	\$80	\$50
125	Capitan	Coal	\$80	\$20
62	Taos	Lumber	\$40	\$30
121	York Canyon	Coal	\$100	\$30
84	Durango	Coal	\$60	\$20
33	<i>Silverton</i>	<i>Gold</i>	<i>\$160</i>	<i>\$50</i>

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	
17	C	Denver – Santa Fe	\$420	\$585	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

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

**Dogbreath**

**Epoch VI Empire Selection**

**Epoch VI Timurid Emirates, Inca & Aztecs, and Ottoman Turks, 2/7 Tuesday**

Epoch VI Empire Selection

**Great Explorers Grabbing Samples** (Geggus) passes to the Arachnids.

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

**Arachnids** (York) passes to Royal Manticoran Historical Society

**The Questioner** (Partridge) keeps

**Royal Manticoran Historical Society** (Wilson) passes to GEGS

**The Traveler** (Anderson) keeps

Epoch VI

MING DYNASTY is absent.

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 EmpireEvent Cards**Plantation Dog****End of Game Statements**

**Chris Geggus:** I really enjoyed the variety of the expansion cards. In fact, I have even gone out a bought a set for some face to face play. Same again next time would be my vote.

Well GM'd Chris (for answering my inane queries), once again.

**Andy York:** OK, another loss to Chris G? How much did it he end up paying the GM.....?

Regardless, another fine win by Chris G in the game, and great GMing job by Chris H. I apparently just muddled along to get my almost last place position.

**Richard Weiss:** Once again I have outsmarted myself, including the truly stupid

non-move as a result of moving and changing ISPs. Congratulations to Andy for staying ever ahead, in part from jumping on the coffee roaster and leaving me cold. Small consolation you are not in the Rottweiler game - since I've never beaten Andy York or Eric.

**Andy Lewis:** Kept being a dollar short. No one seemed to be helping with my strategy which really hurt when I could only go in the directions I needed 2 out of every 5 turns. Darn you guys! Congrats Chris G, sheepishly ;-)  
Thanks for running Chris.

**Rottweiler****Turn 2****Turn 3a, 2/7 Tuesday**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

GOP selects set 2

GOO selects set 3

TRP selects set 4

Cards

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

GOP plays an Order with an Advisor, gaining \$19 and 4 waste, and using 5 raw materials.

GOO plays Raw Materials, auctioning off 5 raw materials, selling them to GOP for \$4.

TRP plays Waste Disposal, reducing waste to 2.

GOP plays Raw Materials, auctioning off 5 raw materials, which he keeps by paying \$3.

GOO plays Innovation, paying \$5 and improving Raw Materials to 4/3.

TRP plays Raw Materials, auctioning off 4 raw materials, which he keeps by paying \$4.

GOP passes.

GOO discards Waste Disposal

TRP plays Innovation, paying \$5 and improving Raw Materials to 3/6.

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	2	\$5	0	5	14	5	Bribery
Richard Weiss	Grossly Overflowing Pollution, Inc.	3	\$8	0	15	14	5	Advisor
Eric Brosius	General Olfactory Organization	1	\$8	0	5	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	3/6	5/1	2	24
Richard Weiss	5/1	5/1	4/3	4	23
Eric Brosius	5/1	4/3	5/1	0	24

Press

**GOP:** I forget, did GOP stand for Grossly Overflowing Pollution or Grossly Oversimplifying Politicians?

Available Cards

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

The Accident card was drawn to no effect. The deck will be reshuffled for the turn 3 card draw.

Discards

Innovation	Innovation	Innovation	Innovation	Raw Materials	Order	Waste Disposal
Growth	Raw Materials	Raw Materials	Order	Advisor	Raw Materials	Waste Disposal
Raw Materials	Innovation	Waste Removal	Waste Disposal	Hiring/Firing	Waste Disposal	Waste Disposal
Accident.	Order					

**Boris**

**Turn 3, Funeral Commission through Parade  
End of Game Statements, 2/7 Tuesday**

Funeral Commission

No activity

Replacement Phase

Patina promotes Nogoodnik to KGB Head, aging to 67. RBF declares 3 IP on Nogoodnik. Nogoodnik promotes Satin to Sport Minister and ages to 60. RBF declares 2 IP on Satin. K becomes a Candidate by age.

Politburo

Office	Politician	Condition	Influence
Party Chief	Ludmila Patina (S)	67, +	<b>WKP (10)</b>
KGB Head	Natasha Nogoodnik (V)	59, weak, ?	<b>RBF (8)</b> , REDS (4), WKP (7)
Foreign	Petr Niewitko (D)	79, weak, ?, +	<b>RBF (3)</b>
Defense	Nikolai Shootemdedsky (H)	77, weak, +	<b>REDS (7)</b> , TCC (2)
Ideology	Lech Schukrutoff (B)	75, ?	REDS (1), WKP (2), <b>SHIT (2)</b>
Industry	Boris Badenuff (X)	58, ?	TCC (6), <b>SHIT (7)</b> , REDS (2)
Economy	Andrej Purgemoff (F)	71, ?	<b>SHIT (4)</b>
Sport	Oleg Satin (O)	62	<b>RBF (2)</b>

**Candidates:** G, I, J, K, L

Intrigue Cards

Rehabilitation Phase

Badenuff rehabilitates Q, aging to 58.

Parade Phase

Patina tries to wave (dr = 20) and is successful.

Notes

Dave Partridge has taken over The California Connection, but it doesn't matter since WKP has gotten its third wave for a victory. Congratulations to Doug Kent.

Players

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

WKP have three waves.

**Daquiri**

**Turns 7.2 to 8.4**

Turn 7

**Zieske** takes the Craftsman, gaining 1 doubloon, and produces 3 sugar and 1 indigo, York produces 1 corn, 1 sugar, and 1 tobacco, Fisher produces 2 corn, 1 indigo, and 1 coffee, Martin produces 1 indigo and 2 tobacco, and McHugh produces 3 indigo.



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

**Fisher** takes the Trader and trades 1 coffee for 8 doubloons (4 base, +1 for Trader, +1 for Small Market, +2 for Large Market). No other trades possible.

Martin takes the Builder and builds a Coffee Roaster (5 doubloons plus Builder bonus), McHugh passes, Zieske buys a Small Warehouse (2 doubloons plus 1 Quarry), York buys a Sugar Mill (2 doubloons plus 2 Quarries), and Fisher buys a Wharf (7 doubloons plus 2 Quarries).

Turn 8

Governor **Zieske** selects the Mayor and places colonists on the Construction Hut, Small Warehouse, and San Juan, York places two colonists on the Sugar Mill, Fisher places a colonist on the Wharf, Martin places a colonist on the Indigo Factory, and McHugh places a colonist on a tobacco plantation. 8 colonists placed on the Colonist Ship.

**York** takes the Settler and takes a tobacco plantation, Fisher takes Coffee (with a settler because of the Hospice), Martin takes Corn, McHugh takes Indigo, and Zieske takes Indigo (with settler because of the Hospice).

**Fisher** takes a Prospector and gains 2 doubloons.

**Martin** takes a Prospector and gains 2 doubloons.

**McHugh** takes ...

The Players

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

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: 30      Colonist Ship: 8      **Trading House:** Indigo, Tobacco, Coffee      **Victory Points:** 93  
**Cargo Ships:** Ship 1 (capacity 6):      Ship 2 (capacity 7):      Ship 3 (capacity 8): 7 Sugar

Commodities

**Corn:** 10      **Indigo:** 8      **Sugar:** 4      **Tobacco:** 6      **Coffee:** 8

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 (4d, 2VP)	Coffee Roaster (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 (3d, 1VP)	Large Warehouse (x2 6d, 2VP)	Wharf (9d, 3VP)	

Roles

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

Plantations

Indigo, Sugar, Tobacco, Tobacco, Coffee, Coffee

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

**Dog Show**

**Turn 1**

**Turn 2, 2/7 Tuesday**

Commander Actions

**Lowreyville** buys a water factory (Or2, Or4, Or4, Or5, Wa5) and transfers a population factor from an ore factory to man it.

**HBDC** buys a water factory (Or2, Or4, Wa5, Wa9) and transfers a population factor from an ore factory to man it.

**MMC** buys a water factory (Or1, Or2, Or3, Or4, Wa5, Wa5) and transfers a population factor from an ore factory to man it.

**HOBO** buys a water factory (Or5, Wa7, Wa8) and a population factor (Or3, Or3, Or4).

**HICK** buys a water factory (Or4, Wa8, Wa9) and a population factor (Or5, Or5).

**Scooby Shack** buys a water factory (Or2, Or4, Or4, Or4, Wa6) and transfers a population factor to man it.

**BarterTown** buys a water factory (Or1, Or5, Wa4, Wa10) and transfers a population factor from an ore factory to man it.

**Ramdeon 7** buys a water factory (Or2, Or3, Wa7, Wa8) and transfers a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HOBO	Dave Hooton	OrF, OrF, WaF, WaF		4
2	HICK	Dave Hood	OrF, OrF, WaF, WaF		4
3	BarterTown	Andy York	OrF, OrF, WaF, WaF		3
4	MMC	Eric Brosius	OrF, OrF, WaF, WaF		3
5	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF		3
6	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF		3
7	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF		3
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF		3

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

Available Upgrades

Income

New Arrivals: None

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

**Golden Retriever**

**Gamestart**

**Setup Part 1, 2/7 Tuesday**

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	?							
Dave Hooton	?							
Chris Geggus	?							
Bill Scharf	?							

Notes

- All standard rules apply except as modified below.
- Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.
- In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).
- The following rules cover the orders each player should submit and the activities of the GM:
  - Raw Material Production:** The GM will publish the dice rolls of all players for the next turn.
  - Trade:** Each player may specify any trades they wish within the rules. Standing trade offers may be given.
  - Building:** Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.
  - Play Development Card:** If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specify a first and second choice in the event that the Robber was moved in a prior turn.
- The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.
- The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).
- Unexplored hexes will be revealed by the first player to build a ship or a road to a vertex. If the revealed hex is a land area, the discoverer will receive the appropriate commodity.

## Pedagoguery

We know that there is a lot more to the universe than we observe directly. A big portion of that is dark matter, which is six times more abundant than normal baryonic matter. The conventional view of dark matter is that it is boring. The most commonly conceived type of dark matter are called WIMPs, – Weakly Interacting Massive Particles. They are believed to act only through the two weakest forces: the weak nuclear force, which is both very weak and very short-range, and gravity. But what if this view is not correct. Scientists are even now investigating alternatives.

In the conventional view of the early universe, WIMPs were created in the first 10 nanoseconds of the universe. Since they are very massive, they require a lot of energy to create, thus there must be sufficient density and energy of particles to create them. However, since WIMPs are their own antiparticles, too high a density of them would result in too many WIMP collisions, thus lowering the density. As the universe expanded, both sorts of collisions would become less frequent, until at the 10 nanosecond mark, there was no longer enough energy in the particles for the creation of new WIMPs, and the overall density of WIMPs was low enough that their collisions with each other were rare enough to ignore. At that point, the total number of WIMPs in the universe became fixed. Observations of the total amount of dark matter in the universe today, as well as models of the production of WIMPs in the early universe are in remarkable agreement – they both come up with about the same number.

However, there are other possibilities. One possibility is that WIMPs are unstable. If that were the case, then, why is there dark matter in today's universe? The answer is that WIMPs would decay into normal matter as well as something else that interacts only through gravity. This particle has been amusingly termed the Super-WIMP. How could we tell if dark matter is composed of WIMPs or Super-WIMPs? According to theory, when a WIMP decays into a Super-WIMP,

the resulting Super-WIMP would be traveling at nearly the speed of light. It would take time for them to slow down, and this would have an affect on galaxy formation, since it would take longer for the dark matter halos that seed the formation of galaxies to emerge. Astronomers are now checking the density of galactic halos to determine which scenario is more likely. Super-WIMPs also mean that WIMPs may be more interactive than we at first supposed. If there are none around in today's universe, it is possible that they could have had electric charge, for instance.

Another possibility is that dark matter interacts with other dark matter through new, unrecognized forces. While that would not mean that there are parallel worlds out there with dark matter people on dark matter worlds, it could mean that dark matter is far more active than it has been given credit for. Suppose, for instance, that there is some kind of dark matter electromagnetism. It would have to be weak, or else it would have affected the evolution of the distribution of dark matter in ways we could detect, but it would mean that there is a whole other world out there invisible to our eyes. One way to determine whether something like that exists is to look at places in the universe where galaxy clusters pass through each other. One such cluster is called the Bullet Cluster. Using gravitational lensing, it is possible to determine the distribution of dark matter in the two clusters. To a large degree, it remains aligned with the galaxies in each cluster, which means that it not react strongly to the dark matter in the other cluster.

While most current evidence supports a more traditional view of dark matter, that does not preclude the fact that it might lead a hidden life that we have yet to detect.

Next time, where did Earth's water come from?



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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, 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 Finlandia in Pateel