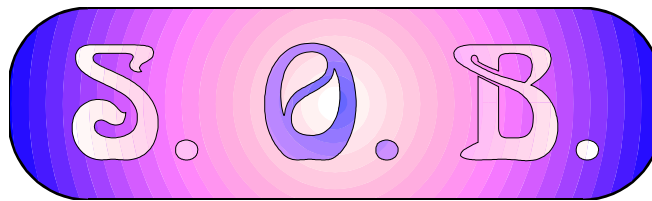


Number 180

July, 2012



### Notes from Hades

In the past year or so, I have not been traveling as much as I was since 2006. While in some ways I do miss it, in many others I don't. I get to spend more time at home, and I have been using my time productively. I have been working with a teacher at my sons' school to start a Lego robotics program. We competed in a competition last month at Cal Poly Pomona, and we are gearing up for the FIRST Lego League competition next fall. The goal of both of these programs is to promote interest in so-called STEM subjects (Science, Technology, Engineering, and Mathematics) through a fun and challenging program. At the Cal Poly competition, there were three main events. The first was a line-following competition. There was a thick black line curving around on a white field, and the students had to program the robot to follow the line. The winner was the team that got to the end of the line in the shortest time. The second was an obstacle course, which was quite difficult. No team in the competition actually finished it. The final event was a sumo competition. Two robots were placed on a circular black board with a white boarder, and the object was to push the other robot off the board. This was set up single-elimination style. Our school had four teams entered, and we did reasonably well, but the emphasis wasn't on winning, but on competing and learning. I'm looking forward to continuing this fall.

Daquiri, the Puerto Rico game I took over from *Boris the Spider*, ended this time. Since I was running it continuously via email, just like Paul Bolduc was, not only do I have the final results, but I also have the end of game statements as well. There are three games on the game openings list that need only one more player to start: Hound Dog (Dune), Grommit (Power Grid), and Whippet (Puerto Rico). I will start whichever one of those fills up first and for which all players have paid their game fees.

The next deadline is **Tuesday, July 24 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

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

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

**Hound Dog.** Dune. Will use the Lansraad, Ixians, and Bene Tleilaxu optional powers. Have Chris Geggus(\$), Dog Kent, Bob Robles(\$), Kevin Wilson, Jack McHugh, will take up to 1 more. **Possibly starting next issue!**

**Robodog.** Robo Rally. Map to be decided. Have Chris Geggus, Brendan Whyte(\$), Dave Hooton, Howard Bishop(\$), Bill Scharf(\$), Andy York(\$), will take up to 2 more.

**Grommit.** Power Grid. Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), Richard Weiss(\$), Andy York(\$), will take up to 1 more. **Possibly starting next issue!**

**Whippet.** Puerto Rico. Have Chris Geggus, Ron Fisher, Richard Weiss(\$), Andy York(\$), will take up to 1 more. **Possibly starting next issue!**

**Mirzam.** Merchant of Venus. Options to be decided. Have Chris Geggus, Bob Robles(\$), Ron Fisher, Andy York(\$), will take up to 2 more. Players who have a (\$) after their name have paid the necessary game fee.

### Wish List

**Phoenicia.** A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Jack McHugh, Bill Scharf, will take up to 6 more.

**Machiavelli.** This game will start after the next Machiavelli game finishes. Have Bob Robles, Brendan Whyte, Jason Wilke, will take up to 5 more.

**Gunboat Machiavelli.** This game will start after the second Machiavelli game finishes. Have 3, will take up to 4 more. This box  will be checked if you have signed up.

**Seafarers of Cataan.** Have Ron Fisher, Chris Geggus, Andy York, will take up to 3 more.

**Goa.** Will take up to 4.

**Race for the Galaxy.** A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Will take up to 5.

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

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

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

**Chris Hassler a.k.a. Cerberus**

**2000 S. Armour Court**

**La Habra, CA 90631**

**Phone: (562) 690-7827, Fax: (562) 690-7827**

**chassler@roadrunner.com**

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

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

## Barking Up the Wrong Tree

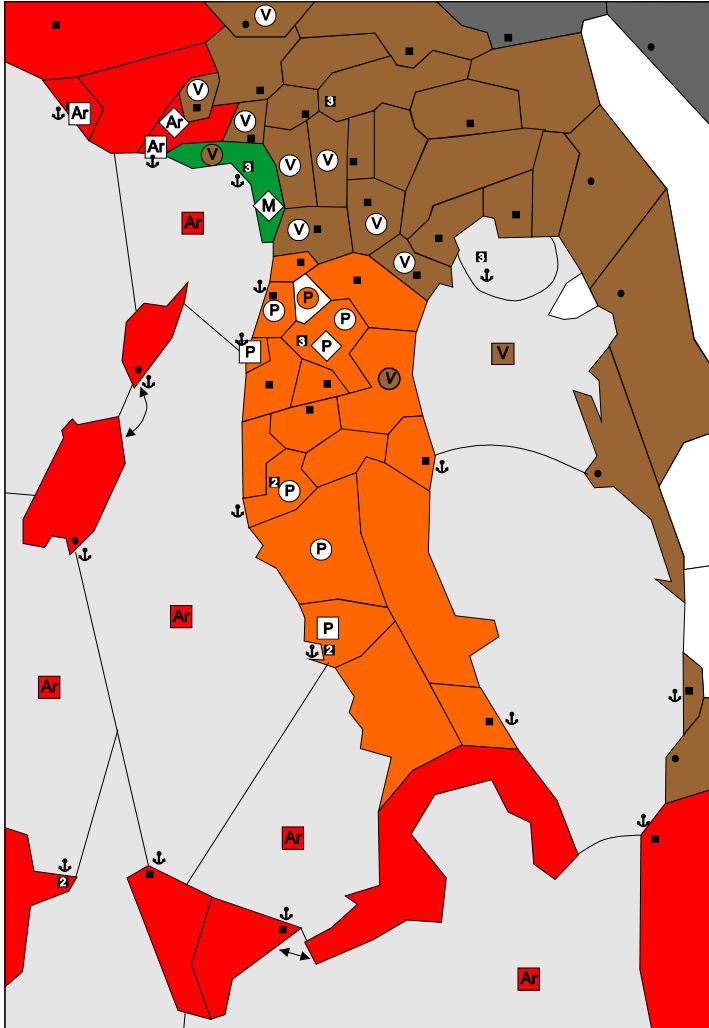
Spring 1262

Miller Number 2007Bpw10

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory  
Deadline Summer 1262 7/24, Tuesday**

*Milan is now on the verge of elimination, while Venice launches an invasion of the Papacy. The Pope and Aragon tire of war.*

### Barking Up the Wrong Tree



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

### Builds

		Cost
Aragon	Maintains F Gulf of Lions, Provence, Savoy, Ligurian Sea, Tyrrhenian Sea, Central Europe, builds F Messina, Sardinia	24
Milan	Maintains F and G in Genoa	6
Papacy	Maintains all, builds G Rome, G Florence	24
Venice	Maintains all, builds F Venice, A Padua, A (EM) Treviso	39

### Expenditures

Milan spends 3 ducats for famine relief in Genoa.

### Orders

- ARAGON (Scharf):** F Provence to MARSEILLES, F SAVOY convert to G, F Gulf of Lions to LIGURIAN SEA, F Ligurian Sea to SAVOY, F TYRRHENIAN SEA supports F Messina to Gulf of Naples, F Central Mediterranean to IONIAN SEA, F Messina to GULF OF NAPLES, F Sardinia to WESTERN MEDITERRANEAN
- MILAN (Giovine):** F Milan supports Aragon F SAVOY (cut, nso, DESTROYED), G MILAN supports F Milan
- PAPACY (Robles):** A Rome to CAPUA, A Florence to PISTOIA, A SIENNA to FLORENCE, A PISA holds, F PIOMBINO holds, F NAPLES supports A Rome to Capua, G ROME convert to A, G FLORENCE support A SIENNA to Florence
- VENICE (Partridge):** A SWISS holds, A SALUZZO holds, A MONTFERRAT supports A Modena to Genoa, A PAVIA to PARMA, A FORNOVA supports A Modena to Genoa, A MODENA to GENOA, A MANTUA to MODENA, A FERRARA to MANTUA, A PADUA to FERRARA, A (EM) Treviso to URBINO, F UPPER ADRIATIC transports A Treviso to Urbino, F VENICE transports A Treviso to Urbino

Your ducats:

### Notes

The Pope and Aragon both propose a three-way draw between Aragon, the Papacy, and Venice. Please submit your votes with your Summer orders.

### Press

**Aragon – All:** How about a three way tie between the Papacy, Venice, and Aragon?

**Pope – Aragon, Venice:** Draw?

### Summer 1262 Plague

**Poor Year – Column Only:** Croatia, Bologna, Avignon, Venice (F Venice eliminated)

**Bolognese**

Winter 1055

Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory  
Deadline for Spring 1055 7/24 Tuesday

A pause for building.

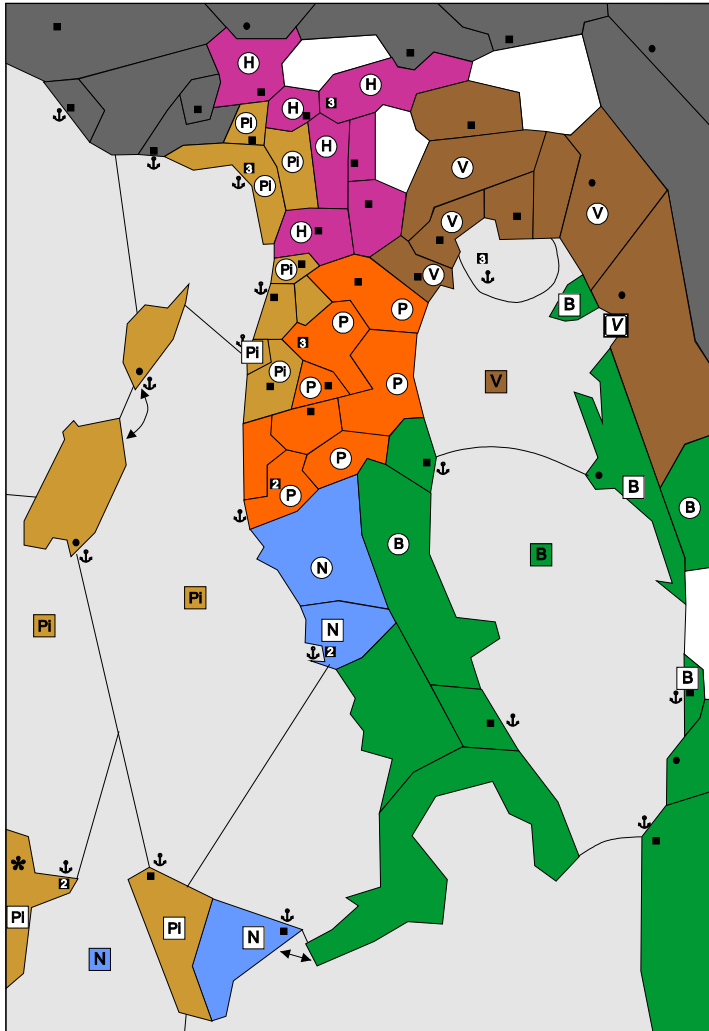
**Bolognese**

Fall 1054 Retreats

Normans retreat F Tunis OTB  
Pisa retreats A Modena to Genoa

Builds

		Cost
Byz	Maintains A Bosnia, A Aquila, F Istria, F Dalmatia, F Lower Adriatic, F Ragusa	18
HRE	Maintains all, builds A Milan	15
Nor	Maintains all, no new builds	12
Pap	Maintains all, no new builds	18
Pis	Maintains all, builds F Piombino	30
Ven	Maintains all, no new builds	21



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

**Purebred**

Fall 1250

Miller Number ?????

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Deadline for Winter 1251 7/24 Tuesday

Aragon invades the Papacy, while Milan, Genoa, Florence, and Venice consolidate their positions.

Outstanding Loans

Summer 1251: 6 ducats due from the Pope (5 borrowed)

Orders

- ARAGON (McHugh): A NAPLES holds, F Tyrrhenian Sea to ROME, F Gulf of Naples to IONIAN SEA
- FLORENCE (Narhi): A BOLOGNA besieges (autonomous garrison destroyed), A SIENNA besieges (autonomous garrison destroyed)
- GENOA (Wilson): A Modena to LUCCA, F SAVOY to LIGURIAN SEA, F CORSICA holds
- MILAN (Schoenfeldt): A TURIN besieges (autonomous garrison destroyed), A TRENTO besieges (autonomous garrison destroyed), A Milan

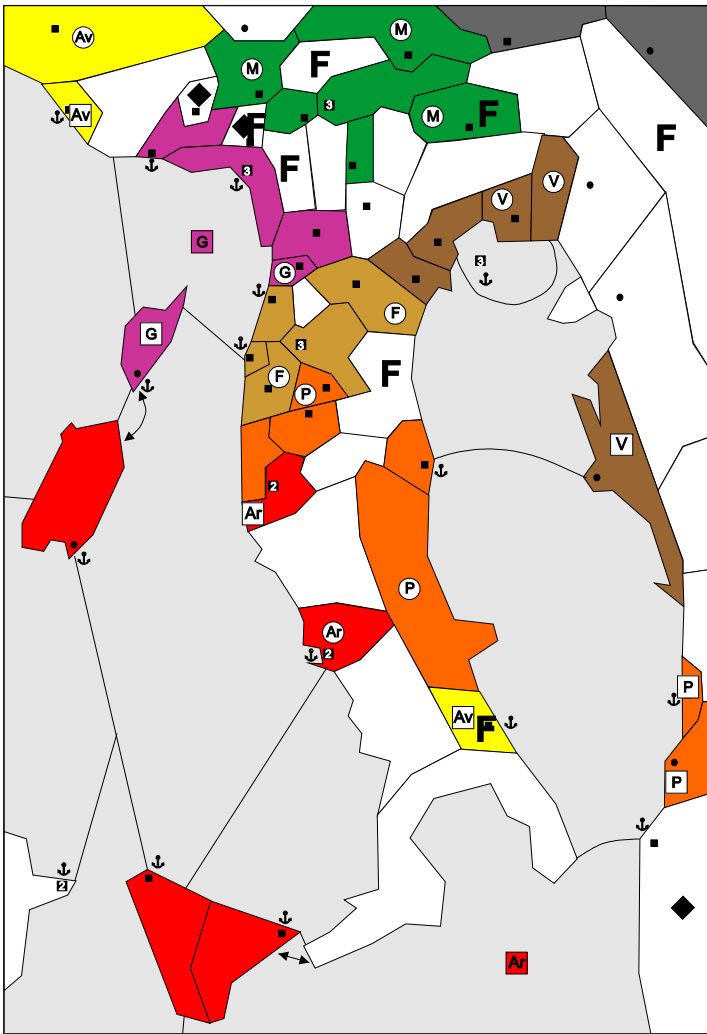
to TYROLEA

- PAPACY (Roalstad): A AREZZO besieges (autonomous garrison destroyed), A ANCONA to AQUILA, F ALBANIA holds, F RAGUSA holds
- VENICE (Robles): A Verona holds, A Treviso besieges, F Upper Adriatic to Dalmatia
- AVIGNON: A AVIGNON holds, F BARI holds, F MARSEILLES holds
- Your treasury:

Spring 1250 Famine

**Poor Year – Row Only:** Bari, Slavonia, Montferat, Urbino, Fornova, Como, Trent

Purebred



Spring 1250 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	Sardinia, Rome, Naples, Palermo, Messina	5
FLO	Pisa, Piombino, Sienna, Florence, Bologna	5
GEN	Corsica, Savoy, Genoa, Modena, Lucca	5
MIL	Turin, Pavia, Tyrolea, Milan, Cremona, <u>Trent</u>	5
PAP	Arezzo, Perugia, Patrimony, Aquila, Ancona, Ragusa, Albania	7
VEN	Ferrara, Padua, Treviso, Friuli, Dalmatia	5

Seas

ARA	Ionian Sea	1
GEN	Ligurian Sea	1
VEN	Venice	1

Cities

ARA	Sardinia, Rome (2), Naples (2), Palermo, Messina	7
FLO	Pisa, Piombino, Sienna, Florence (3), Bologna	7
GEN	Corsica, Savoy, Genoa (3), Modena, Lucca	7
MIL	Turin, Pavia, Tyrolea, Milan (3), Cremona, <u>Trent</u>	7
PAP	Arezzo, Perugia, Ancona, Ragusa, Albania	5
VEN	Ferrara, Padua, Treviso, Dalmatia, Venice (3)	7

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	2	5	1	7	15
FLORENCE:	2	5	0	7	14
GENOA:	2	5	1	7	15
MILAN:	3	5	0	7	15
PAPACY:	3	7	0	5	15
VENICE:	3	5	1	7	16

Total after income:

Game Summary

	1250	1251
Aragon:	3	5
Florence:	3	5
Genoa:	3	5
Milan:	3	6
Papacy:	3	5
Venice:	3	5

Hunter

Turn 21, Phases IV – VI, Turn 22, Phases I - III  
 Turn 22, Phases IV – VI, Turn 23 Phases I - III, 7/24 Tuesday  
 Turn 21

Operations

**Red** (Nichols) operates #45 (\$30, 1 silver), #33 (\$50, 2 gold), #128 (\$40, 1 silver), delivers 6 lumber from Lumberton to Denver for \$1200, receives \$130 in passenger revenues.

**Orange** (Hooton) operates #131 (\$20, 2 lumber), #77 (\$20, depletes), #32 (\$50, depletes), delivers 1 lumber from Hot Sulphur Springs to Denver for \$200, 4 coal from Crested Butte to Denver for \$560, and 2 coal from Craig to Denver for \$280. Receives \$870 in passenger revenue.

**Green** (Longdin) operates #124 (\$40, 4 coal), #125 (\$20, 3 coal), #112 (\$20, 1 copper), #104 (\$50, 1 silver), delivers 6 coal from Magdalena to El Paso for \$840, receives \$200 in passenger revenues.

**Brown** (Partridge) operates #54 (\$40, 1 lumber), delivers 4 gold from Bingham to Salt Lake City for \$1000, 1 gold from Marysvale to Salt Lake City for \$250, 3 lumber from Steamboat Springs to Salt Lake City for \$720, and 9 coal from Rangely to Denver for \$1260. Receives \$870 in passenger revenues.

**Blue** (Scharf) operates #121 (\$30, 2 coal), #90 (\$40, 4 coal), and #44 (\$40, depletes, passenger line 8 removed), delivers 9 coal from Canon City to Denver for \$1260 and 5 coal from York Canyon to Denver for \$700.

**Aqua** (Brosius) declines #129, operates #58 (\$40, 2 lumber), #122 (\$20, 3 coal), #62 (\$30, 2 lumber), #84 (\$20, 1 coal), #64 (\$40, depletes), #113 (\$30, 1 lumber), #118 (\$20, 2 lumber), delivers 1 coal from Durango and 4 coal from Lee Ranch West to El Paso for \$700, 3 lumber from Lumberton and 3 lumber from Porter to Santa

Fe for \$600, receives \$810 in passenger revenue.

Determine Price Changes

Gold: -2 to \$200

Copper: Remains at \$100

Silver: +5 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	-2 to \$160	Remains at \$200	+2 to \$160	+3 to \$160
Coal:	-3 to \$80	Remains at \$100	Remains at \$80	Remains at \$120	-3 to \$80

**Turn 22**

Move Prospectors and Surveyors

**Red** (Nichols) no surveying, prospects #91 and the deck.

**Brown** (Partridge) no surveying or prospecting.

**Orange** (Hooton) no surveying, prospects #29 (+1) and #27.

**Blue** (Scharf) no surveying, prospects #127.

**Green** (Longdin) no surveying, prospects #126.

**Aqua** (Brosius) no surveying, prospects #123 (+2) and the deck.

Dispute Resolution

Red draws #80 (Coal in Aspen), and Aqua draws #34 (Silver in Heber City). No disputes. Red spends \$60, Orange spends \$220, Green spends \$60, Blue spends \$60, and Aqua spends \$60.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$6,590	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$12,225	9, 24, 42	+2, +3, +3	S+2, S, P+1, P
Michael Longdin	Green	El Paso	\$14,700	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$23,040	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$13,620	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$13,395	9, 15, 24, 42	+3	S, S, P+2, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	0	\$50
45	Westcliffe	Red	Silver	1	\$30
83	Durango	Red	Coal	11	\$20
51	Silverton	Red	Silver	5	\$30
33	Silverton	Red	Gold	3	\$50
65	El Vado	Red	Lumber	N	\$30
128	South Fork	Red	Silver	1	\$40
91	Trinidad	Red	Coal	N	\$30
46	Telluride	Orange	Silver	3	Depleted
131	Hot Sulphur Springs	Orange	Lumber	2	\$20
27	Dillon	Orange	Gold	N	\$40
29	Leadville	Orange	Gold	N	\$20
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	6	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	6	\$20
112	Tyrone	Green	Copper	2	\$20
104	Mogollon	Green	Silver	1	\$50
126	Santa Rita	Green	Coal	N	\$30
25	Bingham	Brown	Gold	2	Depleted
76	Craig	Brown	Coal	10	\$20
36	Eureka	Brown	Silver	0	\$50
75	Rangely	Brown	Coal	0	\$20
67	Coalville	Brown	Coal	9	\$30
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	10	\$20
73	Hiawatha	Brown	Coal	10	\$20
132	Steamboat Springs	Brown	Coal	N	\$50
71	Sunnyside	Brown	Coal	N	\$20
49	Silverton	Blue	Silver	3	Depleted
50	Silverton	Blue	Silver	N	\$50
89	Walsenburg	Blue	Coal	2	Depleted

#	City	Owner	Type	Goods	Operation
52	Lake City	Blue	Silver	3	Depleted
121	York Canyon	Blue	Coal	7	\$30
90	Trinidad	Blue	Coal	8	\$40
127	Westcliffe	Blue	Silver	N	\$20
58	Dolores	Aqua	Lumber	2	\$40
122	Lee Ranch West	Aqua	Coal	0	\$20
62	Taos	Aqua	Lumber	6	\$30
84	Durango	Aqua	Coal	0	\$20
113	Porter	Aqua	Lumber	1	\$30
118	Cimarron	Aqua	Lumber	2	\$20
123	Gallup	Aqua	Coal	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
9	B	Denver – Leadville	\$120	Orange	
10	B	Denver – Aspen	\$130	Orange	
21	C	Salt Lake City – Colorado Springs	\$600	Orange /Brown	
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	<sup>1</sup>
20	C	Salt Lake City – Pueblo	\$600	Orange /Brown	
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 when 22 is taken. Good for \$250 toward card 22.

Available Claims

#	City	Type	Claim	Operation
79	Bowie	Coal	\$80	\$40
129	Dillon	Copper	\$100	\$40
41	Leadville	Silver	\$120	\$50
130	Bingham	Copper	\$120	\$80
61	South Fork	Lumber	\$40	\$20
101	Lake Valley	Silver	\$140	\$20
80	<i>Aspen</i>	<i>Coal</i>	<i>\$60</i>	<i>\$30</i>
34	<i>Heber City</i>	<i>Silver</i>	<i>\$80</i>	<i>\$40</i>

Available Trains

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

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	
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	0	\$80
Die +4	5	\$140
Die +5	6	\$200

**Dogbreath****Epoch VII Russia, Manchu Dynasty, the Netherlands, and France  
Epoch VII Great Britain, United States, and Germany, 7/24 Tuesday**Epoch VII Empire

**The Questioner** (Partridge) RUSSIA: Army and Capital North European Plain (Viking army eliminated), army Baltic Seaboard (vs. Huns; plays Treachery, wins), Central Europe (vs. Spain; R: 5, 1; S: 1; wins), Lower Rhein (vs. Spain; R: 1, 1; S: 5; loses), Lower Rhein (vs. Spain; R: 6, 6; S: 4; wins), Northern Gaul (vs. Huns; plays Surprise Attack, R: 3, 2; H: 6; loses), Northern Gaul (vs. Huns; R: 6, 4; H: 3, 2; wins), fleet North Sea (vs. Marching Through the Ages; Q: 3, 1; MTtA: 3; Q: 5, 3; MTtA: 5; Q: 6, 3; MTtA: 2; wins), army Albion (vs. Vikings; R: 3, 1; V: 2; wins), Highlands (vs. Portugal; R: 6, 6; P: 4; wins), Ireland (vs. Portugal; R: 4, 4; P: 4; R: 2, 1; P: 4; loses), Ireland (vs. Portugal; R: 5, 4; P: 1; wins). Builds Monument North European Plain. Points: Dominance in Northern Europe (8), Presence in Middle East (1), China (3), India (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), Nippon (2), 3 Capitals (6), 1 city (1), 2 Seas (2), and 5 Monuments (5) for 39 points.

**Arachnids** (York) MANCHU DYNASTY: Army and Capital Manchurian Plain, army Korean Peninsula, Great Plain of China (vs. Mongols; Ma: 6, 3; Mo: 5, 3; wins), fleet Sea of Japan unsupported), fleet Sea of Japan, army Hokkaido (vs. Fujiwara; M: 6, 2; F: 3, 1; wins, Capital reduced to city), Mongolia (vs. Mongols; Ma: 6, 5; Mo: 3, 1; wins), Eastern Steppe (vs. Mongols; Ma: 3, 1; Mo: 3; Ma: 6, 1; Mo: 6; Ma: 6, 1; Mo: 3; Ma: 6, 2; Mo: 6; Ma: 3, 2; Mo: 3; Ma: 6, 5; Mo: 3; wins), Honshu (vs. Fujiwara; M: 3, 3; F: 2; wins), Western Steppe (vs. Timurid Emirates; M: 5, 3; T: 5; M: 4, 2; T: 6; loses), Western Steppe (vs. Timurid Emirates; M: 3, 2; T: 6; loses), Western Steppe (vs. Timurid Emirates; M: 5, 4; T: 4; wins), North European Plain (vs. Russia; M: 4, 1; R: 6; loses). Points: Control of Nippon (6), Dominance in North Africa (2), Middle East (2), China (6), India (6), Southeast Asia (4), Eurasia (4), Presence in Southern Europe (2), 2 Capitals (4), 4 cities (4), 4 Seas (4), and 9 Monuments (9) for 53 points.

**Great Explorers Grabbing Samples** (Geggus) NETHERLANDS: Plays Naval Supremacy. Army and Capital Lower Rhein (Russian army retreats to Central Europe), fleet North Sea (vs. The Questioner; GEGS: 5+1, 5+1; Q: 6; GEGS: 4+1, 1+1; Q: 3; wins), army Central Europe (vs. Russia; N: 4, 4; R: 2; N: 6, 1; R: 3; wins), Northern Gaul (vs. Russia; N: 5, 2; R: 5, 1; N: 6, 2; R: 4, 2; wins), fleet Atlantic Ocean, army Pyrenees (vs. Spain; N: 5, 4; S: 6, 4; loses), Pyrenees (vs. Spain; N: 5, 4; S: 5, 4; N: 6, 4; S: 4, 4; wins, Capital reduced to city), fleet Eastern Mediterranean (vs. Marching Through the Ages; GEGS: 6+1, 3+1; MTtA: 4; wins). Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), Southern Europe (2), Eurasia (2), 1 Capital (2), 3 cities (3), 3 Seas (3), and 5 Monuments (5) for 27 points.

FRANCE is absnt.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Great Explorers Grabbing Samples (yellow)	57	167
Andy Lewis	Marching Through the Ages (red)	58	124
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	151
Dave Anderson	Time Traveler (orange)	69	127
Andy York	Arachnids (blue)	73	202
Dave Partridge	The Questioner (green)	78	168

Positions

**Arachnids:** Fleets Red Sea, South China Sea, Bay of Bengal, Sea of Japan. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Army Mekong. ARABS: Army, fort, and Monument Southern Iberia, army and fort Lower Tigris, Nubia, armies Levant, Libya. SUNG DYNASTY: Army and city Szechuan, Yangtse Kian, armies Chekiang, Malayan Peninsula, East Indies. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Ganges Delta, Upper Indus, Turanian Plain, Persian Plateau, Zagros, armies Ceylon, Hindu Kush. MANCHU DYNASTY: Army and Capital Manchurian Plain, army and Monument Great Plain of China, army and city Hokkaido, armies Mongolia, Eastern Steppe, Western Steppe, Honshu, Korean Peninsula.

**Time Traveler:** Fleets Atlantic Ocean, Indian Ocean. MACEDONIANS: Army Western Ghats. HUNS: Army Caucasus. MONGOLS: Army and Monument Morea, armies Danubia, Pindus, Crete. SAFAVIDS: Army, Capital, and Fort Persian Salt Desert. PORTUGAL: Army and Capital Western Iberia, armies Patagonia,

Deep South.

**Marching Through the Ages:** Fleets Atlantic Ocean, Indian Ocean, Caribbean Sea. NORTH AMERICAN MIGRANTS: Armies Great Plains, West Indies.

SASSANIDS: Three armies Wei River. BYZANTINES: Armies Northern Appenines, Dalmatia. HOLY ROMAN EMPIRE: Army Upper Tigris. SPAIN: Army, city, and Monument Northern Andes, army and Monument Shatts Plateau, armies Southern Andes, Madagascar, Ceylon.

**Royal Manticoran Historical Society:** MAYANS: Two armies and Capital Central America. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. CHOLAS: Army Sumatra. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard.

**The Questioner:** Fleet Black Sea. HAN DYNASTY: Three armies Si-Kyang, armies Yellow River, Irrawaddy. SELJUK TURKS: Army and Monument Eastern Deccan, two armies Western Deccan, armies Eastern Ghats, Lower Indus. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and fort Tarim Basin, armies Balkans, Eastern Anatolia. RUSSIA: Army, Capital, and Monument North European Plain, army and Monument Albion, armies Baltic Seaboard, Highlands, Ireland.

**Great Explorers Grabbing Samples:** Fleets North Sea, Western Mediterranean, Eastern Mediterranean. CRUSADERS: Army, city, and Monument Arabian Peninsula, army, city, and fort Palestine, army and Monument Nile Delta. VIKINGS: Army and Monument Southern Appinines, armies Scandinavia, Western Gaul, Central Massif. TIMURID EMIRATES: Army Dnieper. NETHERLANDS: Army and Capital Lower Rhein, army, city, and Monument Pyrenees, army and Monument Central Europe, army Northern Gaul.

*Epoch VII Empire*

*Event Cards*

**Rottweiler**

**Turn 4b**

**Turn 5a, 7/24 Tuesday**

*Cards*

TRP	GOP	GOO
Growth	Order	Raw Materials
Innovation	Growth	Innovation
Waste Disposal	Hiring/Firing	Waste Disposal

TRP plays Growth, increasing Growth to 16.

GOP plays Growth, increasing Growth to 17.

GOO plays Raw Materials, auctioning 4 raw materials. TRP bids \$4, GOP bids \$5, and GOO accepts the bid.

TRP plays Innovation, paying \$5 and improving Raw Materials to 2/10.

GOP plays an Order, consuming 5 raw materials and producing \$17 and 4 waste.

GOO plays Innovation, paying \$5 and improving Raw

Materials to 3/6.

TRP plays Waste Disposal, reducing waste to 4.

GOP discards Hiring/Firing

GOO plays Waste Disposal, reducing waste to 0.

Each company pays \$5 for 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	\$5	0	2	16	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	1	\$17	0	14	17	5	Innovation
Eric Brosius	General Olfactory Organization	2	\$11	0	6	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	4	30
Richard Weiss	5/1	5/1	4/3	8	30
Eric Brosius	5/1	3/6	5/1	0	28

*Available Cards*

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

Accident card was drawn to no effect. Deck will be shuffled before the Turn 5 card draw.

*Discards*

Growth                      Growth                      Innovation                      Growth                      Growth                      Raw Materials                      Innovation  
Order                      Innovation                      Hiring/Firing                      Waste Disposal                      Waste Disposal

## Daquiri Turns 13.4 to End of Game Statements

### Turn 13

**Partridge** takes the Trader, trading coffee (using the Office) for 4 doubloons. No further trades possible, Trading House empties.

**McHugh** takes the Prospector, gaining 2 doubloons.

### Turn 14

Governor **York** takes the Trader, and trades coffee for 5 doubloons, Fisher and Partridge cannot trade, McHugh trades indigo for 4 doubloons (1 base, 1 for Small Market, 2 for Large Market), and Zieske trades sugar for 2 doubloons.

**Fisher** takes the Settler, gains 1 doubloon and takes a coffee plantation (gaining 1 colonist from the Hospice), Partridge takes a sugar plantation, McHugh passes, Zieske takes a sugar plantation (gaining 1 colonist from the Hospice), and York takes a coffee plantation. There are no more plantations in stock, so the indigo and sugar plantations remain.

**Partridge** takes a Prospector, gaining 2 doubloons.

**McHugh** takes the Builder and builds a Harbour (Builder bonus, 1 Quarry, and 6 doubloons), Zieske passes, York builds an Office (2 Quarries and 3 doubloons), Fisher passes, and Partridge builds a Small Sugar Mill (2 doubloons, gains 1 colonist from the Colony Ship because of the University).

**Zieske** takes the Captain and ships corn on Ship 1 for 2 VP, York can't ship, Fisher ships 1 coffee on Ship 2 for 2 VP, Partridge and McHugh can't ship, Zieske ships 1 sugar via the Wharf for 1 VP.

### Turn 15

Governor **Fisher** takes the Craftsman, gaining 1 doubloon and 3 corn, 3 coffee, and 1 indigo, and gains 2 additional doubloons from the Factory, Partridge produces 2 corn, 1 indigo, 2 tobacco, and 1 coffee, McHugh produces 2 corn and 3 indigo, Zieske produces 1 corn, 2 indigo, and 4 sugar, and gains 2 additional doubloons from the Factory, York produces 1 corn, 2 sugar, 2 tobacco, and 2 coffee.

**Partridge** selects the Trader, using his Office to trade coffee for 5 doubloons (including Trader bonus). No other trading is possible.

**McHugh** takes the Mayor, gaining 2 doubloons, putting one colonist on the Residence, and shifting colonists from the Hacienda, Small Market, and Large Market to the Harbour, an indigo plantation, and a corn plantation. Zieske puts a colonist on the Tobacco Storage, York places a colonist on the Office, Fisher places a colonist on the University, and Partridge places a colonist on the sugar plantation. There are no colonists remaining in stock, so the game ends this turn.

**Zieske** takes the Captain and ships corn via Ship 3 for 2 VP, York ships 1 corn on Ship 3 for 1 VP, Fisher ships 3 corn on Ship 3 for 4 VP, Partridge ships 2 corn on Ship 3 for 2 VP (Ship 3 sails), McHugh cannot ship, Zieske ships 4 sugar via the Wharf for 4 VP, York ships 1 tobacco on Ship 1 for 1 VP (Ship 1 sails), Fisher ships 3 coffee on Ship 2 for 4 VP, Partridge, McHugh, and Zieske cannot ship, York ships 2 coffee on Ship 2 for 2 VP, and Fisher ships 1 indigo via the Wharf for 2 VP.

McHugh discards 2 corn and 2 indigo and York discards 2 sugar.

York takes the Settler and takes a sugar plantation. Fisher takes the remaining indigo plantation. There are no more available plantations.

### The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Partridge	Trader	<b>Indigo</b> , Indigo, Indigo, <b>Tobacco</b> , <b>Tobacco</b> , <b>Corn</b> , <b>Corn</b> , <b>Coffee</b> , Tobacco	<b>Indigo Plant (1)</b> , <b>Tobacco Storage (2)</b> , <b>Coffee Roaster (1)</b> , <b>University</b> , <b>Office</b> , <b>Small Warehouse</b> , <b>Small Sugar Mill</b>		11	1 Indigo, 2 Tobacco	13
Jack McHugh	Mayor	<b>Corn</b> , <b>Indigo</b> , <b>Indigo</b> , <b>Quarry</b> , Tobacco, <b>Indigo</b> , <b>Indigo</b> , Tobacco, Indigo, Tobacco, <b>Corn</b> , <b>Corn</b>	<b>Indigo Plant (3)</b> , <b>Small Indigo Plant</b> , Small Market, Hacienda, Large Market, <b>Residence</b> , <b>Harbour</b>		4	1 Indigo	11
Paul Zieske	Captain	<b>Quarry</b> , <b>Quarry</b> , <b>Quarry</b> , <b>Sugar</b> , <b>Indigo</b> , <b>Sugar</b> , <b>Indigo</b> , <b>Sugar</b> , <b>Sugar</b> , <b>Corn</b> , <b>Sugar</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> , <b>Indigo Plant (2)</b> , <b>Factory</b> , <b>Wharf</b> , <b>Tobacco Storage (1)</b>		7	2 Indigo	26
Andy York	Settler	<b>Quarry</b> , <b>Quarry</b> , <b>Corn</b> , <b>Coffee</b> , <b>Sugar</b> , <b>Tobacco</b> , <b>Tobacco</b> , <b>Tobacco</b> , <b>Sugar</b> , <b>Coffee</b> , <b>Sugar</b>	<b>Construction Hut</b> , <b>Tobacco Storage (3)</b> , <b>Small Sugar Mill</b> , <b>Sugar Mill (2)</b> , <b>Coffee Roaster (2)</b> , <b>Large Warehouse</b> , <b>Office</b>		4	1 Tobacco	24
<b>Ron Fisher</b>	Craftsman	<b>Quarry</b> , <b>Quarry</b> , <b>Corn</b> , <b>Corn</b> , <b>Indigo</b> , <b>Coffee</b> , <b>Coffee</b> , <b>Coffee</b> , <b>Sugar</b> , <b>Corn</b> , <b>Coffee</b> , Indigo	<b>Hospice</b> , <b>Small Market</b> , <b>Large Market</b> , <b>Small Indigo Plant</b> , <b>Coffee Roaster (2)</b> , <b>Wharf</b> , <b>Factory</b> , <b>Harbour</b> , <b>City Hall</b> , <b>University</b>	1	6		32

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.

### Victory Points

	Dave Partridge	Jack McHugh	Paul Zieske	Andy York	Ron Fisher
<b>Buildings</b>	15	14	19	14	25
<b>VP Chips</b>	13	11	26	24	32
<b>Bonus</b>	0	7	0	0	8
<b>Total</b>	<b>28</b>	<b>32</b>	<b>45</b>	<b>38</b>	<b>65</b>

Congratulations to Ron on his victory!





## Golden Retriever

**Turns 2.2 to 3.2**

**Turns 3.3 to 4.3, 7/24 Tuesday**

### Turn 2

**Dave** rolls a 6. Kevin and Chris each gain a wool and Bill and Dave each gain an ore. Trades a grain to Chris for a brick.

**Bill** rolls a 4. Bill gains an ore and Dave gains a lumber. Bill plays his Knight and moves the Thief to the 3 Field by C7, stealing grain. Trades 2 wool for grain at the wool port and builds a city C11.

**Chris** rolls a 11. Chris gains 1 lumber. Trades wool to Kevin for grain. Builds a settlement at D8.

### Turn 3

**Kevin** rolls a 8. Chris gains 1 wool and Bill gains 2 wool. Kevin passes.

**Dave** rolls a 7. Moves the Thief to Pasture 6 by B6, and steals wool from Chris. Builds a settlement at C3.

### Dice Rolls

#### Turn 3

Chris: 9

Bill: 10

#### Turn 3

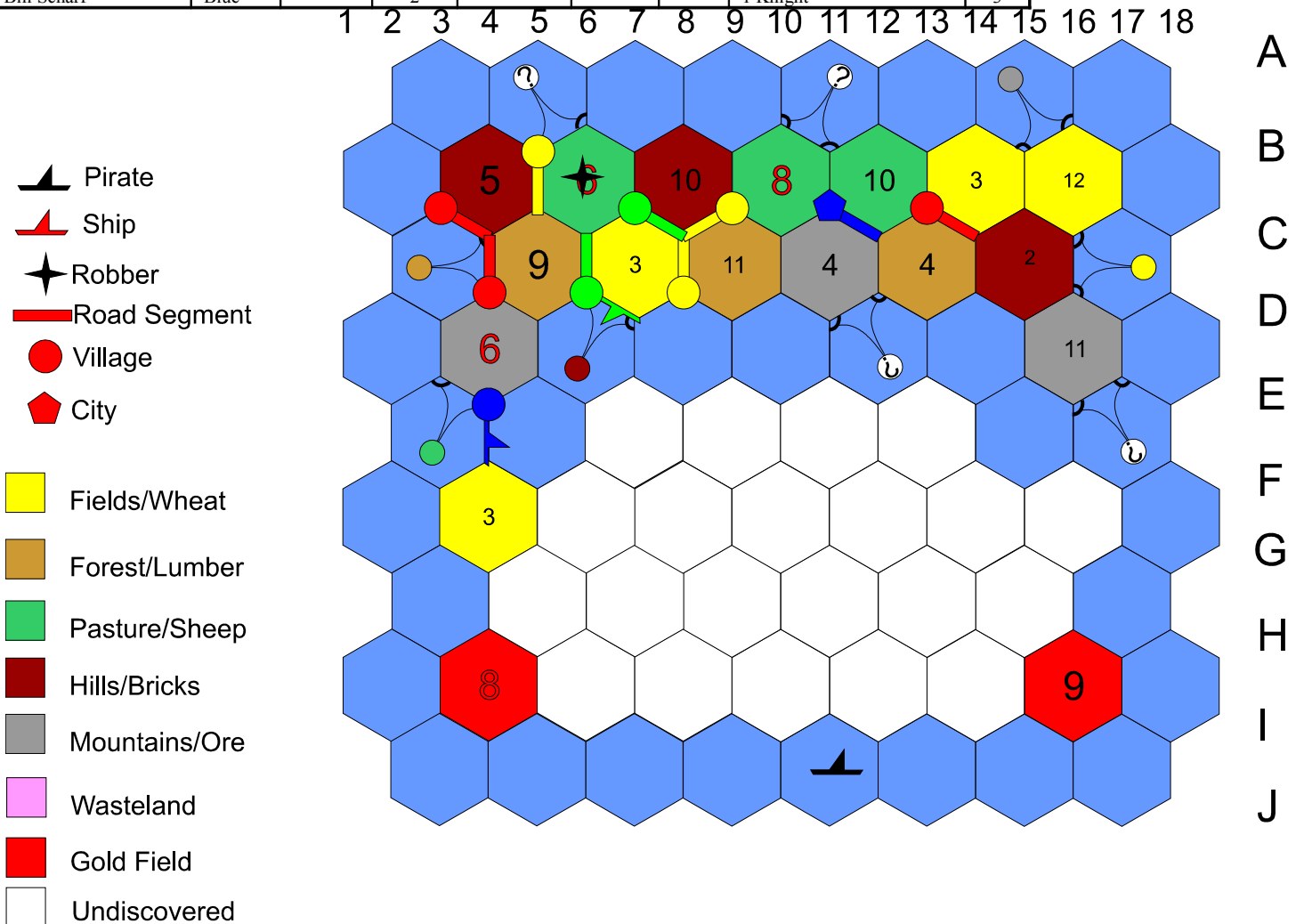
Chris: 8

Kevin: 3

Dave: 9

### The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	1	2		1			2
Dave Hooton	Red		2			1		3
Chris Geggus	Yellow	1						3
Bill Scharf	Blue		2				1 Knight	3



## Portuguese Water Dog

### Turn 2 Actions through Turn 5 Action

#### Players

Player Name	Company Name/Color	Ships	Colonists	Additional Actions	Expedition Cards
Brad Martin	Da Gama Trading Co./Blue	6	0	2	
Chris Geggus	GEGS/Yellow	4	1		
<b>Jack McHugh</b>	A&P/Red	5	0	1	4

Player in **bold** is the first player.

#### **Turn 2**

##### Actions

**Da Gama Trading Company** attempts to found the Cochin colony, drawing 3 colonists, playing the Enhanced Found Colony card, and drawing 2 more colonists. Attempt fails, 1 colonist received.

**GEGS** spends 1 pepper and 1 ship to advance harvest to level 2.

**A&P** draws and Expedition card, drawing Progress by Spice/Shell.

**Da Gama Trading Company** draws an Expedition card, drawing Sell/Statue.

**GEGS** collects taxes, gaining 6 ducats.

**A&P** spends 1 pepper and 1 ship to advance harvest to level 2.

**Da Gama Trading Company** attempts to found the Cochin colony, drawing 3 colonists. Attempt fails, 1 colonist received.

**GEGS** collects more taxes, gaining 6 ducats.

**A&P** collects taxes, gaining 6 ducats.

**Da Gama Trading Company** uses an Additional Action to collect taxes, gaining 4 ducats.

#### **Turn 3**

##### Auction Marker Placement

**Da Gama Trading Company** places the First Player Flag and auction marker 1 at D on the bottom edge.

**GEGS** places auction marker 2 at E5 (Ships/Colonists tile).

**A&P** places auction marker 3 at E4 (double clove plantation).

**Da Gama Trading Company** places auction marker 4 at D4 (single nutmeg plantation).

##### Auctions

**First Player Flag:** GEGS bids 5, A&P passes, and Da Gama buys it for 6 ducats.

**Ships/Colonists Tile:** A&P bids 8, Da Gama passes and GEGS accepts the bid.

A&P takes 3 ships.

**Double Clove Plantation:** Da Gama bids 3, GEGS bids 7, and A&P takes it for 8.

**Single Nutmeg Plantation:** GEGS bids 7, A&P passes, and Da Gama passes.

##### Actions

**Da Gama Trading Company** attempts to found the Cochin colony, drawing 4 colonists, and playing 2 colonists. Attempt succeeds. Takes a cinnamon.

**GEGS** spends 1 ship and uses his Advance by Ship card to advance ship building to level 2.

**A&P** attempts to colonize Cochin, drawing 3 colonists. Attempt fails, gains 1 colonist card.

**Da Gama Trading Company** spends 1 ship and 1 cinnamon to advance taxation to level 2.

**GEGS** spends 1 ship and 1 nutmeg to advance exploration to level 2.

**A&P** collects taxes, gaining 6 ducats.

**Da Gama Trading Company** collects taxes, collecting 6 ducats.

**GEGS** harvests, collecting pepper (at pepper plantation) and cloves (at Cochin).

**A&P** harvests, collecting cinnamon at Quillon.

**Da Gama Trading Company** uses an Additional Action to harvest, collecting nutmeg at Quillon.

#### **Turn 4**

##### Auction Marker Placement

**Da Gama Trading Company** places the First Player Flag and auction marker 1 at D on the bottom edge.

**GEGS** must place auction marker 2 on the double pepper plantation at D5.

**A&P** must place auction marker 3 on the Expeditions Tile at C4.

**Da Gama Trading Company** places auction marker 4 on the Spice tile at C3.

##### Auctions

**First Player Flag:** GEGS bids 8, A&P passes, and Da Gama accepts the bid.

GEGS gains the First Player Flag and an additional action.

**Double Pepper Plantation:** A&P passes, Da Gama bids 6, and GEGS accepts the bid.

**Expeditions Tile:** Da Gama bids 2, GEGS bids 9, and A&P accepts the bid.

GEGS draws Enhanced Found Colony/Palm and Colonists/Palm.

**Spice Tile:** GEGS bids 4, A&P bids 5, Da Gama buys it for 6 ducats.

##### Actions

**GEGS** uses 1 clove and 1 ship to advance colonization to level 2. Since all abilities are now at level 2, GEGS gains an additional action.

**A&P** attempts to found Cochin, drawing 3 colonists. Attempt fails, gains 1 colonist card.

**Da Gama Trading Company** uses the Spice tile to produce ginger in Cochin, and uses the nutmeg from Quillon and a ship to advance Expeditions to level 2.

**GEGS** plays a Colonists Expedition card, gaining 2 colonists, and attempts to found Madras. He starts with 2 colonists, draws 2 more, plays the Enhanced Found Colony Expedition card, gaining 3 more, and plays 3 colonists. He succeeds, selecting the clove/ginger colony and gaining one of each. The Expedition deck is reshuffled.

**A&P** attempts to found Cochin, drawing 4 colonists and using 4 colonists. He

succeeds, gaining nutmeg.

**Da Gama Trading Company** uses ginger and a ship to advance ship building to level 2. Since all abilities are now at level 2, Da Gama gains an additional action.

**GEGS** builds ships, gaining 2.

**A&P** uses 1 nutmeg and 1 ship to advance exploration to level 2.

**Da Gama Trading Company** harvests, collecting nutmeg in Quillon and cinnamon in Cochin.

**GEGS** uses an additional action to expend cinnamon, pepper, and 2 ships to advance taxation to level 3.

**Da Gama Trading Company** uses an additional action to expend nutmeg, pepper, and 2 ships to advance harvest to level 3. He then plays his Sell Expedition card to sell his remaining pepper and cinnamon for 6 ducats.

GEGS uses an additional action to collect 8 ducats in taxes.

**Turn 5**

Auction Marker Placement

GEGS places the First Player Flag and auction marker 1 at Row 1 on the left.

actions)

A&P places auction marker 2 at A2 (Draw 3 Expedition Cards).

GEGS places auction marker 4 at A1 (Gain 4 ships).

Da Gama Trading Company places auction marker 3 at B2 (Gain 2 additional

Auctions

**First Player Flag:** A&P bids 7, Da Gama passes, and GEGS accepts the bid.

**Additional Actions Tile:** GEGS bids 7, A&P passes, and Da Gama bids 8.

A&P gains the First Player Flag and an additional action.

**Ships Tile:** A&P passes, Da Gama bids 3, GEGS buys it for 4 ducats.

**Expeditions Tile:** Da Gama bids 7, GEGS bids 8, and A&P takes it for 9.

Actions

A&P harvests, collecting nutmeg at Cochin.

pepper at the pepper plantation. Gains 1 ship.

Da Gama Trading Company harvests nutmeg at Quillon, cloves at Cochin, and two

# American Pickers

clove plantation 			
colony  Quillon	colony  Cochin	 Madras	 Calicut

0	1	1	4	1 1	0
1	2	2	6	1 2	2
3	3	4	8	2 3	3
6	4	6	10	2 4	4
10	5	8	12	3 5	6

# Da Gama Trading Co.

pepper plantation 			
colony  Quillon	colony  Cochin	 Madras	 Calicut
ship  Take each round!	spice  Take each round!		

	A	B	C	D	E	
1		clove plantation 	nutmeg plantation 	espionage  Use Once!	colonists  Take immediately!	1
2			ships/colonists  Take immediately!	ships/colonists  Take immediately!	pepper plantation 	2
3	ginger plantation 	clove plantation 	settlement  Take immediately!	vice-king  Use Once!	additional actions  Take immediately!	3
4	cinnamon plantation 	settlement  Take immediately!	pepper plantation 	mission  counts for the scoring!	cinnamon plantation 	4
5	ginger plantation 	trade  Use Once!	mission  counts for the scoring!	supply  Use Once!	give up  counts for the scoring!	5
	A	B	C	D	E	

# Goan European Grant Scheme

pepper plantation  1	cinnamon plantation 	nutmeg plantation  1	
 6 Quillon	colony  Cochin	colony  Madras	 12 Calicut

Expedition Discard Pile

Action	Colonists	Symbol
Ducats	3	Statue
Modified Harvest	1	Fish
Sell	3	Statue

## Russian Wolfhound

### Initial Influence Allocation and Turn 1, Cure through Health Turn 1, Funeral Commission through Parade, 7/24 Tuesday

#### Cure Phase

CHEKA declares 5 IP on Karrienko. Nobody takes the cure. Aparatschik ages to 81, Manjak ages to 62, and Badenuff ages to 54.

#### Purge Phase

RADICAL declares 11 IP on Putschnik, and attempts to purge Badenuff (dr = 10+2), successful. Putschnik ages to 53.

#### Spy Investigation Phase

CRAP declares 10 IP on Karrienko, who starts investigations on Aparatschik and Manjak. Karrienko ages to 65.

#### Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	81, ?	
KGB Head	Ulan Putschnik (Y)	53, strong	<b>RADICAL (10+)</b>
Foreign	Natasha Nogoodnik (V)	55	
Defense	Boris Karrienko (N)	65, +	CHECKA (5), <b>CRAP (10)</b>
Ideology	Petr Niewitko (D)	73	
Industry	Iwan Majak (P)	62, ?, weak	
Economy			
Sport	Ludmilla Patina (S)	58	

**Candidates:** C, I, J, M, O

**People:** B, E, F, G, H, K, L, Q, R, T, U, W, Z

**Siberia:** X (54)

#### Health Phase

Aparatschik (dr = 20) remains healthy  
Putschnik (dr = 11) remains healthy  
Nogoodnik (dr = 13) remains healthy  
Karrienko (dr = 8) gets sick  
Niewitko (dr = 19) remains healthy  
Manjak (dr = 8) remains healthy  
Patina (dr = 20) remains healthy

#### Players

Player	Faction Name
Bob Robles	Communist Home Economics for Komerades in Arms (CHEKA)
Bill Sharf	Red Fist (RF)
Jack McHugh	Communist Reforms Against Parasites (CRAP)
Chris Geggus	Georgian Extremists Garner Support (GEGS)
Doug Kent	Whining Kent Pigs (WKP)
Kevin Wilson	Red Army Defense Intelligence Command – Armed Librarians (RADICAL)

#### Intrigue Cards

## Pedagoguery

Modern cosmology is built on the foundation of inflation. It has been a very successful hypothesis, explaining much of what we see today, but there may be some cracks appearing in that foundation. The question is whether these are steps on the road to make the theory better, or fundamental flaws.

Inflation relies on the existence of a particular form of energy, called the inflaton field. It must be dense, nearly of constant value across space, and have a negative gravitational effect. The shape of the potential energy profile must be like a shallow valley, surrounded by a gently sloping plateau. When the value is on the plateau, inflation is in progress, but when it drops into the valley, inflation stops. This aspect of inflation will prove critical to the further discussion.

Before moving on, let us first see where inflation is successful. First of all, inflation appears to be inevitable. Recent work in theoretical physics has identified a number of potential inflaton candidates, so that question appears to be how inflation can possibly be avoided. It is almost certain that in the chaotic environment of the early universe, somewhere, some combination of factors would favor inflation, and once that happened, that area would quickly expand to become the dominant region.

Secondly, inflation does a great job of explaining the uniformity of the universe on large scales. No one knows how uniform the immediate post-Big Bang universe was, but with inflation, it does not matter – all of the irregularities get inflated away.

Finally, inflation predicts very accurately the universe we see around us. Because of quantum fluctuations, the post-inflation universe would not be absolutely uniform, but would contain small fluctuations. These fluctuations would have a very definite property in that they would be what is called “scale invariant”. That is to say that they would be the same no matter how big or small a scale that you were looking at was. That is precisely what we observe.

However, inflation is not without its issues. Unlike most cases of a failing theory, the issue is not small discrepancies between predictions and observation.

On the contrary, observations are in excellent accord with the predictions of inflation. No, here the issue is challenges to the logical foundations of the theory. There are two fundamental questions that are being raised. First, does the theory really work as advertised? Second, are the predictions originally made still the predictions of the model as we understand it today. There are reasons to believe that the answer to both questions is no.

The first challenge is to the inevitability argument. As it turns out, if inflation is inevitable, then “bad” inflation is much more likely than “good” inflation. In this instance, “bad” inflation is defined as inflation that does not produce the results we see today. It all depends on the precise shape of the potential energy profile of the inflaton field. Current theories do not constrain the profile, so it could, in theory, take on any value at all. As it turns out, only a narrow range of values would produce the universe we see today. If the “bad” inflation would produce a universe incompatible with life, we could use the anthropic principal to ignore those results. However, that is not the case here. Many of the values of the inflaton field would produce larger temperature variations, which would in turn produce more stars and galaxies. Such a universe would be more conducive to life, not less. In addition, it is not necessary to invoke inflation at all to produce a universe like ours. Doing a statistical analysis of the possible initial values of the inflaton field, physicist Roger Penrose found that there are far more possibilities of producing our universe without inflation than with inflation – by a factor of  $10^{100}$ !

What of the powerful agreement between the predictions of inflation and observation? There is a potential problem there, as well. Those predictions were established in the 1980s when inflationary theory was developed. They may have been made on a naive understanding of the physics involved. One issue is that inflation is eternal – once it begins, it never ends. Certain regions of space may stop inflating, but since those that are inflating are growing at an exponentially larger rate, the non-inflating regions can never “join up” to become the dominant

regions. Now, in itself, this is not a problem. The problem lies in the fact that how a region comes out of inflation is inherently random. That randomness can produce universes that look nothing like ours; they could be warped or strongly curved, they could even have fundamentally different physical laws. What's more, there would be an infinite number of such universes. According to Alan Guth, one of the architects of inflationary theory, "In an eternally inflating universe, anything that can happen will happen; in fact, it will happen an infinite number of times." In such a circumstance, it would be impossible to determine whether our universe

is the exception or the rule – you can't do statistics on an infinite set. And with that, the theory loses much of its predictive power, since literally anything can happen.

Is there any way out of this problem? There are some possibilities out there, such as brane theory or some sort of cyclic theory. However more work needs to be done to resolve the issues, and it's not clear how long that willtake.

Next time, the case of the missing galaxies.

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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, Jack McHugh **Dune:** Steve Koehler, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **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, Chris Geggus **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, Chris Geggus **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:** Jack McHugh, Chris Geggus **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus

### Standby Calls

None this issue!

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