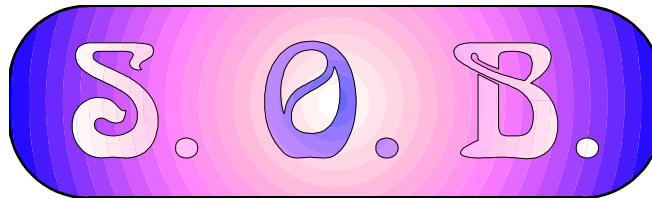


Number 181

August/September,  
2012**Notes from Hades**

It has been a rather crazy summer for the Hassler household. It started the weekend after the last issue was sent out, when I had to fly to Kentucky for my brother's wedding. I took a red-eye to Lexington on Friday night for the Saturday wedding, and flew back Sunday morning, so I didn't have much time to sight see, but what I did see of the area was quite pretty.

The next few weeks were quiet for me, but Erik and Scott were quite busy. The week after school let out, they were at Arboretum day camp at the Fullerton Arboretum. The next two weeks they were at the school's GATE summer science program. Then they got a week off. Then we were all three at the local Cub Scout day camp. I was co-running the science program with the chair of the geology department at Cal State Fullerton. We did things like nature hikes, and simulating volcanic eruptions using liquid nitrogen.

It was during that week that my computer issues began. One evening I went to my computer and it was completely unresponsive, even though the power light was on. With no other option, I tried a hard re-boot. It resumed in the same state, so I tried it again, and the system was apparently corrupted. I have a backup, and I tried restoring from the backup, but unbeknownst to me, the backup was not saving system or hidden files, so it couldn't help. I finally took it in to get serviced. It took over a week for me to get my computer back – the week I had planned on getting this issue out. Even then, there were some things that were lost permanently, such as all of my old emails. I also had to re-install all of my applications. I have since upgraded my backup solution so that this shouldn't happen again.

When I got my computer back, it was just a few days before I was scheduled for a trip to Melbourne, Australia. That trip went well. Melbourne, from my standpoint, seemed much more like an American city than any of the European cities I have visited. The organizer of the meeting, who is actually from the Perth area, described Melbourne as one of Australia's more European cities, however. This being my first visit south of the equator, I brought my binoculars to try to get some stargazing in, but it was too light polluted. I was able to see the Southern Cross, however.

(Continued on page 2).

On the games front, as expected Dogbreath ends this issue. Congratulations to Andy York on his victory. I got all of the game fees I need to start up Hound Dog (Dune), so that starts this issue, but a few games are going to be ending shortly, so if you are signed up for a game below and I do not have your game fees, please send them in because I am going to need new games in short order.

The next deadline is **Tuesday, September 25 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 (\$), Martin Burgdorf(\$), will take up to 2 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(\$), Martin Burgdorf(\$). **This game is full and starts this 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, Martin Burgdorf, will take up to 4 more.

**Gunboat Machiavelli.** This game will start after the second Machiavelli game finishes. Have 4, 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.

**History of the World.** Will take up to 7.

**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**

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

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## Barking Up the Wrong Tree

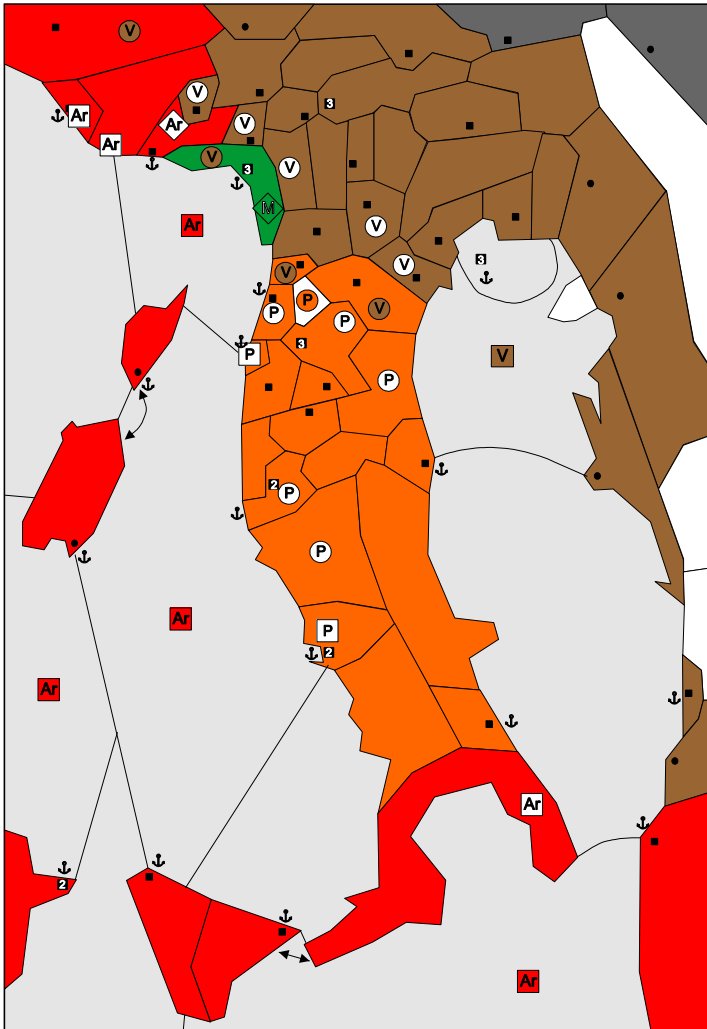
Summer 1262

Miller Number 2007Bpw10

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory  
Deadline Fall 1262 9/25, Tuesday**

*Venice continues to advance, now against Aragon as well as the Pope. Milan's last unit is besieged in its capital.*

### Barking Up the Wrong Tree



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

### Expenditures

The Papacy spends 21 ducats to disband Venice EM A Urbino.

### Orders

**ARAGON (Scharf):** F MARSEILLES supports F Savoy to Provence, F Savoy to PROVENCE, F LIGURIAN SEA supports G Savoy convert to A, F TYRRHENIAN SEA holds, F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea, F IONIAN SEA to Lower Adriatic, F Gulf of Naples to OTRANTO, G SAVOY convert to A

**MILAN (Giovine):** G MILAN converts to A

**PAPACY (Robles):** A PISA supports F Piombino, A Florence to URBINO, A ROME holds, A CAPUA supports F Naples, A PISTOIA supports A Pisa, F PIOMBINO supports A Pisa, F NAPLES holds, G FLORENCE converts to A

**VENICE (Partridge):** A SWISS to AVIGNON, A SALUZZO supports A Montferrat to Savoy, A MONTFERRAT to Savoy, A GENOA besieges, A FORNOVA supports A Genoa, A Parma to MANTUA, A Modena to LUCCA, A Mantua to BOLOGNA, A FERRARA supports A Mantua to Bologna, A (EM) Urbino to Florence (nsu), F UPPER ADRIATIC to Lower Adriatic

Your ducats:

### Notes

The draw fails with 2 votes in favor, and 2 votes against (one an NVR). It is re-proposed.

### Press

**Communication from the Cemetery of Heroes – All:** But did I just say that Venice was going for a solo win? More than 5 or 6 turns ago? Yes? Probably not all was awake at that time! Now it is too late with only two missing cities!!!!

**Pope – All:** Really!?

### Notes from Hades (continued)

The week after that, it was family vacation time. We started out by driving up to San Jose to my aunt and uncle's house. From there, we went to San Francisco and explored the Presidio and the Golden Gate Bridge. The Presidio is a former military base turned national park. It was first established in 1777 by the Spanish right at the tip of the San Francisco peninsula. We originally planned to bicycle across the Golden Gate Bridge to Sausalito, but the bridge was too crowded and since the boys had just gotten new bicycles a few weeks before and were still getting used to them, so we instead walked out onto the bridge past the first tower and came back. The next day we explored San Francisco, taking a bus tour and hitting the Exploratorium, a hands-on science museum that I had visited when I was in junior high school. The next day we went up north to Muir Woods to see

the redwood grove there, then down to Oakland for the night. We did some biking in Jack London Square the next morning and then visited the USS Hornet, a World War II era aircraft carrier that has been turned into a museum. It was one of the first Essex-class carriers, named after the Hornet that fought in the Battle of Midway. It served with distinction during World War II and after, including being the ship that recovered both Apollo 11 and 12. From there, we went to Salinas, near Monterey. We did some more bicycling in Monterey, then the next morning visited the Monterey Bay Aquarium before heading home along the coast. It was an eventful, but fun trip.

I had one day home before I had to head out to Columbus, Ohio for a meeting. That was a quick trip – out Monday morning, back Wednesday evening.

### Bolognese

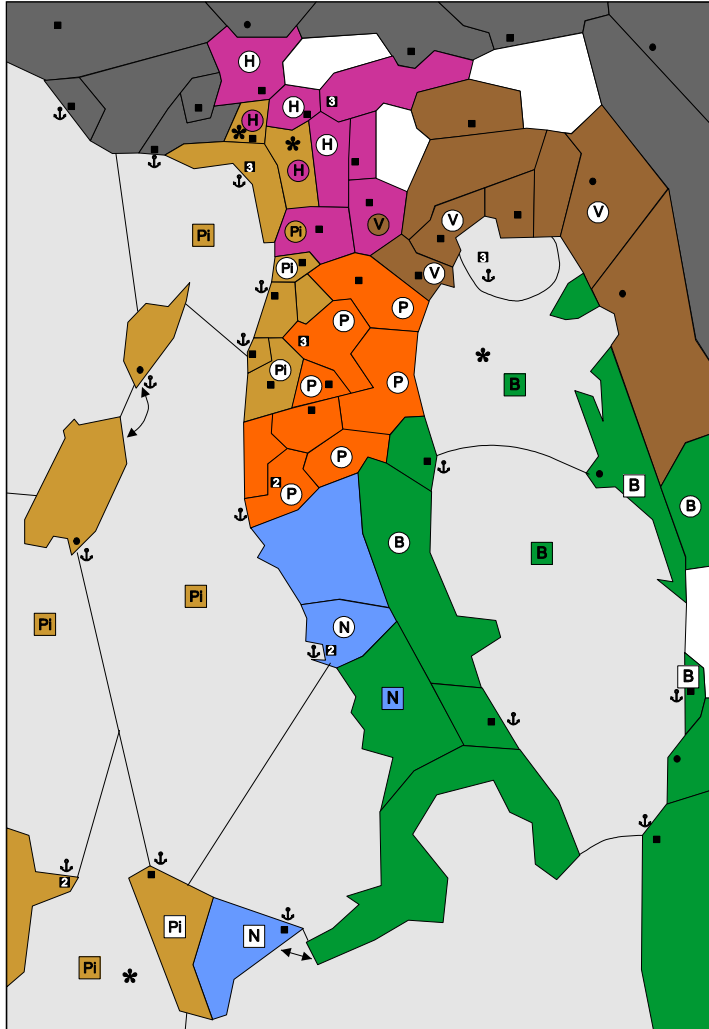
Spring 1055

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

Deadline for Summer 1055 9/25 Tuesday

*Pisa keeps pushing back the Normans, but loses ground to the Holy Roman Empire. Likewise, Venice gains ground against the Holy Roman Empire while losing it to the Byzantines. The Pope maintains status quo.*

### Bolognese



### Expenditures

The Byzantines spend 12 ducats to disband Venice EM fleet Croatia

### Orders

BYZANTINES □:

A AQUILA supports F Lower Adriatic to Ancona, A BOSNIA to Croatia, F LOWER ADRIATIC to Ancona, F DALMATIA supports F Istria to Upper Adriatic, F Istria to UPPER ADRIATIC, F RAGUSA to Lower Adriatic

HOLY ROMAN EMPIRE □:

A Milan to PAVIA, A PAVIA to MONTEFERRAT, A TURN supports A Pavia to Montferrat, A PARMA supports A Modena to Fornova, A Modena to FORNOVA

NORMANS □:

A Capua to NAPLES, F Naples to SALERNO, F MESSINA supports F Central Mediterranean to Palermo, F Central Mediterranean to Palermo (DISLODGED, retreats Ionian Sea, OTB)

PAPACY □:

A BOLOGNA to Mantua, A FLORENCE holds, A URBINO to Ancona, A AREZZO holds, A SPOLETO supports A Urbino to Ancona, A ROME holds

PISA □:

A SIENNA holds, A FornoVA to Parma (DISLODGED, retreat Genoa, OTB), A Montferrat to Pavia (DISLODGED, retreat Genoa, garrison, OTB), A GENOA to MODENA, A LUCCA supports A GENOA to MODENA, F PIOMBINO to LIGURIAN SEA, F TUNIS to CENTRAL MEDITERRANEAN, F WESTERN MEDITERRANEAN supports F TUNIS to Central Mediterranean, F PALERMO supports F TUNIS to Central Mediterranean, F TYRRHENIAN SEA supports F Palermo

VENICE □:

A Verona to MANTUA, A FERRARA supports A Verona to Mantua, A PADUA supports A Ferrara, A CARNIOLA to Croatia, F (EM) Croatia to Istria (nsu, cut, DISLODGED, retreat Friuli, Venice, OTB)

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

**Purebred**

Winter 1251

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Deadline for Spring 1251 9/25 Tuesday**

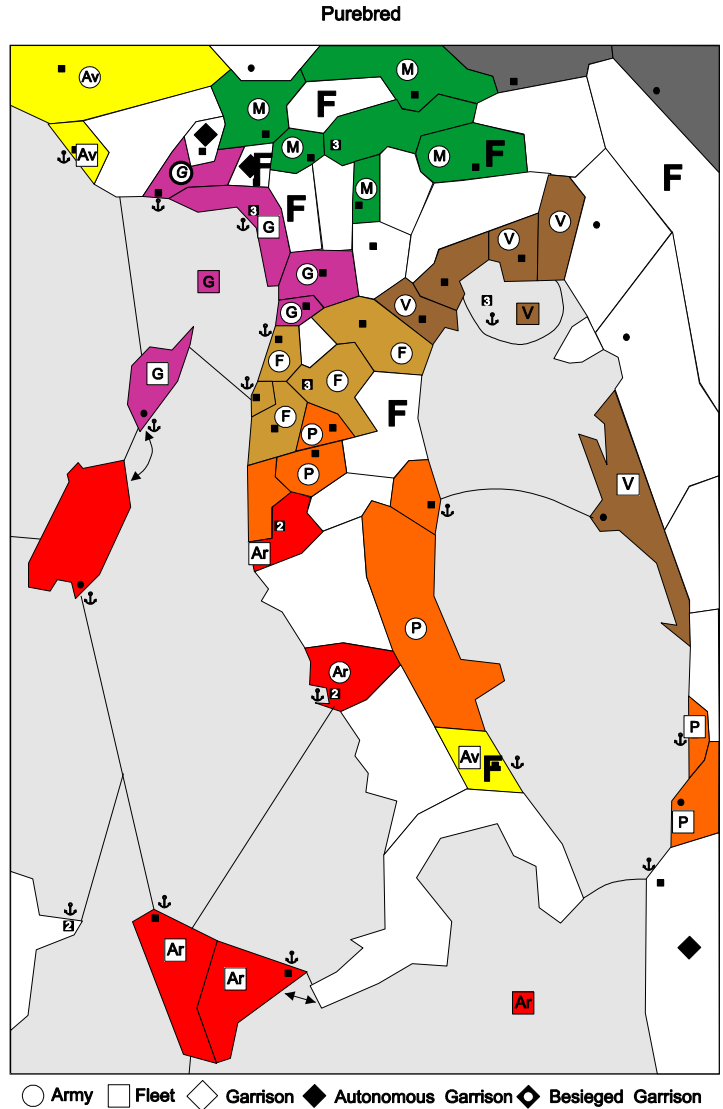
*A pause for building.*

Outstanding Loans

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

Builds

		Cost
Aragon	Maintains all, builds F Messina, F Palermo	15
Florence	Maintains all, builds A Florence, A Pisa	12
Genoa	Maintains all, builds A Modena, F Genoa, A (EM) Savoy	21
Milan	Maintains all, builds A Pavia, A Cremona	15
Papacy	Maintains all, builds A Perugia	15
Venice	Maintains all, builds A Ferrara, F Venice	15



**Hunter**

**Turn 22, Phases IV – VI, Turn 23, Phases I - III  
Turn 23, Phases IV – VI, Turn 24 Phases I - III, 9/25 Tuesday  
Turn 22**

Operations

**Red** (Nichols) declines claim #80, operates #45 (\$30, 3 silver), #33 (\$50, 4 gold), #51 (\$40, 2 silver), delivers 6 silver and 6 gold from Silverton to Pueblo for \$1440 and \$1200 respectively, receives \$130 in passenger revenues.

**Orange** (Hooton) operates #131 (\$20, 1 lumber), #27 (\$40, 4 gold), #29 (\$20, 4 gold), delivers 3 silver from Telluride to Denver for \$720, 4 gold from Dillon to Denver for \$800, 2 gold from Leadville to Denver for \$400, and 3 lumber from Hot Sulphur Springs to Pueblo for \$600. Receives \$870 in passenger revenue.

**Green** (Longdin) operates #124 (\$40, 3 coal), #125 (\$20, 3 coal), #112 (\$20, 1 copper), #104 (\$50, depletes), #126 (\$30, 2 coal), delivers 8 coal from Capitan to Santa Fe for \$960, receives \$200 in passenger revenues.

**Brown** (Partridge) operates #36 (\$50, depletes), #54 (\$40, 2 lumber), #74 (\$20, depletes), #73 (\$20, 4 coal), delivers 2 lumber from Steamboat Springs to Denver for \$400, 10 coal from Craig to Salt Lake city for \$1000, and 3 coal from Elk Springs to Denver for \$240. Receives \$870 in passenger revenues.

**Blue** (Scharf) operates #121 (\$30, 3 coal), #90 (\$40, 3 coal), and #127 (\$20, 1 silver), delivers 10 coal from York Canyon to Denver for \$800 and 4 coal from Trinidad to Denver for \$320.

**Aqua** (Brosius) declines #34, operates #58 (\$40, 2 lumber), #122 (\$20, 1 coal), #62 (\$30, 3 lumber), #84 (\$20, 3 coal), #113 (\$30, depletes), #118 (\$20, 3 lumber), #123 (\$40, 5 coal), delivers 6 lumber from Taos to Santa Fe for \$960, 3 coal from Durango to Santa Fe for \$360, 1 lumber from Porter to El Paso for \$160 and 2 lumber from Cimarron to El Paso for \$320, receives \$810 in passenger revenue.

Determine Price Changes

Gold: -2 to \$150

Copper: Remains at \$100

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	+3 to \$300	Remains at \$200	Remains at \$160	Remains at \$160
Coal:	-2 to \$60	Remains at \$100	Remains at \$80	-2 to \$80	+3 to \$140

**Turn 23**

Move Prospectors and Surveyors

**Red** (Nichols) no surveying, prospects #61 and the deck.

**Orange** (Hooton) no surveying, prospects #41 (+1) and #129.

**Green** (Longdin) no surveying, prospects the deck.

**Brown** (Partridge) no surveying, prospects #34 and #130.

**Blue** (Scharf) no surveying, prospects #41.

**Aqua** (Brosius) no surveying, prospects #101 (+2) and the deck.

Dispute Resolution

Red draws #60 (Lumber in Pagosa Springs), Green draws #111 (caught claim jumping, go to jail), Aqua draws #69 (Coal in Schofield). Orange and Blue have a dispute over #41. Orange (dr = 7 +1 +3 = 11), Blue (dr = 3 +2 +3 = 8), Orange wins, prospector becomes +2. Red spends \$40, Orange spends \$220, Green spends \$0, Brown spends \$200, Blue spends \$0, and Aqua spends \$140.

Notes

Last turn Orange purchased a 24 train, which was mistakenly left off the game report. That has been corrected.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$9,200	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$15,115	9, 24, 24, 42	+2, +3, +3	S+2, S, P+2, P
Michael Longdin	Green	El Paso	\$15,700	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$25,220	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$14,650	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$15,665	9, 15, 24, 42	+3	S, S, P+2, P+1

Personnel in italics are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	0	\$50
45	Westcliffe	Red	Silver	4	\$30
83	Durango	Red	Coal	11	\$20
51	Silverton	Red	Silver	1	\$30
33	Silverton	Red	Gold	1	\$50
65	El Vado	Red	Lumber	N	\$30
128	South Fork	Red	Silver	1	\$40
91	Trinidad	Red	Coal	N	\$30
61	South Fork	Red	Lumber	N	\$20
131	Hot Sulphur Springs	Orange	Lumber	0	\$20
27	Dillon	Orange	Gold	0	\$40
29	Leadville	Orange	Gold	2	\$20
129	Dillon	Orange	Copper	N	\$40
41	Leadville	Orange	Silver	N	\$50
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	9	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	1	\$20
112	Tyrone	Green	Copper	3	\$20
104	Mogollon	Green	Silver	1	Depleted
126	Santa Rita	Green	Coal	2	\$30
25	Bingham	Brown	Gold	2	Depleted
76	Craig	Brown	Coal	0	\$20
75	Rangely	Brown	Coal	0	\$20
67	Coalville	Brown	Coal	9	\$30
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	7	Depleted
73	Hiawatha	Brown	Coal	14	\$20
132	Steamboat Springs	Brown	Coal	N	\$50

#	City	Owner	Type	Goods	Operation
71	Sunnyside	Brown	Coal	N	\$20
130	Bingham	Brown	Copper	N	\$80
34	Heber City	Brown	Silver	N	\$40
49	Silverton	Blue	Silver	3	Depleted
50	Silverton	Blue	Silver	N	\$50
89	Walsenburg	Blue	Coal	2	Depleted
52	Lake City	Blue	Silver	3	Depleted
121	York Canyon	Blue	Coal	0	\$30
90	Trinidad	Blue	Coal	7	\$40
127	Westcliffe	Blue	Silver	1	\$20
58	Dolores	Aqua	Lumber	4	\$40
122	Lee Ranch West	Aqua	Coal	1	\$20
62	Taos	Aqua	Lumber	3	\$30
84	Durango	Aqua	Coal	0	\$20
118	Cimarron	Aqua	Lumber	3	\$20
123	Gallup	Aqua	Coal	5	\$40
101	Lake Valley	Aqua	Silver	N	\$20

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	1

#	Type	Route	Payoff	Owner	Notes	#	City	Type	Claim	Operation
20	C	Salt Lake City – Pueblo	\$600	Orange /Brown		70	Price	Coal	\$80	\$40
						69	<i>Scofield</i>	<i>Coal</i>	<i>\$40</i>	<i>\$30</i>
6	A	Santa Fe – Albuquerque	\$90	Aqua		60	<i>Pagosa Springs</i>	<i>Lumber</i>	<i>\$40</i>	<i>\$20</i>
18	C	Gallup – Santa Rosa	\$500	Aqua		Claims in italics are under first right of refusal.				
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
80	Aspen	Coal	\$60	\$30
81	Crested Butte	Coal	\$80	\$40
87	Alamo	Coal	\$60	\$30
85	Canon City	Coal	\$100	\$30

#### Available Trains

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

#### 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 Great Britain, United States, and Germany End of Game Statements, 9/25 Tuesday**

#### Epoch VII

**Time Traveler** (Anderson) Plays Civil War on Szechuan (vs. Sung Dynasty; CW: 5, 2; S: 2; wins, city eliminated), Yangtse Kian (vs. Sung Dynasty; CW: 1, 1; S: 5; loses), Checkiang (vs. Sung Dynasty; CW: 5, 4; S: 3; wins) BRITAIN: Plays Siegecraft. Army and Capital Albion (Russian army retreats to Highlands), fleet North Sea (vs. GEGS; TT: 1, 1; GEGS: 2; loses), North Sea (vs. GEGS; TT: 2, 1; GEGS: 6; loses), North Sea (vs. GEGS; TT: 4, 4; GEGS: 6; loses), North Sea (vs. GEGS; TT: 4, 1; GEGS: 6; loses), North Sea (vs. GEGS; TT: 2, 2; GEGS: 5; loses), North Sea (vs. GEGS; TT: 6, 4; GEGS: 1; wins), army Lower Rhein (vs. Netherlands; B: 6, 5; N: 6, 5; B: 5, 2; N: 5, 1; B: 4, 3; N: 6, 5; loses), Lower Rhein (vs. Netherlands; B: 2, 1; N: 5, 4; loses), Lower Rhein (vs. Netherlands; B: 6, 3; N: 2, 1; wins, Capital reduced to city), Central Europe (vs. Netherlands; B: 2, 2; N: 2; B: 1, 1; N: 6; loses), Central Europe (vs. Netherlands; B: 5, 4; N: 3; wins), Baltic Seaboard (vs. Russia; B: 4, 2; R: 5; loses), Baltic Seaboard (vs. Russia; B: 3, 2; R: 6; loses), Baltic Seaboard (vs. Russia; B: 6, 3; R: 6; B: 5, 4; R: 1; wins), North European Plain (vs. Russia; B: 6, 3; R: 4; wins, Capital reduced to city), Appalachia, fleet Pacific Ocean, army Australia, New Guinea. Builds Monument Australia. Points: Control of Australia (3), Dominance in Southern Europe (4), Northern Europe (8), Presence in Middle East (1), China (3), India (3), Eurasia (2), North America (3), South America (2), 3 Capitals (6), 2 cities (2), 1 Sea (1), and 5 Monuments (5) for 43 points.

**Royal Manticoran Historical Society** (Wilson) Plays Empires Fortify to place forts in Mexican Valley, Central America, and Pacific Seaboard. UNITED STATES: Army and Capital Appalachia (British army eliminated), armies Great Lakes, Great Plains (vs. Migrants; US: 6, 3; M: 4; wins), Deep South (vs. Portugal; US: 4, 3; P: 6; loses), Deep South (vs. Portugal; US: 6, 3; P: 6; US: 4, 1; P: 5; loses), Deep South (vs. Portugal; US: 4, 4; P: 5; loses), Deep South (vs. Portugal; US: 5, 3; P: 3; wins), fleet Caribbean Sea (vs. MTtA; RMHS: 4, 4; MTtA: 3; wins), plays Ship Building, fleet Caribbean Sea, Caribbean Sea, army West Indies (vs. Migrants; US: 5, 1; M: 1; wins), Guiana Highlands. Points: Control of North America (9), Presence in Southeast Asia (2), South America (2), Sub-Saharan Africa (2), 3 Capitals (6) for 21 points.

**Marching Through the Ages** (Lewis) plays JAPAN. Army and Capital Honshu (Manchu army retreats to Hokkaido), fleet Sea of Japan (vs. Arachnids; MTtA: 5, 2; A: 3; wins), Manchurian Plain (vs. Manchu Dynasty; J: 6, 6; M: 3, 3; wins, Capital reduced to city), Great Plain of China (vs. Manchu Dynasty; J: 4, 1; M: 3, 3; wins), Yangtse Kian (vs. Sung Dynasty; J: 6, 3; S: 3; wins; city eliminated). Plays Famine in China (2 Sassanid armies eliminated in Wei River, 2 Han Dynasty armies eliminated in Si-Kyang). GERMANY: Army and Capital Baltic Seaboard (British army retreats to North European Plain), fleet North Sea (vs. Time Traveler; MTtA: 6, 5; TT: 6; MTtA: 6, 6; TT: 4; wins), army Central Europe (vs. Britain; G: 3, 2; B: 5; loses), Central Europe (vs. Britain; G: 5, 1; B: 4; wins), Scandinavia (vs. Vikings; G: 4, 3; V: 6; loses), Scandinavia (vs. Vikings; G: 5, 2; V: 3; wins), Lower Rhein (vs. Britain; G: 6, 3; B: 4; wins, city eliminated), Congo Basin, South Africa, Ceylon (vs. Mughals; G: 2, 1; M: 3, 2; loses). Builds Monument Baltic Seaboard. Points: Dominance in Northern Europe (8), South America (4), Sub-Saharan Africa (4), Presence North Africa (1), Middle East (1), China (3), Southern Europe (2), Eurasia (2), Nippon (2), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 5 Monuments (5) for 40 points.

#### 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)	68	164
Kevin Wilson	Royal Manticoran Historical Society (purple)	70	171
Dave Anderson	Time Traveler (orange)	89	170
Andy York	Arachnids (blue)	73	202
Dave Partridge	The Questioner (green)	78	168

Positions

**Arachnids:** Fleets Red Sea, South China Sea, Bay of Bengal. 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: Armies 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 city Hokkaido, armies Mongolia, Eastern Steppe, Western Steppe, Korean Peninsula.

**Time Traveler:** Fleets Atlantic Ocean, Indian Ocean, Pacific 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. CIVIL WAR: Armies Szechuan, Chekiang. BRITAIN: Army, Capital, and Monument Albion, army and Monument Australia, army Baltic Seaboard, New Guinea.

**Marching Through the Ages:** Fleets Atlantic Ocean, Indian Ocean, North Sea, Sea of Japan. SASSANIDS: Army 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. JAPAN: Army and Capital Honshu, army and city Manchurian Plain, army and Monument Great Plain of China, army Yangtse Kian. GERMANY: Army, Capital, and Monument Baltic Seaboard, army and Monument Central Europe, armies Scandinavia, Lower Rhein, Congo Basin, South Africa.

**Royal Manticoran Historical Society:** 3 Fleets Caribbean Sea. 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. UNITED STATES: Army and Capital Appalachia, armies Great Lakes, Great Plains, Deep South, Guiana Highlands.

**The Questioner:** Fleet Black Sea. HAN DYNASTY: Army 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: Two armies Highlands, army Ireland. Great Explorers Grabbing Samples: Fleets 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 Western Gaul, Central Massif. TIMURID EMIRATES: Army Dnieper. NETHERLANDS: Army, city, and Monument Pyrenees, army Northern Gaul.

Notes

Congratulations to Andy York on his resounding victory.

**Rottweiler****Turn 5a****Turn 5b, 9/25 Tuesday**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

GOP takes set 3

GOO takes set 4

TRP takes set 2

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

Cards

TRP	GOP	GOO
Growth	Raw Materials	Raw Materials
Waste Disposal	Growth	Order
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                      Waste Removal                      Waste Disposal

**Dog Show**

**Turn 6**

**Turn 7, 9/25 Tuesday**

Commander Actions

**HOBO** opens the bidding on a Data Library at 15 and MMC gets it for 20 (Or3, Or4, Wa6, Wa7). Opens the bidding on the second Data Library at 15 and MMC gets it for 20 (Wa4, Wa8, Wa8). Opens the bidding on a Warehouse at 25 and gets it (Or5, Wa5, Wa7, Wa8).  
**Scooby Shack** buys a water factory (Or4, Or4, Wa6, Wa6) and a population factor (Wa5, Wa5).  
**Ramedon 7** opens bidding on Heavy Equipment for 30 and ITCHEN gets it for 32 (Wa7, Wa7, Wa9, Wa9). Opens bidding on Heavy Equipment for 30 and gets it (Or5, Wa5, Wa10, Wa10).  
**ITCHEN** passes.  
**HICK** buys a titanium factory (Or1, Wa8, Ti10, Ti11) and transfers a population factor from a water factory to man it.  
**HBDC** buys a population factor (Or2, Or4, Wa4).  
**MMC** passes.  
**BarterTown** buys a titanium factory (Wa7, Wa8, Wa10, Wa10) and transfers a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No	9
2	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF	2DL, No, Wa	9
3	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF	Wa, No, HE	9
4	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	Wa, No	8
5	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	8
6	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF	HE	8
7	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF	3DL	8
8	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE	7

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmorgification, Composite Hauling, and Exploitation Network

Available Upgrades

Income

New Arrivals:None

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	2	0
Heavy Equipment (HE)	30	1	0
Nodule (No)	25	0	0

**Golden Retriever**

**Turns 3.3 to 4.3**

**Turns 4.4 to 5.4, 9/25 Tuesday**

Turn 3

**Chris** rolls a 9. Kevin and Dave each gain 1 lumber. Passes. gains 2 wool. Bill trades 2 wool at the wool port for 1 lumber and builds a ship from F4 to F5 (discovers ocean).  
**Bill** rolls a 10. Kevin and Chris each gain 1 brick, Dave gains 1 wool, and Bill

Turn 4

**Kevin** rolls a 3. Kevin gains 2 grain and Dave and Chris each gain 1 grain. Trades 1 brick to Dave for 1 lumber. Builds a road from C6 to C7 and a ship from D7 to E5 (discovers ocean). Gains Longest Trade Route.  
**Dave** rolls a 9. Kevin and Dave each gain 1 lumber. Builds a road from C14 to D14.  
**Chris** rolls an 8. Chris gains 1 wool and Bill gains 2 wool.

Open Trades

Chris offers 1 brick for 1 lumber.

Dice Rolls

Turn 4

Bill: 7

Turn 5

Kevin: 6

Dave: 7

Chris: 7

Bill: 4





taxation to level 3.

Da Gama Trading Company uses an additional action to collect taxes, gaining 8

ducats.

**Turn 6**

Auction Marker Placement

**A&P** places the First Player Flag and auction marker 1 at D on the bottom edge.

**Da Gama Trading Company** places auction marker 2 at D5 (Supply tile).

**GEGS** places auction marker 3 at E4 (triple cinnamon plantation).

**A&P** places auction marker 4 at D4 (Vice King).

Auctions

**First Player Flag:** Da Gama bids 7, GEGS bids 8, and A&P accepts the bid.

**Supply Tile:** GEGS bids 11, A&P passes, and Da Gama accepts the bid. GEGS uses it immediately, draws three and takes them as ships.

**Triple Cinnamon Plantation:** A&P passes, Da Gama bids 4 and GEGS takes it for 5.

**Vice King:** Da Gama bids 10, GEGS passes, and A&P takes it for 11.

Actions

**GEGS** uses the Progress by Ship Expedition card and 4 ships to advance taxation to level 5. Gains Sell/2/Tiger Expedition card.

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

**Da Gama Trading Company** plays Progress by Ducats and spends 18 ducats to advance Expeditions to level 4. Gains Progress by Ship/3/Tiger Expedition card. **GEGS** builds 2 ships.

**A&P** attempts to found Madras, drawing 4 colonists. Attempt fails, gains 1 colonist card.

**Da Gama Trading Company** plays Progress by Ships and the Ships tile to

advance Expeditions to level 5. Gains Harvest/3/Statue Expedition card.

**GEGS** uses 2 ships, 1 ginger, and 1 cinnamon to advance Shipbuilding to level 3.

**A&P** uses a ship and cloves to advance Colonization to Level 2. He then uses the Vice King to advance Shipbuilding to level 2.

**Da Gama Trading Company** draws 3 Expedition cards (Modified Harvest/2/Tiger, Colonists/3/Tiger, and Progress by Spice/1/Statue). Uses the Spice tile to gain ginger in Cochin.

**GEGS** uses an Additional Action to collect taxes, gaining 12 ducats.

**A&P** uses an Additional Action to collect taxes, gaining 6 ducats.

**Turn 7**

Auction Marker Placement

**GEGS** places the First Player Flag and auction marker 1 at 5 on the right side.

**A&P** must place auction marker 2 on the Duty tile at E5.

**Da Gama Trading Company** must place auction marker 3 on the Missions tile at

D4.

**GEGS** places auction marker 4 on the Additional Actions tile at E3.

Auctions

**First Player Flag:** A&P bids 5, Da Gama Passes, and GEGS accepts the bid.

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

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

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

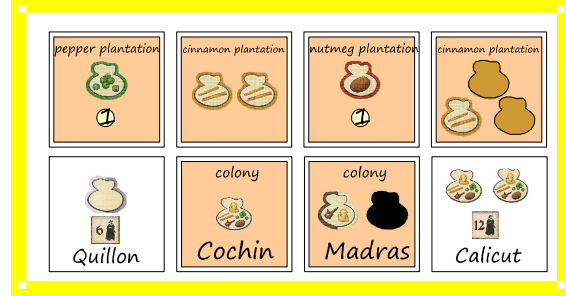
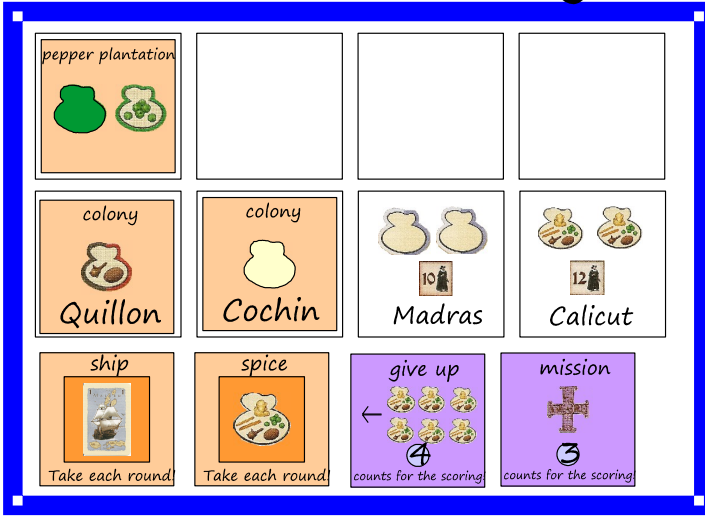
	A	B	C	D	E	
1		clove plantation	nutmeg plantation	espionage Use Once!	colonists Take immediately!	1
2			ships/colonists Take immediately!	ships/colonists Take immediately!	pepper plantation	2
3	ginger plantation	clove plantation	settlement Take immediately!			3
4	cinnamon plantation	settlement Take immediately!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

0	1	1	4	11
1	2	2	6	12
3	3	4	8	23
6	4	6	10	24
10	5	8	12	35

American Pickers

clove plantation			
colony Quillon	colony Cochin	10 Madras	12 Calicut

# Da Gama Trading Co. Goan European Grant Scheme



### Expedition Discard Pile

Action	Colonists	Symbol
Ducats	3	Statue
Modified Harvest	1	Fish
Sell	3	Statue
Ducats	2	Shell
Ships	1	Shell
Progress by Ship	2	Fish
Progress by Ship	1	Palm

Action	Colonists	Symbol
Progress by Spice	2	Palm
Progress by Ducats	2	Shell
Ships	2	Statue
Colonists	2	Fish
Progress by Ship	3	Tiger

## Russian Wolfhound

Turn 1, Funeral Commission through Parade  
 Turn 1, Cure through Health, 9/25 Tuesday

### Funeral Commission

None

### Replacement Phase

Goferbok rises to Economy Minister by age, and Niewitko promotes Z to Candidate, aging to 74.

### Rehabilitation Phase

GEGS declares 1 IP on Manjak, who rehabilitates X, aging to 67. GEGS then

### Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	81, ?	RF (1)
KGB Head	Ulan Putschnik (Y)	53, strong, ?	RADICAL (10+)
Foreign	Natasha Nogoodnik (V)	55, ?	RF (10+)
Defense	Boris Karrienko (N)	67, +	CHECKA (5), WKP (10)
Ideology	Petr Niewitko (D)	74	CRAP (9)
Industry	Iwan Manjak (P)	67, weak	GEGS (1)
Economy	Alexej Goferbok (C)	74	
Sport	Ludmilla Patina (S)	58, ?	

Candidates: I, J, M, O, Z

People: B, E, F, G, H, K, L, Q, R, T, U, W, X (54)

Siberia:

plays Reagan Elected (37). All factions, starting with WKP and ending with CRAP in the player list below, must either play an Intrigue card, or declare all available influence on one politician.

### Parade Phase

RF declares 1 IP on Aparatschik (satisfies Reagan Elected requirement) and 11 IP on Nogoodnik. Aparatschik waves.

### 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

# Hound Dog Gamestart Power Selection, 9/25 Tuesday

## Players

Chris Geggus

Doug Kent

Bob Robles

Kevin Wilson

Jack McHugh

Martin Burgdorf

Just a reminder of the rules. We are using the advanced rules with the addition of the treachery cards from the Spice Blow and Duel expansions. Please submit a preference list of the powers you want to play. We are using the six traditional powers plus the Lansraad, Ixians, and Bene Tleilax.

## Pedagoguery

On July 4<sup>th</sup> in Geneva, at the headquarters of CERN, a press conference was held, announcing that the primary mission of the Large Hadron Collider (LHC) had been fulfilled. They had found the Higgs boson, commonly referred to as the “God particle”. What is the significance of this announcement? It all starts with one of the most successful theories in physics, the Standard Model.

The Standard Model is a mathematical model of the fundamental particles in physics. They come in two broad categories: fermions and bosons. What distinguishes one from the other? A quantum mechanical property called “spin”. Like all things in quantum mechanics, spin comes in discrete amounts. Fermions have odd multiples of ½ spin, while bosons have whole number spins. What this means from a practical standpoint is that only one fermion can occupy a single quantum state at a time, while any number of bosons can do so. Fermions come in two types: leptons and quarks. The most common types of leptons are electrons, and the most common types of quarks are the up and down quarks, which make up protons and neutrons. Thus, most normal matter is made up of fermions. Bosons, on the other hand, are force carriers: photons, which carry the electromagnetic force, gluons, which carry the strong nuclear force, and W<sup>+</sup>, W<sup>-</sup>, and Z<sup>0</sup> particles, which carry the weak nuclear force.

The Standard Model has been verified to the highest degree of any physical theory. However, it had one glaring flaw. It predicted that all particles would have zero mass. Clearly, this is not the case, and the mystery of mass is one that particle physicists have been struggling with. Enter Peter Higgs, a British theoretical physicist who postulated a field that existed in all space that would give particles mass when they interacted with it. The stronger the interaction, the greater the mass the particle would gain.

In quantum mechanics, most fields we deal with are vector fields. That is,

they have two properties at each point in space: a strength and a direction. If you think of an electric field, for example, an electron would be accelerated toward the positive side of the field with a strength proportional to the strength of the field. However, the Higgs field, as it came to be called, is a scalar field: it has only a strength, no direction. Thus, it would not exert a force on a particle. Interactions with the Higgs field would simply serve to give the particle mass.

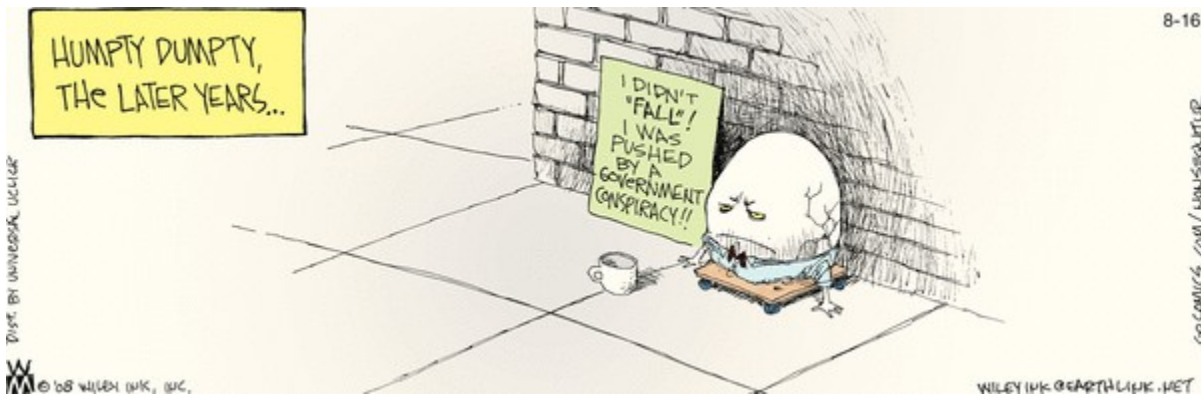
In quantum mechanics, any field has a corresponding particle. For electromagnetic fields, for example, that particle is the photon. That particle carries the individual quanta of the field. If the Higgs field existed, it would also have a corresponding particle, the Higgs boson. Theoretical modeling gave the Higgs boson a potential mass of between 114 and 500 GeV. In particle physics, particle masses are typically given as energy. An electron-volt (eV) is the amount of energy that an electron gains when accelerated in an electric field of one Volt. For comparison, the rest mass of a proton is about 938 MeV (million eV), of just under 1 GeV (billion eV). The most massive particle discovered, the top quark, has a mass of about 171 GeV.

In the time that the LHC has been running, it has been slowly narrowing the range of potential mass, until, in late June, the teams at two of the detectors has a 99.9999% confidence that they had detected a hitherto unknown boson with a mass of about 126 GeV.

The discovery, if it is further confirmed, will be a triumph for the Standard Model. It will help further our understanding of matter. Furthermore, if super symmetric versions of the Standard Model are true, there are possibly four more Higgs bosons out there. The discovery of another one would be a significant step into learning the nature of dark matter.

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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