

Notes from Hades

Just last week, I was in Vienna. As is typical with my trips, I didn't have a great deal of time to sight see, but I did get one afternoon. A few of us went to the Danube Tower. In Vienna, there are actually several Danube branches. The main channel of the Danube, called the New Danube, runs pretty much northwest to southeast through the city, with most of the city on the southwest side of the river. To the southwest of the main channel is the Danube Canal, and the city center is southwest of that. We met at the Technical University of Vienna, which was near the city center. Northeast of the New Danube is the Old Danube, which is an oxbow lake and no longer connected to the New Danube. Between the New Danube and the Old Danube is the Danube Park, which is a nice park area with many walking paths and a small train. This is also where the Danube Tower is located. The top floor of the tower is a restaurant, the floor below that offers views to the southwest and northeast, and is where the elevator drops you off. Below the entry floor is a coffee shop. Like the restaurant, the coffee shop slowly rotates, making a complete circuit in about 20 minutes. The bottom floor of the upper part is a terrace, and you can go outside here. We got there about an hour before sunset, and spent some time in the coffee shop. The view was quite spectacular.

We have another game completing this issue: Barking Up the Wrong Tree, one of the Machiavelli games. Congratulations to Dave Partridge on his victory. We are starting up Grommit, the Power Grid game this issue, and I will be starting up either Robodog or Whippet next time. We are also close to completion of Hunter, since next issue will be the last turn.

The next deadline is **Tuesday, November 6 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(\$), Debbie

Anderson(\$), will take up to 3 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.

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(\$). **Starts this 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(\$), Debbie Anderson(\$), will take up to 1 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 3 more.

Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 4, will take up to 3 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. Have Chris Geggus, will take up to 3 more.

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Have Chris Geggus, will take up to 4 more.

History of the World. Have Dave Anderson, Chris Geggus, will take up to 5 more.

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

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

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

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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 1262

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline End of Game Statements 11/6, Tuesday

Venice eliminates Milan and gains ground against the Pope while holding off Aragon to win the victory!

Expenditures

The Pope spends 12 ducats to disband Venice F Upper Adriatic.
Venice spends 12 ducats to disband Papal A Florence.

Orders

ARAGON (Scharf): F MARSEILLES converts to G, F PROVENCE supports F Ligurian Sea to Savoy, F Ligurian Sea to SAVOY, F Tyrrhenian Sea to LIGURIAN SEA, F Western Mediterranean to GULF OF LIONS, F IONIAN SEA supports F Otranto to Lower Adriatic, F Otranto to LOWER ADRIATIC, G SAVOY supports F Ligurian Sea to Savoy

MILAN (Giovine): **G Milan converts to A (DESTROYED) Out!**

PAPACY (Robles): A Pisa to LUCCA, A PISTOIA supports A Pisa to Lucca, A Florence supports A Urbino to Bologna (nsu), A URBINO to Bologna, A Rome to PERUGIA, A Capua to SPOLETO, F Naples to CAPUA, F PIOMBINO converts to G

VENICE (Partridge): A Avignon to MARSEILLES, A SALUZZO supports A Montferrat to Savoy, A MONTFERRAT to Savoy, A GENOA besieges, A FORNOVA supports A Genoa, A Lucca to Pisa (DISLODGED, retreats to garrison), A Mantua to BOLOGNA, A Bologna to FLORENCE, A FERRARA supports A Mantua to Bologna, F Upper Adriatic to Ancona (nsu)

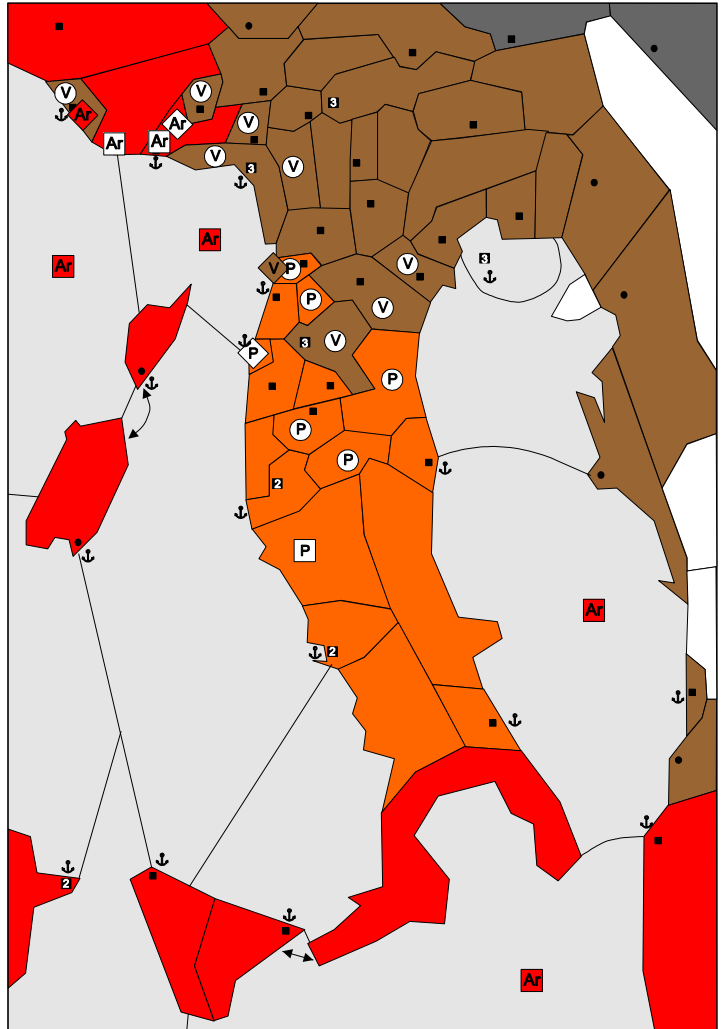
Press

Florence – All: Avante!

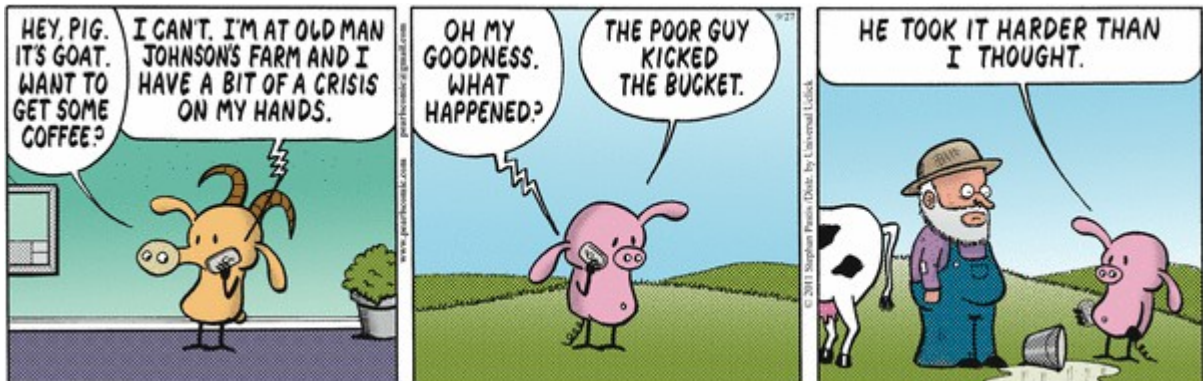
Notes

The draw fails with 1 vote in favor, and 3 votes against (all NVRs). It is moot since Venice has won, controlling 22 cities! Congratulations to Dave Partridge on his victory.

Barking Up the Wrong Tree



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



Bolognese

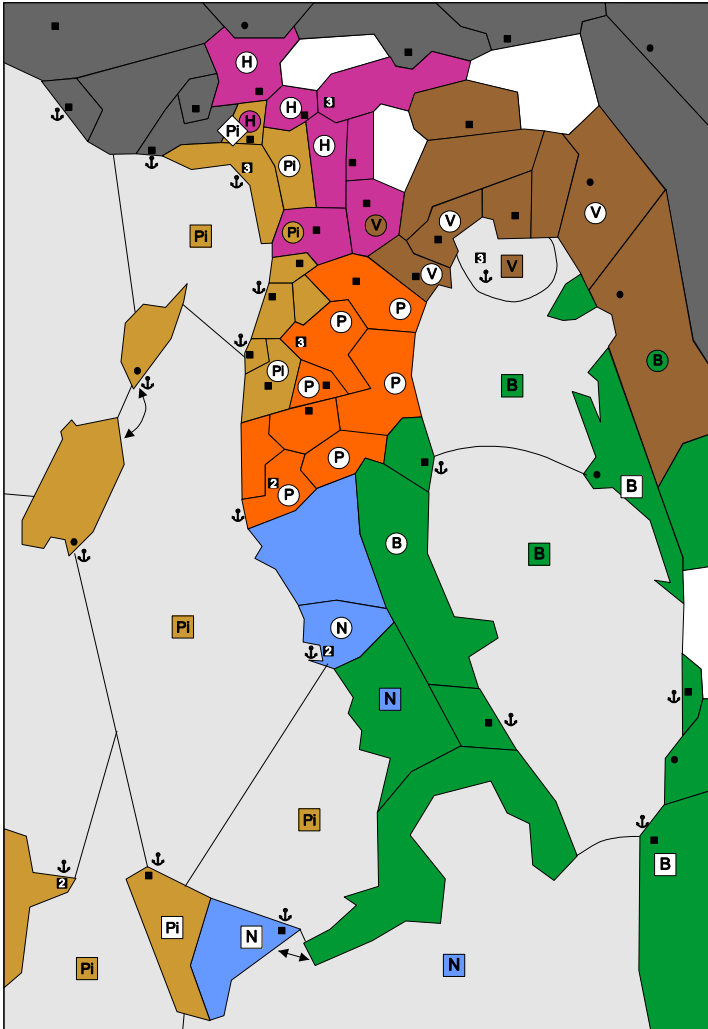
Summer 1055

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

Deadline for Fall 1055 11/6 Tuesday

Pisa expands on two fronts, against the outnumbered Normans and the inattentive Holy Roman Empire. Byzantium makes progress against Venice and holds off the Pope.

Bolognese



Spring 1054 Retreats

Normans retreat Central Mediterranean to Ionian Sea
 Pisa retreats A Fornova to Genoa and A Montferrat to garrison
 Venice retreats F Upper Adriatic to Venice

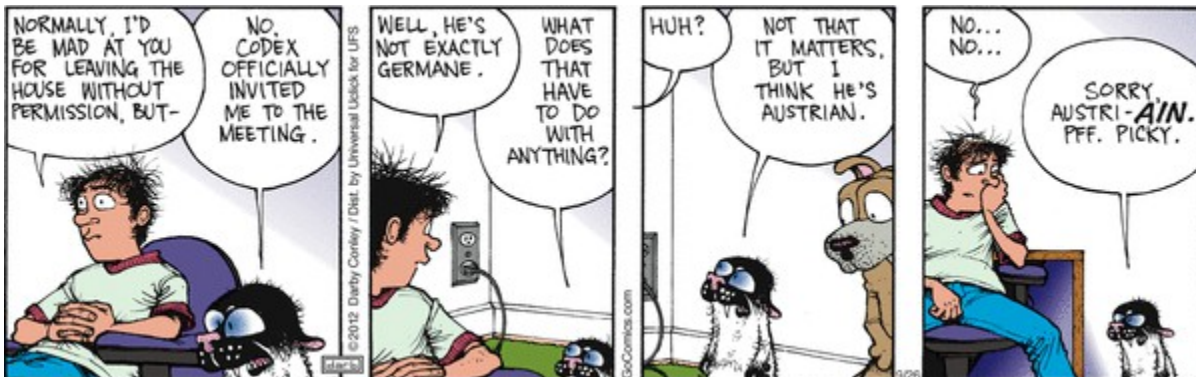
Orders

- BYZANTINES : A AQUILA supports F Upper Adriatic to Ancona, A Bosnia to CROATIA, F UPPER ADRIATIC to Ancona, F Lower Adriatic to DURAZZO, F DALMATIA supports A Bosnia to Croatia, F Ragusa to LOWER ADRIATIC
- HOLY ROMAN EMPIRE : NMR! A TURIN holds, A MONTFERRAT holds, A PAVIA holds, A Fornova holds (DESTROYED), A PARMA holds
- NORMANS : A NAPLES holds, F SALERNO supports A Naples, F MESSINA supports F Ionian Sea to Palermo, F IONIAN SEA to Palermo
- PAPACY : A BOLOGNA to Mantua, A FLORENCE holds, A AREZZO holds, A URBINO to Ancona, A SPOLETO supports A Urbino to Ancona, A ROME holds
- PISA : A Modena to FORNOVA, A GENOA supports A Modena to Fornova, A Lucca to MODENA, A SIENNA holds, F LIGURIAN SEA supports A Genoa, F Tyrrhenian Sea to GULF OF NAPLES, F PALERMO supports F Tyrrhenian Sea to Gulf of Naples (cut), F CENTRAL MEDITERRANEAN supports F Palermo, F Western Mediterranean to TYRRHENIAN SEA, G MONTFERRAT convert to A
- VENICE : A MANTUA holds, A FERRARA supports A Mantua, A PADUA supports A Ferrara, A CARNIOLA holds, F VENICE to Upper Adriatic

Your ducats:

Notes

The Holy Roman Empire has NMRed. Will you please submit standby orders if checked: !

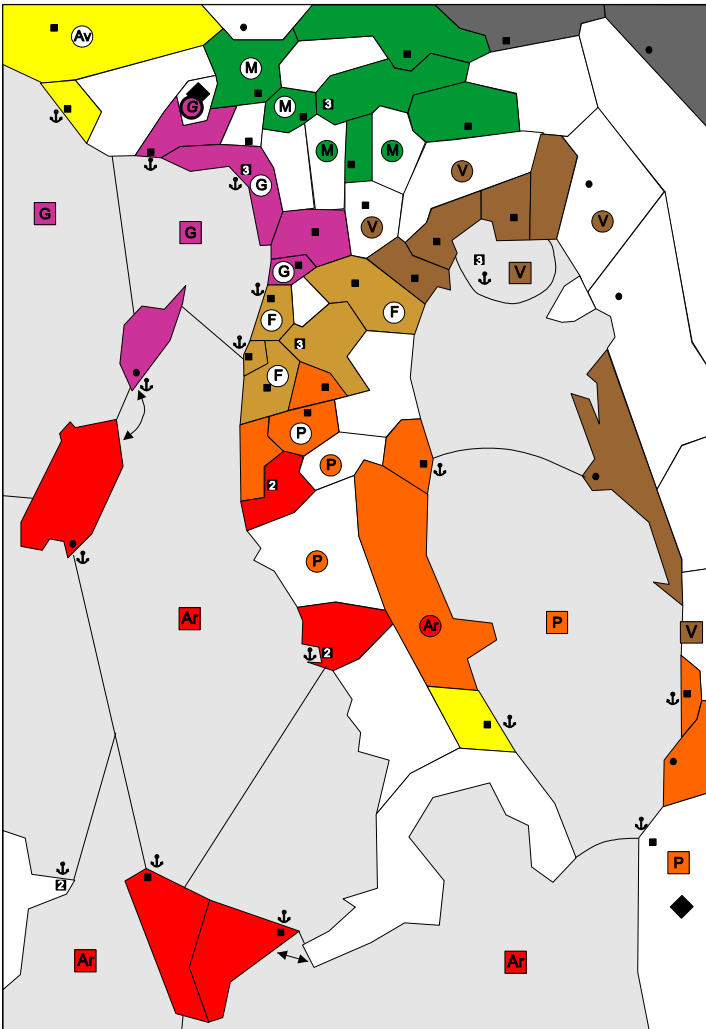


**Purebred
Spring 1251**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1251 11/6 Tuesday**

Aragon abandons Rome in advance of the planned Papal assault, Genoa, Milan, and Venice all expand outwards, while Florence is strangely quiet.

Purebred



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

Outstanding Loans

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

Orders

- ARAGON (McHugh): A Naples to AQUILA, F Rome to TYRRHENIAN SEA, F Palermo to CENTRAL MEDITERRANEAN, F Messina to IONIAN SEA, F Ionian Sea to OTRANTO
- FLORENCE (Narhi?): NMR! A PISA holds, A SIENNA holds, A FLORENCE holds, A BOLOGNA holds
- GENOA (Wilson): A LUCCA holds, A Modena to GENOA, A (EM) Savoy to SALUZZO, F CORSICA supports F Ligurian Sea to Gulf of Lions, F Ligurian Sea to GULF OF LIONS, F Genoa to LIGURIAN SEA
- MILAN (Schoenfeldt): A TURIN holds, A PAVIA supports A Turin, A Tyrolea to CARINTHIA, A Cremona to PARMA, A Trent to BERGAMO
- PAPACY (Roalstad): A Arezzo to PERUGIA, A Perugia to SPOLETO, A Aquila to CAPUA, F Albania to DURAZZO, F Ragusa to LOWER ADRIATIC
- VENICE (Robles): A Ferrara to MANTUA, A Treviso to VERONA, A Friuli to CARNIOLA, F VENICE holds (u), F Dalmatia to HERZEGOVINA
- AVIGNON:
Your treasury:

Notes

Ward Narhi has NMRed. **Will Dave Partridge please submit standby orders for Florence!**

Press

Papacy – All: Those Heathens from Aargon came to Rome, Excepted my hand of Friendship, Sat at my table eating my food, drinking my wine, and all the while talked with a forked tongue about how his Word is his Honor. We signed a Non Aggression Pact that Summer Evening. With the Ink not only a few weeks dried, they marched on the Holy City, forcing myself to take residency in Perguia. I ask my Fellow Christian Countrymen to Drive these Heretics from our Shores. A Friend of Aragon is a Enemy of the Holy Church. Allow NO quarter for these Heretics, their lands are for you to own, and the spoils are for you to keep. Let not these Heathen's Desecration of the Holy City go unpunished!

Spring 1251 Famine Losses

Bari (Avignon F destroyed), Montferrat (autonomous garrison destroyed)

Summer 1251 Plague

Poor Year – Column Only: Marseilles (Avignon F destroyed), Carinthia (Milan A destroyed), Ferrara, Milan, Florence (Florence A destroyed), Otranto (Aragon F destroyed), Corsica (Genoa F destroyed)

Hunter

Turn 23, Phases IV – VI, Turn 24, Phases I - III

Turn 24, Phases IV – VI, 11/6 Tuesday

Turn 23

Operations

Red (Nichols) buys claim #60 for \$40, operates #45 (\$30, depleted), #83 (\$20, 2 coal), #63 (\$50, 3 lumber), delivers 1 silver from South Fork to Pueblo for \$200, 3 coal from Durango to Pueblo for \$240, and 1 lumber from Lumberton to Pueblo for \$200, receives \$130 in passenger revenues. Buys a 42 train for \$320.

Orange (Hooton) operates #131 (\$20, 1 lumber), #27 (\$40, 2 gold), #29 (\$20, depletes), #129 (\$40, 2 copper), #41 (\$50, 4 silver), delivers 1 lumber from Hot Sulphur Springs to Pueblo for \$200, 4 silver from Leadville to Denver for \$800, 2 gold from Dillon to Denver for \$300, and 2 gold from Leadville to Denver for \$300. Receives \$870 in passenger revenue.

Green (Longdin) operates #124 (\$40, 2 coal), #125 (\$20, 3 coal), #112 (\$20, 1 copper), #126 (\$30, 4 coal), delivers 8 coal from Magdalena to El Paso for \$1120 and 3 coal from Magdalena to Santa Fe for \$240. Gains \$200 in passenger revenue. Rolls 8 for prospector in jail, prospector remains there.

Brown (Partridge) operates #54 (\$40, 2 lumber) and #34 (\$40, 4 silver), delivers 2 lumber from Steamboat Springs to Salt Lake City for \$600, 4 silver from Heber City to Salt Lake City for \$800, 2 gold from Bingham to Salt Lake City for \$300, and 10 coal from Hiawatha to Salt Lake City for \$1000. Gains \$870 in passenger revenue.

Blue (Scharf) operates #121 (\$30, 4 coal), #90 (\$40, 3 coal), #127 (\$20, depletes), no deliveries.

Aqua (Brosius) declines #69, operates #58 (\$40, 3 lumber), #122 (\$20, depletes), #62 (\$30, 3 lumber), #84 (\$20, 3 coal), #118 (\$20, depleted), #123 (\$40, 3 coal), #101 (\$20, 3 silver), delivers 6 coal from Gallup to El Paso for \$840, 6 lumber from Taos to Santa Fe for \$960, 3 lumber from Cimmaron to El Paso for \$480 and 3 silver from Lake Valley to El Paso for \$600, receives \$810 in passenger revenue.

Determine Price Changes

Gold: Remains at \$150

Copper: Remains at \$100

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	-1 to \$120	+1 to \$200
Coal:	+3 to \$100	Remains at \$100	Remains at \$80	+2 to \$120	-3 to \$80

Turn 24

Move Prospectors and Surveyors

Red (Nichols) no surveying, prospects the deck.

Brown (Partridge) no surveying or prospecting.

Orange (Hooton) no surveying, prospects #80 (+2) and #81.

Blue (Scharf) no surveying, prospects #87.

Green (Longdin) no surveying or prospecting.

Aqua (Brosius) no surveying, prospects the deck twice.

Dispute Resolution

Red draws #111 (caught claim jumping, go to jail), Aqua draws #115 (Lumber in Paxton Springs) with P+2 and #96 (prospector shot dead) with P+1. No disputes. Red spends \$0, Orange spends \$140, Green spends \$0, Brown spends \$0, Blue spends \$60, and Aqua spends \$0.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$9,510	9, 15, 24, 42		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$17,275	9, 24, 24, 42	+2, +3, +3	S+2, S, P+2, P
Michael Longdin	Green	El Paso	\$17,150	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$28,710	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$14,500	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$18,875	15, 24, 42, 42	+3	S, S, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	2	\$50
45	Westcliffe	Red	Silver	4	Depleted
83	Durango	Red	Coal	10	\$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	0	\$40
91	Trinidad	Red	Coal	N	\$30
61	South Fork	Red	Lumber	N	\$20
60	Pagosa Springs	Red	Lumber	N	\$20
131	Hot Sulphur Springs	Orange	Lumber	0	\$20
27	Dillon	Orange	Gold	0	\$40
129	Dillon	Orange	Copper	2	\$40
41	Leadville	Orange	Silver	0	\$50
80	Aspen	Orange	Coal	N	\$30
81	Crested Butte	Orange	Coal	N	\$40
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	0	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	4	\$20
112	Tyrone	Green	Copper	4	\$20
104	Mogollon	Green	Silver	1	Depleted
126	Santa Rita	Green	Coal	6	\$30
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	4	\$20

#	City	Owner	Type	Goods	Operation
132	Steamboat Springs	Brown	Coal	N	\$50
71	Sunnyside	Brown	Coal	N	\$20
130	Bingham	Brown	Copper	N	\$80
34	Heber City	Brown	Silver	0	\$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	4	\$30
90	Trinidad	Blue	Coal	10	\$40
127	Westcliffe	Blue	Silver	1	Depleted
87	Alamo	Blue	Coal	N	\$30
58	Dolores	Aqua	Lumber	7	\$40
122	Lee Ranch West	Aqua	Coal	1	Depleted
62	Taos	Aqua	Lumber	0	\$30
84	Durango	Aqua	Coal	3	\$20
123	Gallup	Aqua	Coal	2	\$40
101	Lake Valley	Aqua	Silver	0	\$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	

#	Type	Route	Payoff	Owner	Notes	#	City	Type	Claim	Operation
16	B	Salt Lake City – Grand Jct.	\$250	Brown	1	69	Scofield	Coal	\$40	\$30
20	C	Salt Lake City – Pueblo	\$600	Orange /Brown		<i>115</i>	<i>Paxton Springs</i>	<i>Lumber</i>	<i>\$100</i>	<i>\$40</i>
6	A	Santa Fe – Albuquerque	\$90	Aqua						
18	C	Gallup – Santa Rosa	\$500	Aqua						
14	B	El Paso – Albuquerque	\$220	Aqua						

Claims in italics are under first right of refusal. Claims deck is exhausted.

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	

¹ Discard when 22 is taken. Good for \$250 toward card 22.

Available Claims

#	City	Type	Claim	Operation
79	Bowie	Coal	\$80	\$40
85	Canon City	Coal	\$100	\$30
70	Price	Coal	\$80	\$40

Available Trains

Type	# Available	Cost
9	1	\$80
15	2	\$120
24	0	\$200
42	3	320
72	7	\$500

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	0	\$80
Die +4	5	\$140
Die +5	6	\$200

Dogbreath

End of Game Statements

Andy York (Arachnids): Wow, never expected as a standby, and first time player, to win this one. I must say the previous player set me up for the win, I just took what bedrock he'd laid and did my best with what I was dealt. Thanks to Chris for his patience when my version of HotW wasn't the one he was using, and for doing his usual great job of GMing!

Kevin Wilson (Royal Manticoran Historical Society): First, thanks to Chris for running another game of History of the World. HotW is one of my favorite games. That it lends itself reasonably well to play-by-mail allows us to get in some plays. Chris, I hope you continue to offer the game and you can sign me up anytime you do.

Congratulations to Andy on his strong performance in the last epoch which took you to the win. You were dealt a strong hand and played it well.

I wish I kept better records of my games than I do. I'm fairly sure I've experienced the "doom of the Romans" before. In fact I would be interested to know if anyone has gone on to win a game after playing the Romans in epoch 3. At least for me, the "doom" certainly reared its ugly head this time. For the three epochs after epoch 3, I found myself with just about the weakest empire played in the epoch. The only reason it wasn't the three weakest possible was because the Khmers were a no show in epoch 4 so I got the T'ang instead, almost as weak and as late in the epoch. With the three empires I played over the next three epochs (T'ang, Cholas & Incas/Aztecs), my 22 VP lead simply couldn't hold. That's just the way it is when you're given the Romans.

While I wasn't surprised I was given empires I was in the subsequent epochs that brought me back to the pack, what did surprise me was being pass the USA in epoch 7. Granted, I was still in the lead going in to epoch 7 but only by 2 VP over Andy Y and 11 over Andy L. I had 7 armies in 6 lands over 3 regions. Andy Y had just played the Mughals (the last of the epoch and a strong one to boot). He had 26 armies/fleets in 19 lands over 7 regions and was obviously a bigger threat. I can understand why Andy L didn't pass Andy Y the Netherlands as they went early in the epoch. But I can't understand why Greg passed the US to me and not to Andy Y. I didn't have enough units on the board for going early in the epoch to make that much difference for me. There were enough players with reach of my VP total that getting anything other than France or Britain I wasn't going to put a lot more VP on the board. The fact I finished ahead of the others by 1-7 points was a miracle.

Chris Geggus (Great Explorers Grabbing Samples): Poor last turn after so much hope and expectation. Don't think I would have won it after that great turn from Andy Y., but I wanted to have the least number of forces to try to prove a point. Didn't work.

Should also have a big shout out for the North Sea Fleet that stopped so much colonial aggression on that last turn.

Thanks Chris and well done Andy - a convincing win indeed.

Rottweiler

Turn 5b

Turn 6a, 11/6 Tuesday

Cards

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

GOP plays Growth, increasing Growth to 18.

GOO plays Raw Materials, putting 3 raw materials up for auction. TRP bids 3, GOP bids 4, and GOO passes.

TRP plays Waste Disposal, reducing waste to 1.

GOP plays Innovation, paying \$5 to improve Waste

Reduction to 3/6.

GOO plays an Order, using 3 raw materials to produce \$15 and 5 waste.

TRP plays Growth, increasing Growth to 17.

GOO plays an Order, using 5 raw materials to produce \$18 and 3 waste.

GOO plays Waste Disposal, reducing waste to 2.

TRP discards a Hiring/Firing card.

Everybody pays \$5 for maintenance.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	2	\$0	0	2	17	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	3	\$22	0	12	18	5	Raw Materials
Eric Brosius	General Olfactory Organization	1	\$24	0	3	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	1	29
Richard Weiss	5/1	5/1	3/6	11	37
Eric Brosius	5/1	3/6	5/1	2	35

Available Cards

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

Discards

Waste Disposal

Dog Show**Turn 5****Turn 6, 7/24 Tuesday**Commander Actions

Scooby Shack opens the bidding on Heavy Equipment at 30 and HBDC gets it for 33 (Or4, Or5, Wa5, Wa9, Wa10). Buys a population factor (Or1, Or4, Or5)

HOBO buys a water factory (Wa5, Wa6, Wa9) and moves a population factor from an ore factory to man it.

Ramdeon 7 passes

HBDC bids 30/35 on HE, else buy WaF and population

ITCHEN buys a titanium factory (MWa) and transfers a population factor from an ore factory to man it.

HICK buys a titanium factory (Wa6, Ti11, Ti13) and a population factor (Ti10). **MMC** passes.

BarterTown buys a titanium factory (Wa4, Wa6, Wa6, Wa6, Wa8) and transfers a population factor from a water factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE	10
2	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE	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, HE	9
5	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Wa	9
6	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, P	No	9
7	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF	3DL	8
8	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE	8

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

New Arrivals:Orbital Lab, Orbital Lab, Laboratory, Orbital Lab, Ecoplants, Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	2	0
Scientists (Sc)	40	0	5
Orbital Labs (OL)	50	3	2
Robots (Ro)	50	1	5
Laboratory (La)	80	1	4
Ecoplants (Ec)	30	1	4
Outpost (Ou)	100	0	5

Income

ITCHEN and Scooby Shack both take MWa. Scooby Shack discards Or1, Or4, Or4, Or5. MMC discards Or1.

Golden Retriever

Turns 4.4 to 5.4

Turns 6.1 to 7.1, 11/6 Tuesday

Turn 4

Bill rolls a 7. Moves the Robber to Hills/2 by C15. No theft. Trades 2 wool at the wool port for 1 lumber and builds a ship from F5 to G5 (discovers ocean).

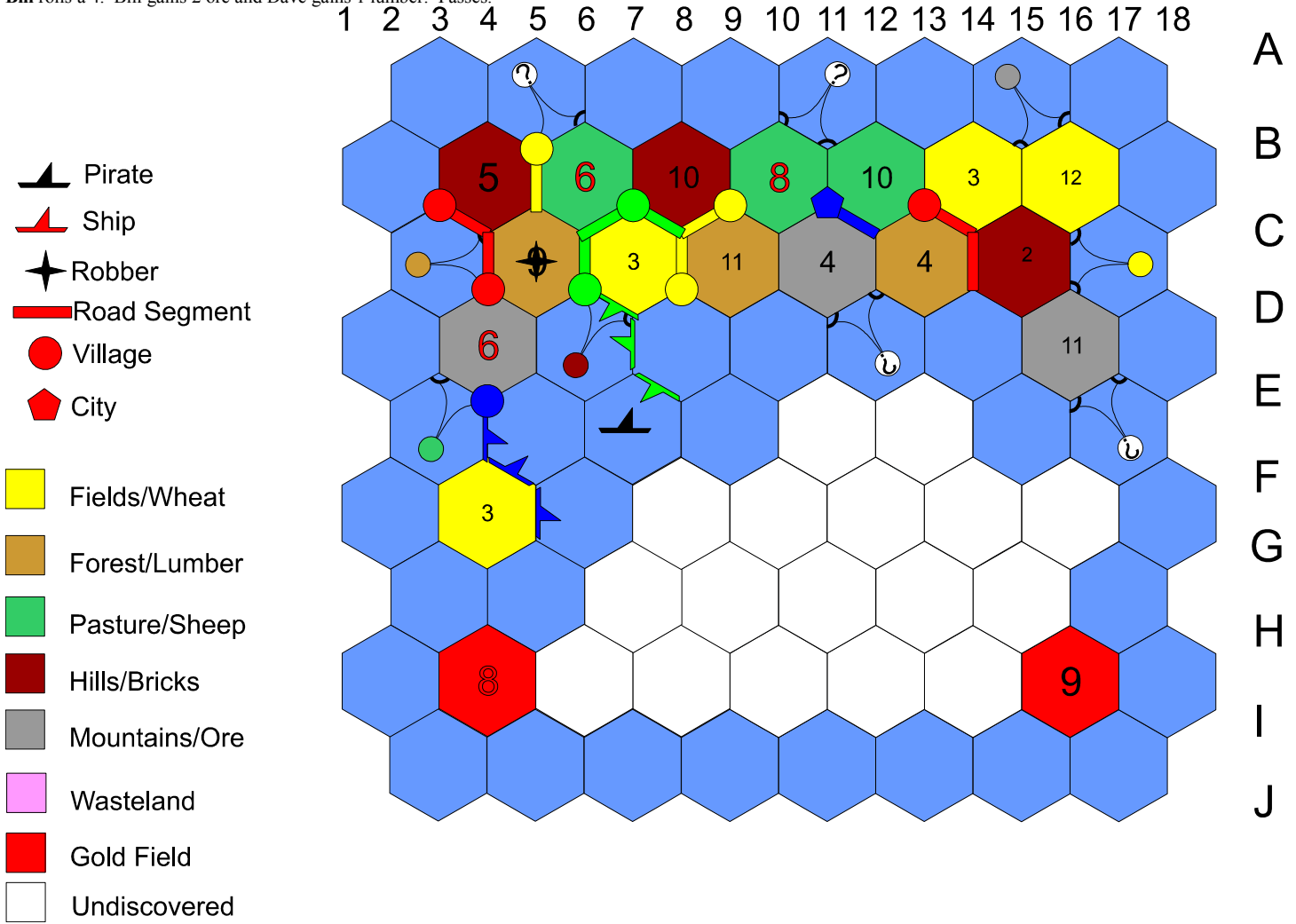
Turn 5

Kevin rolls a 6. Kevin and Chris each gain 1 wool. Builds a ship from E7 to E8 (discovers ocean).

Dave rolls a 7. Moves the Pirate to E/F7, stealing grain from Kevin. Buys a development card ()

Chris rolls an 7. Moves the Robber to Forest 9 by C5 and steals wool from Kevin. Passes.

Bill rolls a 4. Bill gains 2 ore and Dave gains 1 lumber. Passes.



Dice Rolls

Turn 6

Kevin: 11 Dave: 10 Chris: 10 Bill: 6

Turn 3

Kevin: 7

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	2						4*
Dave Hooton	Red	1	2	1			1 Unplayed ()	3
Chris Geggus	Yellow	2	3		1			3
Bill Scharf	Blue					2	1 Knight	3

* Includes Longest Trade Route.

Portuguese Water Dog

Turn 7 Actions through Turn 8 Action 3

Players

Player Name	Company Name/Color	Ships	Colonists	Additional Actions	Expedition Cards
Brad Martin	Da Gama Trading Co./Blue	6	0	2	2
Chris Geggus	GEGS/Yellow	4	0	4	3
Jack McHugh	A&P/Red	5	1	1	0

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

Turn 7

Actions

A&P attempts to found Madras, drawing 6 colonists, along with 2 base colonists and 2 colonist cards, succeeds, selects the pepper/nutmeg with one of each.

Da Gama Trading Company gains 1 ship from the Ship tile, plays Harvest/3/Statue to gain pepper in the pepper plantation and cinnamon in Quillon, then spends 2 ships, ginger, and cinnamon to advance shipbuilding to level 3.

GEGS attempts to found Quillon, drawing 5 colonists plus the base 2 is success. He selects the ginger/cloves combination and gains 1 ginger.

A&P uses one ship and a pepper to advance harvest to level 2, gaining an additional action.

Da Gama Trading Company draws two cards, gaining Enhanced Found Colony/1/Statue and Sell/1/Palm. Uses spice tile to gain ginger at Cochin, then plays Sell/1/Palm to sell the ginger and both pepper for 9 ducats.

GEGS harvests, collecting pepper on the pepper plantation and ginger in Cochin.

A&P plays Harvest/1/Shell, gaining cloves on the cloves plantation and ginger at Cochin, then plays Progress by Spice/3/Shell to use ginger and cloves to advance colonization to level 3.

Da Gama Trading Company collects taxes, gaining 8 ducats.

GEGS uses three ships, ginger, cinnamon, and pepper to advance shipbuilding to level four, gaining Enhanced Found Colony/2/Fish.

A&P uses an additional action, plays Ducats/1/Tiger, gaining 5 ducats, and plays Progress by Ducats/1/Tiger, spending 12 ducats and moving Shipbuilding to level 3.

GEGS uses an additional action to build 4 ships.

A&P uses an additional action to collect taxes, gaining 6 ducats.

GEGS uses an additional action to harvest, gaining pepper on the pepper plantation and ginger in Quillon.

Turn 8

Auction Marker Placement

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

Da Gama Trading Company places auction marker 2 at D1 (Colonists tile).

GEGS places auction marker 3 at D2 (ships/colonists tile).

A&P places auction marker 4 at D1 (Espionage).

Auctions

First Player Flag: Da Gama bids 6, GEGS passes, and A&P accepts the bid.

Colonists Tile: GEGS bids 10, A&P passes, and Da Gama takes it for 11.

Ships/Colonists Tile: A&P bids 6, Da Gama passes and GEGS takes it for 7,

taking colonists.

Espionage: Da Gama bids 1, GEGS bids 3, and A&P takes it for 4.

Actions

Da Gama Trading Company attempts to found Madras. He has 2 colonists and draws 2 more (deck is reshuffled after first draw), plays Enhanced Found Colony to draw 1 more, plays Colonists to gain 3 more colonists and uses 5 colonists to succeed. Takes the ginger/cinnamon colony with one of each.

GEGS uses 4 ships, 2 ginger, cinnamon, and pepper to advance shipbuilding to level 5. Gains Ships/1/Shell card.

A&P attempts to found Calicut, starting with 2 colonists and drawing 6 more.

Attempt fails, gains 1 colonist card.

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

Expedition Discard Pile

Action	Colonists	Symbol
Colonists	3	Tiger
Enhanced Found Colony	1	Statue
Ducats	1	Tiger
Sell	1	Palm
Modified Harvest	3	Shell
Progress by Ship	3	Tiger

Da Gama Trading Co.

The board layout for Da Gama Trading Co. includes:

- Row 1: pepper plantation (2 green plants), 3 empty slots.
- Row 2: colony (1 red plant), colony (1 red plant), colony (2 yellow plants), Calicut (12 ships).
- Row 3: Quillon (1 red plant), Cochin (1 red plant), Madras (2 yellow plants), Calicut (12 ships).
- Row 4: ship (1 ship icon, "Take each round"), spice (1 red plant, "Take each round"), give up (4 yellow plants, "counts for the scoring"), mission (1 cross icon, "counts for the scoring").

American Pickers

The board layout for American Pickers includes:

- Row 1: clove plantation (2 brown plants), 3 empty slots.
- Row 2: Quillon (1 brown plant), Cochin (1 red plant), Madras (1 red plant, 1 yellow plant), Calicut (2 red plants, 12 ships).

Goan European Grant Scheme

The board layout for Goan European Grant Scheme includes:

- Row 1: pepper plantation (2 green plants), cinnamon plantation (2 brown plants), nutmeg plantation (1 red plant), cinnamon plantation (2 brown plants).
- Row 2: Quillon (1 red plant), Cochin (1 red plant), Madras (1 red plant, 1 yellow plant), Calicut (2 red plants, 12 ships).

Russian Wolfhound

Initial Influence Allocation and Turn 2, Cure through Health Turn 2, Funeral Commission through Parade, 11/6 Tuesday

Cure Phase

Reagan Elected requirements: RADICAL declares 10 IP on Patina. CHECKA declares 7 IP on Patina. CRAP declares 11 IP on Patina. WKP declares 1 IP on M.

GEGS plays Worldwide Recession (52). There will be an Special Influence Declaration round at the end of Turn 2.

Aparatschik ages to 83, Nogoodnik ages to 56, Majak ages to 68, and Patina ages to 59.

Purge Phase

Putschnik attempts to purge Karrienko: dr = 16, succeeds. Putschnik attempts to purge Goferbok: dr = 2, fails. Putschnik ages to 57.

Spy Investigation Phase

Acting Defense Minister Nogoodnik closes the investigations on Aparatschik and herself, aging to 58.

Health Phase

Aparatschik (dr = 11) gets sick.
 Putschnik (dr = 6) remains healthy.
 Nogoodnik (dr = 18) remains healthy.
 Niewitko (dr = 5) gets sick.
 Manjak (dr = 3) falls ill.
 Goferbok (dr = 1) dies.
 Patina (dr = 4) gets sick.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	83, +	RF (1)
KGB Head	Ulan Putschnik (Y)	57, strong, ?	RADICAL (10+)
Foreign	Natasha Nogoodnik (V)	58	RF (10+)
Defense			
Ideology	Petr Niewitko (D)	74, +	CRAP (9)
Industry	Iwan Manjak (P)	68, weak, ++	GEGS (1)
Economy			
Sport	Ludmilla Patina (S)	59, ?, +	CRAP (10+)

Candidates: I, J, M (WKP-1), O, Z
People: B, E, F, G, H, K, L, Q, R, T, U, W, X (54)
Siberia: N (67, +)

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

Undeclared Influence

Hound Dog
Gamestart
Traitor Selection and Initial Setup, 11/6 Tuesday

Players

ATREIDES	Bob Robles	BENE GESSERIT	Doug Kent
FREMEN	Martin Burgdorf	GUILD	Chris Geggus
HARKONNENS	Kevin Wilson	IXIANS	Jack McHugh

Traitor Draw

Treachery Cards

Grommit
Gamestart

Startup Preferences due 11/6 Tuesday

Players

Dave Hooton	Chris Geggus	Bill Scharf	Richard Weiss	Andy York
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From each player I need your preferences for the following maps: United States, Germany, France, Italy, Benelux, Central Europe, Korea, China, Brazil, Spain and Portugal, Japan, Russia, Quebec, Baden-Wurrtemberg, and for each map, a preference list for the 5 areas you want in play. In addition, indicate the deck you want to play with: Standard, Variant 1 (new power plant deck), Variant 2 (combination of the old and new decks), or Variant 3 (Power Grid +). Details of all of the maps and the variant deck can be found on the Power Grid Player Aid page.

Pedagoguery

You have no doubt heard that normal matter is only a very small constituent of the universe. What may come as a surprise to you, however, is how small a proportion of normal matter resides in galaxies. If you add up all of the matter in the galaxies we can detect, you end up with only one tenth of the total matter in the universe (dark matter excepted). Given that there are probably well over 200 billion galaxies in the visible universe, where is all of the other matter?

This is not a case of dark matter or dark energy. Those items, which compose 96% of the universe, are mysterious but which we know are there from a number of other observations. The issue here is with the 4% of the universe which we supposedly understand. Why does so little of this matter reside in galaxies, and where is the rest of it? This all points to the fact that galaxy formation must be very inefficient.

We know with fairly good certainty how many baryons (protons and neutrons) exist in the visible universe. There are a couple of different ways. First, the baryon density is encoded on the microwave background radiation in the pattern of fluctuations, and their sizes relative to each other. We get an independent confirmation of this number by looking at the initial abundances of helium, deuterium, and lithium created during the first minutes of the universe.

After the recombination era, we can still track the baryon abundance. When you look at the spectra of quasars, a number of features stand out. One of the strongest emission lines of the quasar is the Lyman alpha line, which represents the transition from the first excited state to the ground state in hydrogen. Just blueward from this line, is what is called the Lyman alpha forest. Literally hundreds of sharp absorption lines, each one representing an atomic cloud that the quasar's light passed through on its way here. The strength of the line is determined by the size of the cloud, and by taking a careful census, we can account for all the baryons in the early universe.

Once baryons join up with a galaxy, however, they take on many different forms. We can still take a census of the baryons, but it requires more work. Using visible and near-infrared light, we can catalog stars, infrared shows us dust, in radio, we can see cold molecular clouds, and so on. However, doing so only

results in 10% of the mass of baryons that we know are there. Therefore, we must conclude that that matter lies elsewhere. The question is where. A second question is how.

Some of the baryons can be found in galaxy clusters, which are filled with diffuse gas, but this only accounts for another 4%. However, a clue to the location of the rest can be found in the evolution of the structure of dark matter..

According to simulations, dark matter has evolved into a filamentary structure. Because there is so much more dark matter than baryonic matter, the baryons tend to follow the dark matter distribution. Galaxies, it seems, are only the highest density nodes in this structure, so the rest of the baryons should be out there. However, they must have evolved into a form that is very hard to detect.

That form is what is called the WHIM, or Warm-Hot Intergalactic Medium. As the gas falls into the dark matter filaments, it gets heated by shock waves to from 100,000 to tens of millions of Kelvins. While that sounds quite hot, it is cool in comparison to the intergalactic gas in galaxy clusters; too cool to shine out in X-rays. So how can the WHIM be detected? A number of studies using a variety of orbiting telescopes have caught tantalizing glimpses. By viewing the absorption lines of strongly ionized oxygen in the far ultraviolet, astronomers have been able to detect traces of the coolest portion of the WHIM. Observations using Chandra and XMM-Newton of even more strongly ionized oxygen (retaining only one or two electrons) has seen even more; potentially enough to account for the missing baryons. However, there are drawbacks to these observations. The ionized oxygen is being used as a tracer – we are not seeing the bulk of the WHIM, and we have to make assumptions about the ratio of oxygen to other constituents – assumptions which may not be correct. This technique also relies on quasars, which have to be placed in such a way that one or more of the filaments lies between us and them. Since quasars, especially bright ones, are rare, this makes it a rather hit-or-miss proposition.

Why does the WHIM exist? By knowing the general nature of the WHIM, we can get clues about where it comes from, and why galaxy formation is so inefficient. The key involves what is termed galactic feedback. It turns out that

galaxy formation is a balance between inflowing gas, and ejection of gas through several mechanisms: supernovae, stellar winds, and supermassive black holes. Each of these mechanisms adds energy to the interstellar medium, and can choke off the inflow of gas from the intergalactic medium. In large galaxies, the black hole is probably the dominance mechanism, while for smaller galaxies, it is the supernovae and stellar winds. This is probably why we see fewer small galaxies than simple models would suggest – the first few supernovae literally eject most of

the gas from the shallow gravitational well of the galaxy. However, in a larger galaxy, it takes the highly energetic jets from a black hole to accomplish the same thing. Thus, it appears that there is a constant exchange of matter between galaxies and the intergalactic medium. In fact, it is possible, if not likely, that some of the atoms in our bodies spent some time in intergalactic before settling into our solar system. You may be far more widely traveled than you know.

Next time, spinning black holes.

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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

You (if checked:) for Holy Roman Empire in Bolognese

Dave Partridge for Florence in Purebred.

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