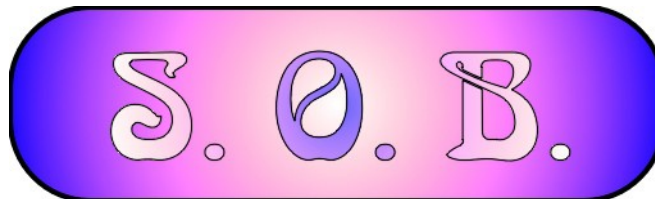


Number 185



February/March, 2013

**Notes from Hades**

I hope that the new year is treating all of you well. Things are pretty quiet here. Just settling into our new house. The rooms are mostly done, and the garage is less than two thirds full! The boys like their new school, and we will be going to our first open house this evening as I write this. Fortunately, I have not had to travel recently, so I have been able to concentrate on our new situation.

The next deadline is **Tuesday, March 12 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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**Game Openings**

**Pick of the Litter.** Silverton. Have Dave Hooton(\$), Howard Bishop(\$), Debbie Anderson(\$), Dave Partridge(\$), Bill Scharf(\$), will take up to 1 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.

**Dogleg.** 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.

**Rescue Dog.** 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.

**Akita.** Seafarers of Catan. Will start after Golden Retriever ends. Have Ron Fisher, Chris Geggus(\$), Andy York(\$), Dave Partridge(\$), will take up to 2 more.

**Newfoundland.** New World. Have Dave Partridge(\$), Bob Robles(\$), Bogislaw von Schoenfeldt, Dave Hood, 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.

**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 Bill Scharf, will take up to 4 more.

**History of the World.** Have Dave Anderson, Chris Geggus, Kevin Wilson, will take up to 4 more.

**Outpost.** Will take up to 10.

**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**  
**11492 Harrisburg Road**  
**Rossmoor, CA 90720**  
**Phone: (562) 690-7827**  
**cerberus@sob-zine.org**

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

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

**Bolognese****Summer 1056****Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory****Miller Number 2010Dpw23 (gunboat)****Deadline for Fall 1056 3/12 Tuesday**

*Pisa fights on three fronts, against the Holy Roman Empire in the north, the Pope in the center, and the Normans in the south. Byzantium offers a peace deal to Venice.*

**Spring 1056 Retreats**

The Papacy retreats A Lucca to Pistoia and A Florence to garrison

Pisa retreats A Sienna to Patrimony

**Orders**

BYZANTINES : A ANCONA to Aquila, F Dalmatia to LOWER ADRIATIC, F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic, F CARNIOLA holds, F (EM) Lower Adriatic to BARI, F DURAZZO to Ionian Sea

HOLY ROMAN EMPIRE : A TURIN to Montferrat, A MONTFERRAT to Fornova, A Pavia to PARMA, A MILAN to Cremona, A CREMONA to Milan

NORMANS : A AQUILA supports F Otranto to Bari (cut), F NAPLES holds, F OTRANTO to Bari

PAPACY : A Pistoia to PISA, A Bologna to FLORENCE, A Arezzo supports A Bologna to Florence (cut, DISLODGED, retreat

PISA : Urbino, Perugia, garrison, OTB), A (EM) SIENNA supports A Pistoia to Pisa, A Rome holds (DISLODGED, retreat Perugia, Spoleto, Capua, garrison, OTB), G FLORENCE supports A Bologna to Florence A GENOA to Fornova, A Modena to BOLOGNA, A LUCCA supports A Modena to Bologna, A Pisa to Sienna (DISLODGED, retreat Piombino, garrison, OTB), A (EM) Florence to AREZZO, A Patrimony to ROME, F LIGURIAN SEA to Genoa, F TYRRHENIAN SEA supports A Patrimony to Rome, F Palermo to GULF OF NAPLES, F MESSINA to Otranto, F IONIAN SEA supports F Messina to Otranto (cut)

VENICE : A MANTUA to Cremona, A FERRARA supports A Padua, A PADUA supports A Ferrara, A CARINTHIA supports F Venice to Friuli, F Venice to FRIULI, G VENICE converts

to F

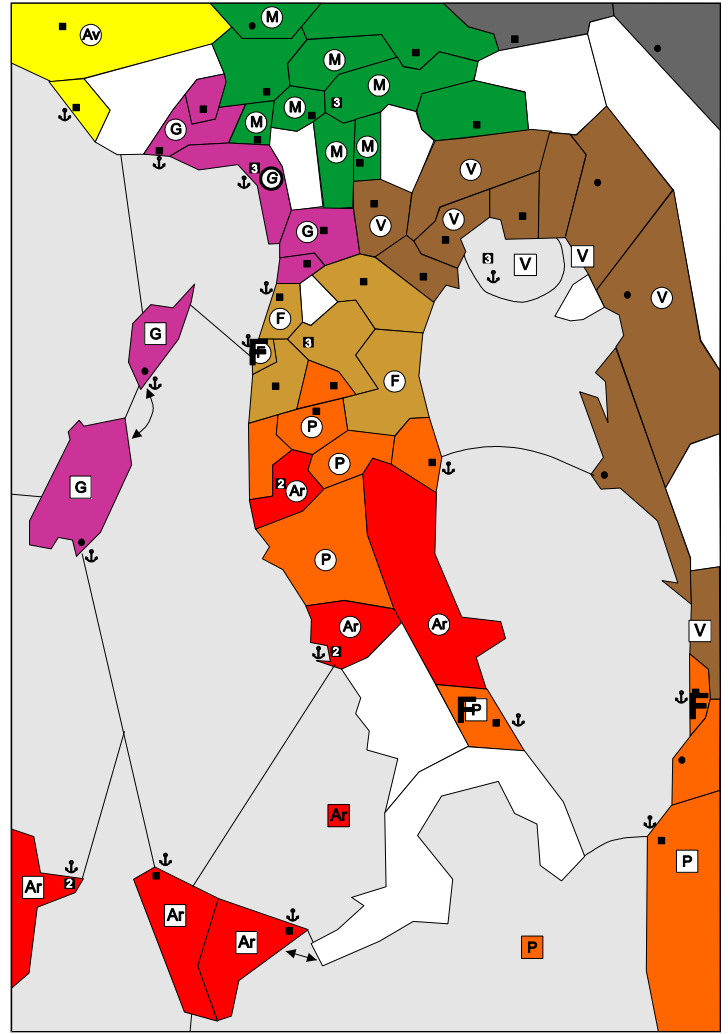
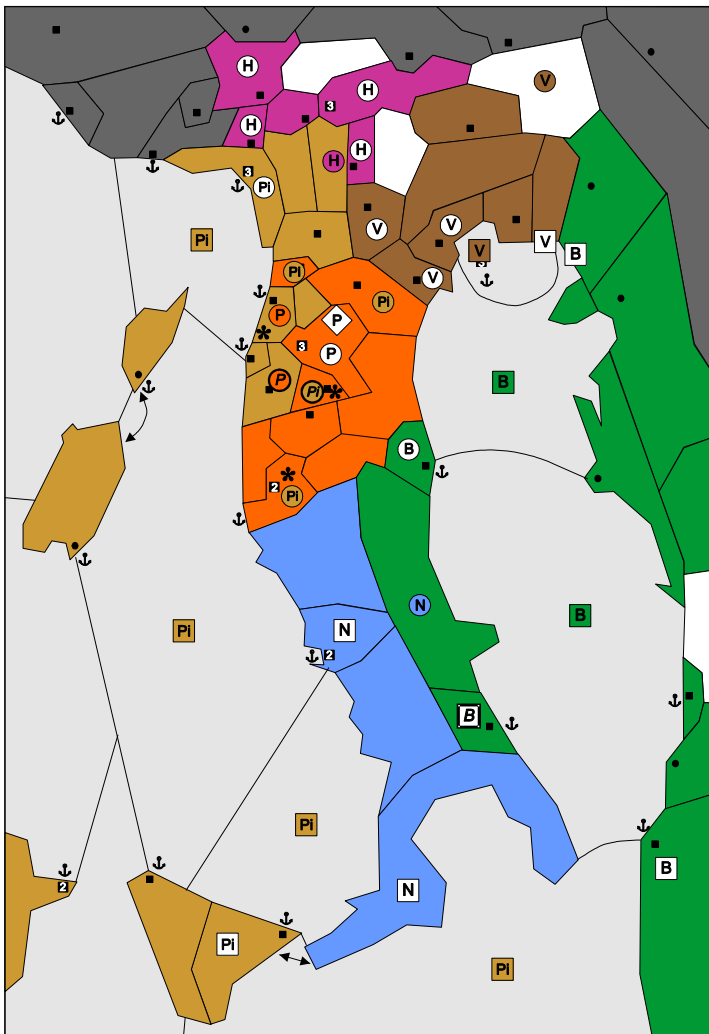
Your ducats:

Press

**Byzantines to Venice:** How about a ceasefire? We both have enemies in the west.  
**Bolognese**

I also propose we keep our current positions and use our forces in the other direction. Otherwise, Pisa wins. (Perhaps the Pope and/or HRE will join the cause?)

**Purebred**



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

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

**Purebred**

Winter 1255

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory**  
**Deadline for Spring 1255 3/12 Tuesday**

*A pause for building.*

Outstanding Loans

Summer 1256: 23 ducats due from the Pope (15 borrowed)

Fall 1256: 27 ducats due from Aragon (18 borrowed)

Builds

		Cost
Aragon	Maintains all, builds A Naples, F Palermo	21

Florence	Maintains all, no new builds	9
Genoa	Maintains A Savoy, F Sardinia, F Corsica, A Modena, builds A (EM) Genoa	18
Milan	Maintains all, builds A Pavia, A Milan, A Cremona	21
Papacy	Maintains all, builds A Perugia	18
Venice	Maintains all, builds F Venice, A Padua	21

**Rottweiler**  
**Turn 7a**  
**Turn 7b, 3/12 Tuesday**

*Available Cards*

Set 1	Set 2	Set 3	Set 4
Growth	Raw Materials	Raw Materials	Growth
Raw Materials	Innovation	Order	Waste Disposal
Order	Waste Disposal	Innovation	Innovation

TRP selects set 1.

GOP selects set 4.

GOO selects set 2.

*The Players*

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	1	\$23	0	0	17	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	2	\$29	0	9	18	5	Raw Materials
Eric Brosius	General Olfactory Organization	3	\$30	0	1	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	6	40
Richard Weiss	5/1	5/1	3/6	8	40
Eric Brosius	5/1	2/10	5/1	4	43

*Cards*

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

The Accident card was drawn to no effect. The deck will be reshuffled before the Turn 8 card draw.

*Discards*

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

**Dog Show**

**Turn 10**  
**Turn 11, 3/12 Tuesday**

*Commander Actions*

**HICK** opens the bidding on an Orbital Lab at 53 and gets it for 76 (Wa5, Ti8, MTi, Mi19).

**MMC** opens the bidding on Scientists at 40 and gets it for 62 (DL discounts, Or2, Or2, Or4, Wa8, Wa8, Wa8). Buys a research factory (Wa9, Wa10, Re13) and transfers a population factor from an ore factory to man it.

**ITCHEN** opens the bidding on Ecoplants at 30 and Scooby Shack gets it for 32 (Or2, MWa). Opens the bidding on a second Ecoplants at 30 and gets it (MWa). Buys a titanium factory (Ti11, Mi19) and 2 population factors (Ti11).

**BarterTown** buys 2 titanium factories (Or5, Wa4, Wa7, Wa8, Ti10, Ti13, Ti13) and transfers robots from the ore factories to man them.

**HOB0** buys a new chemicals factory (Or2, MWa, Re14, Re14) and moves a population factor from an ore factory to man it.

**Scooby Shack** passes.

**Ramdeon 7** buys a population factor (Wa5, Wa5).

**HBDC** buys a titanium factory (Or3, Wa6, Wa9, Ti12) and 2 population factors (Or5, Wa4, Wa4, Wa7).

*The Players*

	Outpost Name	Commander	Factories	Upgrades	VP
1	ITCHEN	Michael Lowrey	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE, OL, Ec	22
2	HICK	Dave Hood	OrF, OrF, WaF, <b>WaF, TiF, TiF, TiF, TiF</b>	HE, Ec, 2OL	21
3	MMC	Eric Brosius	OrF, OrF, <b>WaF, WaF, WaF, ReF, ReF</b>	3DL, La, 2Sc	19
4	Scooby Shack	Andy Lewis	<b>OrF, OrF, WaF, WaF, WaF, WaF, WaF, P</b>	No, Wa, OL, Ec	18
5	BarterTown	Andy York	OrF, OrF, <i>WaF</i> , <b>WaF, WaF, WaF, TiF, TiF, TiF, TiF</b>	HE, Ro	16
6	HOB0	Dave Hooton	OrF, OrF, <b>WaF, WaF, WaF, WaF, NCF</b>	2DL, No, Wa, 2Sc	16
7	HBDC	Kevin Wilson	<b>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF</b>	Wa, No, HE	14
8	Ramedon 7	Bill Scharf	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF</b>	Wa, No, HE	13

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOB0 is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmogrification, Composite Hauling, and Exploitation Network

Available Upgrades

New Arrivals:Orbital Lab, Scientists, Robots, Laboratory

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

Income

ITCHEN, HOBO, Ramedon 7, and Scooby Shack take MWa. HICK takes MTi.

**Golden Retriever**

Turns 8.3 to 9.3

Turns 9.4 to 10.4, 3/12 Tuesday

Turn 8

**Chris** rolls a 6. Kevin and Chris each gain 1 wool, Bill gains 1 ore, and Dave gains 2 ore. Trades 3 wool for 1 lumber and builds a road from C9 to C10. Chris takes the Longest Trade Route from Kevin.

**Bill** rolls a 7. Moves the Robber to Hills 2 (near C15) and takes an ore from Dave. Trades 2 wool at the wool port for 1 lumber and builds a ship from H5 to H6. Discovers desert.

Turn 9

**Kevin** rolls a 3. Chris and Dave each gain 1 grain, and Kevin gains 2 grain. Passes.

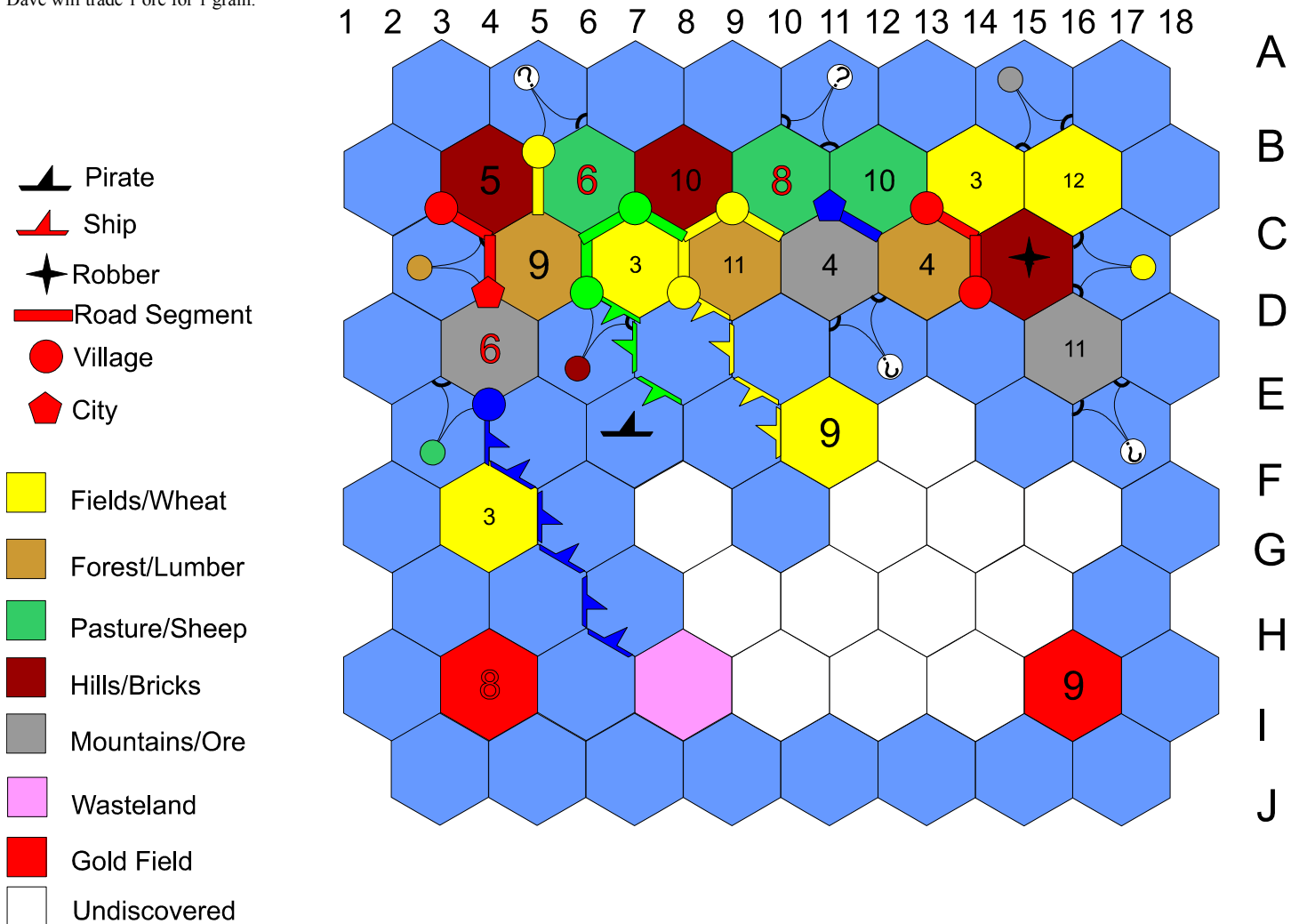
receives 2 ore. Passes

Chris rolls a 8. Chris receives 1 wool and Bill receives 2 wool. Passes.

**Dave** rolls a 6. Kevin and Chris each receive 1 wool, Bill receives 1 ore, and Dave

Open Trades

Dave will trade 1 ore for 1 grain.



Dice Rolls

Turn 9

Bill: 7

Turn 9

Kevin: 7

Dave: 5

Chris: 8

Bill: 10

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	4	3		2		1 Unplayed ( )	2
Dave Hooton	Red	1				3	1 Knight	7*
Chris Geggus	Yellow	2	2					3
Bill Scharf	Blue		3			3	1 Knight	3

\* Includes Longest Trade Route.

**Russian Wolfhound**

**Turn 3, Cure through Health**

**Turn 3, Funeral Commission through Parade, 3/12 Tuesday**

Cure Phase

Manjak goes to the Sanatorium. Aparatschik ages to 86, Niewitko ages to 76, Manjak ages to 69, Wasolin ages to 51, and Patina ages to 61.

Purge Phase

Putschnik takes advantage of the collapse of the disarmament talks to attempt to uprge Nogoodnik (dr = 9 + 3 = 12) and fails. Putschnik ages to 61.

Spy Investigation Phase

Niewitko closes the investigation on Patina and opens one on Aparatschik, aging to 78.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	86, +, ?	<b>RF (3)</b>
KGB Head	Ulan Putschnik (Y)	61, strong, ?, +	<b>RADICAL (10+)</b>
Foreign Defense	Natasha Nogoodnik (V)	58	<b>RF (10+)</b>
Ideology	Sergei Eatstumuch (M)	64, ++	WKP (1), RADICAL (2), <b>CHEKA (8)</b>
Industry	<b>Iwan Manjak (P)</b>	69, weak, +	<b>GEGS (1)</b>
Economy	Viktor Wasolin (Z)	51, weak, +	WKP (2), <b>CRAP (7)</b>
Sport	Ludmilla Patina (S)	61, +	<b>CRAP (10+)</b>

Perestroika (35) in effect on Economy Minister. Disarmament Talks Go Badly (15) has been played.

**Candidates:** B, E, I, J, O

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

**Siberia:** N (67, +)

**Kremlin Wall:** D

Health Phase

CHEKA plays Flu Epidemic (1): -1 on all health rolls. GECS plays Vaccination (34) negating the flu modification for Manjak and Wasolin.

Aparatschik (dr = 17 - 1 = 16) remains sick.

Putschnik (dr = 6 - 1 = 5) gets sick.

Nogoodnik (dr = 16 - 1 = 15) remains healthy.

Niewitko (dr = 4 - 1 = 3) dies.

Eatstumuch (dr = 4 - 1 = 3) falls ill.

Manjak (dr = 13) recovers to sick.

Wasolin (dr = 2) gets sick.

Patina (dr = 16 - 1 = 15) remains sick.

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 (GECS)
Doug Kent	Whining Kent Pigs (WKP)
Kevin Wilson	Red Army Defense Intelligence Command – Armed Librarians (RADICAL)

RF has two waves

Intrigue Cards

Undeclared Influence

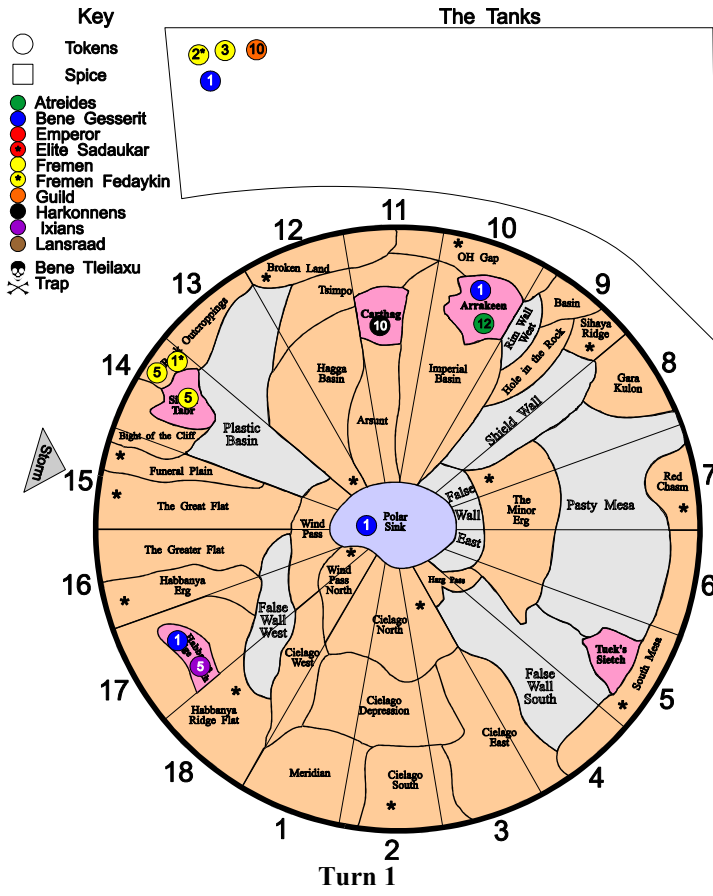
**Hound Dog**

**Turn 1 Battle to Turn 2 Nexus**

**Turn 2 Nexus, 3/12 Tuesday**

Players

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



The Guild win. The Guild loses 8 tokens to the tanks, while the Fremen lose 5 tokens (2 Fedaykin). The Guild discard Trip to Gamont.

Spice Collection Round

- Atreides** collect 2 spice from Arrakeen
- Fremen** collect 6 spice from Rock Outcroppings
- Guild** collects 4 spice from South Mesa
- Harkonnens** collect 2 spice from Carthag
- Ixians** collect 10 spice from technology sales

**Turn 1**

Storm Round

The Storm moves 2 sectors to Sector 17. (Turn 3 storm movement: )

Spice Blow

Worm in South Mesa. Worm devours 6 spice, 2 Guild tokens and 1 Bene Gesserit token. Nexus occurs.

Positions

- Atreides:** 12 tokens Arrakeen, 8 tokens off-planet
- Bene Gesserit:** 1 tokens Polar Sink, 1 tokens Arrakeen, 1 tokens Habbanya Ridge Sietch, 1 token South Mesa (5), 16 tokens off-planet
- Fremen:** 5 tokens Sietch Tabr, 6 tokens (1 Fedaykin) Rock Outcroppings (14), 4 tokens Southern Hemisphere, 5 tokens (2 Fedaykin) in the tanks
- Guild:** 10 tokens in the tanks, 10 tokens off-planet
- Harkonnens:** 10 tokens Carthag, 10 tokens off-planet
- Ixians:** 25 tokens Habbanya Ridge Sietch, 15 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Battle Round

	Guild	Fremen
<b>Leader</b>	Staben Tuek (5)	Stilgar (7)
<b>Weapon</b>	Trip to Gamont	None
<b>Defense</b>	None	None
<b>Dial</b>	6	0
<b>Spice</b>	4	0
<b>Total</b>	11	7

**Grommit**

**Turns 2 through 4, Power Plant Bidding**

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
1	Dave Hooton	Le-duQ	Purple	04 Coal 2→1, 15 Coal 2→3, 26 Oil 2→5	4	66
4	Chris Geggus	GEGS	Yellow	21 Hybrid 2→4, 13 Eco X→1, 10 Coal 2→2	4	23
2	Bill Scharf	HALO1	Burnt Ochre	08 Coal 3→2, 22 Eco X→2	4	57
3	Andy York	GPS	Blue	07 Oil 3→2, 18 Eco X→2	4	75
5	Richard Weiss	POWER	Pink	06 Trash 1→1, 25 Coal 2→5	3	49

GPS is Generic Power Supplier, GEGS is Gas Energy Generates Synergy, POWER is Providing Oil, Wood, and Electrical Resources, Le-duQ is L'electricité du Quebec, HALO1 is Hydrogen-Acetylene Liquefaction Operation #1.

**Turn 2**

Phase 2: Power Plant Bidding

Le-duQ bids 15 on the #15 coal plant, all others pass. The #18 wind plant moves to the current market, and the #38 trash plant is added to the future market. HALO1 bids 18 on the #18 ecological plant, GPS bids 21, GEGS, POWER, and HALO1 pass. The 22 ecological plant moves to the current market, and the 46 hybrid plant enters the future market. HALO1 bids 22 on the ecological plant, GEGS and POWER pass. The 25 coal plant is added to the current market. GEGS bids 13 on the #13 ecological plant and POWER passes. The #11 nuclear plant enters the current market. POWER buys the #25 coal plant. The #26 oil plant enters the current market, and

the #50 fusion plant into the future market.

Phase 3: Purchasing Fuel

POWER buys 2 coal for 6 Elektros, GEGS passes, GPS buys 3 oil for 8 Elektros, HALO1 passes, and Le-duQ passes.

Phase 4: Connecting Cities

POWER connects to Lachute for 16 Elektros. GEGS connect to Repentigny for 17 Elektros. GPS connects to Quebec for 10 Elektros, HALO1 passes, and Le-duQ connects to Brossard for 14 Elektros

Phase 5: Bureaucracy

Power Cities

Le-duQ powers 3 cities, using 2 coal and gaining 44 Elektros.  
 HALO1 powers 2 cities, using no fuel and gaining 33 Elektros.  
 GPS powers 3 cities, using 3 oil and gaining 44 Elektros.  
 GEGS powers 2 cities, using 1 oil and 1 coal and gaining 33 Elektros.  
 POWER powers 2 cities, using 2 coal and gaining 33 Elektros.

**Adjust Power Plant Market**

Power plant #50 goes to the bottom of the deck and is replaced by plant #31.

**Turn 3**

Phase 2: Power Plant Bidding

Le-duQ bids 26 on #26 and all other players pass. The #23 nuclear plant is added to the current market.

GPS passes.

GEGS bids 10 on #10 and all other players pass. The #21 hybrid plant is added to the current market.

POWER passes.

HALO1 passes.

Phase 3: Purchasing Fuel

HALO1 buys 3 coal for 6 Elektros. POWER buys 2 coal for 6 Elektros. GEGS buys 2 coal for 7 Elektros. GPS buys 3 oil for 7 Elektros. Le-duQ buys 2 oil for 6 Elektros.

09 Oil 1→1

11 Nuclear 1→2

Current Market

23 Nuclear 1→3

28 Nuclear 1→4

Future Market

30 Trash 3→6

31 Coal 3→6

35 Oil 1→5

38 Trash 3→7

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium					1	1	1	1	1	1	1	1
Trash			2	3	3	3	3					
Oil		2	3	3	3	3	3					
Coal			3	3	3	3	3					

**S.O.B.**

Phase 4: Connecting Cities

HALO1 connects to Trois-Rivieres for 29 Elektros and Shawnigan for 13 Elektros.  
 POWER connects to Gatineau for 24 Elektros. GEGS connects to Victoriaville for 16 Elektros, GPS connects to Jonquire for 24 Elektros. Le-duQ passes.

Phase 5: Bureaucracy

Power Cities

Le-duQ powers 4 cities, using 2 oil and gaining 54 Elektros.  
 GPS powers 4 cities, using 3 coal and gaining 54 Elektros.  
 GEGS powers 3 cities, using 2 coal and gaining 44 Elektros.  
 POWER powers 3 cities, using 2 coal and gaining 44 Elektros.  
 HALO1 powers 4 cities, using 3 coal and gaining 54 Elektros.

Adjust Power Plant Market

Power plant #46 goes to the bottom of the deck and oil plant #35 joins the Future Market.

**Turn 4**

Phase 2: Power Plant Bidding

Le-duQ passes.

HALO1 passes.

GPS bids 21 on the #21 hybrid, GEGS bids 22, POWER passes, and GPS passes.  
 GEGS discards the #5 hybrid plant. The #28 nuclear plant is drawn and placed into the current market.

**Robodog**

**Turn 2**

**Turn 3 due 3/12 Tuesday**

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Move 2 (780)	Rotate Left (290)	Move 1 (560)	Move 3 (810)	Back Up (460)
Cutter	Move 2 (750)	Rotate Right (400)	Move 1 (640)	Move 2 (700)	Move 1 (620)
Marvin	Back Up (480)	U-Turn (60)	Move 1 (520)	Move 3 (790)	Rotate Right (120)
Dalekbot	Move 2 (690)	Move 1 (550)	Back Up (450)	Rotate Left (310)	Rotate Right (340)
Predator	Move 3 (830)	Rotate Left (370)	Move 3 (820)	Move 1 (570)	Back Up (430)
Metal Mikey	Move 2 (740)	Rotate Left (410)	Move 1 (500)	Rotate Right (260)	U-Turn (30)

Phase 1

Predator dashes ahead 3 to G26. Anonobot moves ahead 2 to H20, pushing Cutter to I20. Cutter attempts to move forward 2, but hits a wall. Metal Mikey moves ahead 2 to J19. Dalekbot moves ahead 2 to L24. Marvin backs up 1 to E22. Conveyor belts: Anonobot is moved to J20, Cutter to L20 and rotated to face east, and Marvin to D23 and rotated to face north. Anonobot fires its Mini Howitzer at Cutter, pushing it to L20.

Phase 2

Dalekbot moves ahead 1 to L23. Metal Mikey rotates left to face north. Cutter rotates right to face south. Predator rotates left to face north. Anonobot rotates left to face north. Marvin makes a U-turn to face west. Conveyor belts: Anonobot is moved to K21 facing west and Marvin is moved to B23 facing south. Cutter and Dalekbot shoot each other.

Phase 3

Predator dashes ahead 3 to G23. Cutter moves ahead 1 to L21. Anonobot moves ahead 1 to L21, pushing Cutter off the board. Marvin moves ahead 1 to B24. Metal Mikey moves ahead 1 to J18. Dalekbot backs up to L24. The gear rotates Metal Mikey to face east. Dalekbot shoots Anonobot.

Phase 4

Anonobot dashes ahead 3, following Cutter off the board. Marvin moves ahead 3 to B27. Predator moves ahead 1 to G22. Dalekbot rotates left to face east. Metal Mikey rotates right to face north. The gears rotate Predator and Metal Mike to face east.

Phase 5

Predator backs up to H22. Dalekbot rotates right to face north. Marvin rotates right to face east. Metal Mikey makes a U-turn to face west. The conveyor belt moves Predator to H20 facing north. The gear turn Metal Mikey north.

Cleanup

Anonobot and Cutter each lose an option and a life. Both reappear on their archives with 2 damage and facing any orientation.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		F27>?		2	2
2	Bill Scharf	Cutter	Peach		G27>?		2	2
3	Howard Bishop	Marvin	Grey	Reverse Gear	B27>E		3	0
4	Andy York	Dalekbot	Black		L23>N		3	3
5	Chris Geggus	Predator	Yellow	Fire Control	H20>N		3	0
6	Brendan Whyte	Metal Mikey	Blue	Ablative Coat	J18>N		3	0

Program Cards**Whippet****Turns 1 through 6.2**Turn 1

**Governor Chris** selects the Builder, and builds a Hospice (3 doubloons plus Builder discount), Andy Y. buys an indigo plant (3 doubloons), Andy L. buys a Construction Hut (2 doubloons), Richard buys a Hospice (4 doubloons), and Ron buys a Small Market (1 doubloon).

**Andy Y.** selects the Mayor, and places colonists on the Indigo Plant and indigo plantation, Andy L. places a colonist on the Construction Hut, Richard places a colonist on the Hospice, Ron places a colonist on the corn plantation, and Chris places a colonist on the Hospice. Five colonists are placed on the colonists ship.

**Andy L.** selects a Prospector, gaining 1 doubloon.

**Richard** selects the Settler, choosing a Quarry (with colonist because of the Hospice), Ron selects a corn plantation, Chris selects a corn plantation (with colonist because of the Hospice), Andy Y. selects an indigo plantation, and Andy L. selects a sugar plantation.

**Ron** selects the remaining Prospector, gaining 1 doubloon.

Turn 2

**Governor York** selects the Craftsman, gaining 1 doubloon, and producing 2 indigo, Ron and Chris each produce 1 corn.

**Andy L.** selects the Builder, and builds a Small Sugar Mill (1 doubloon plus the Builder bonus), Richard builds a Small Market (Quarry), Ron builds a Small Sugar Mill (2 doubloons), Chris builds a Small Indigo Plant (1 doubloon), and Andy Y. passes.

**Richard** selects the Settler, and takes another Quarry (with colonist because of the Hospice), Ron takes a sugar plantation, Chris takes a tobacco plantation (with colonist due to the Hospice), Andy Y. takes an indigo plantation, and Andy L. takes a quarry. New plantations: corn, sugar, sugar, sugar, tobacco, coffee.

**Ron** selects the Trader, gains 1 doubloon, and sells corn for 1 doubloon (Trader bonus) and Andy Y. sells indigo for 1 doubloon.

**Chris** selects the Captain, gains 1 doubloon, and ships his 1 corn on Ship 3 for 2 VP, Andy Y. ships 1 indigo on Ship 2 for 1 VP.

Turn 3

**Governor Lewis** selects the Mayor, gains 1 doubloon, places colonists on the sugar plantation and Small Sugar Mill, and transfers a colonist from the Construction Hut to the quarry, Richard places a colonist on the Small Market, Ron places a colonist on the Small Market, Chris places a colonist on the Small Indigo Plant and moves a colonist from the tobacco to the indigo plantation, and Andy Y. places a colonist on an indigo plantation. Five colonists are placed in the colonist ship.

**Richard** selects a Prospector, gaining 2 doubloons.

**Ron** selects the Settler and takes a Quarry, Chris takes a manned sugar plantation,

Andy Y. takes the coffee plantation, Andy L. takes the corn plantation, and Richard takes a manned tobacco plantation. New plantations are indigo, indigo, sugar, sugar, coffee, coffee.

**Chris** selects the Prospector, gaining 2 doubloons.

**Andy Y.** selects the Craftsman and produces 2 indigo, Andy L. produces 1 sugar, Ron produces 1 corn, and Chris produces 1 corn and 1 indigo.

Turn 4

**Governor Weiss** selects the Builder, gains 1 doubloon, and builds Tobacco Storage (2 doubloons, 2 Quarries, Builder bonus), Ron passes, Chris builds a Small Sugar Mill (2 doubloons), Andy Y. builds a Small Indigo Plant (1 doubloon), and Andy L. builds a Small Indigo Plant (Quarry).

**Ron** selects the Mayor and places colonists on the Small Sugar Mill and the sugar plantation and moves a colonist from the corn plantation to the Quarry, Chris places a colonist on the Small Sugar Mill, Andy Y. places a colonist on the Indigo Plant, Andy L. places a colonist on the Construction Hut, and Richard places a colonist on the Tobacco Storage.

**Chris** selects the Captain, gains 1 doubloon, and ships 1 corn on Ship 3 for 2 VP, Andy Y. ships 2 indigo on Ship 2 for 2 VP, Andy L. ships 1 sugar on Ship 1 for 1 VP, Ron ships 1 corn on Ship 3 for 1 VP, and Chris ships 1 indigo on Ship 2 for 1 VP.

**Andy Y.** selects the Settler and selects a coffee plantation, Andy L. takes a Quarry, Richard takes a manned coffee plantation, Ron takes an indigo plantation, and Chris takes a manned indigo plantation. New draws are: corn, indigo, sugar, tobacco, tobacco, coffee.

**Andy L.** selects the Trader and gains 1 doubloon. No trading is possible.

Turn 5

**Governor Fisher** selects the Mayor, and places colonists on both corn plantations, Chris places a colonist on the tobacco plantation, Andy Y. places a colonist on an indigo plantation, Andy L. places a colonist on the Quarry, and Richard places a colonist on the Tobacco Storage. Five colonists are placed on the Colonist Ship.

**Chris** selects the Settler and takes a manned Quarry, Andy Y. takes an indigo plantation, Andy L. takes a Quarry, Richard takes a manned tobacco plantation, and Ron takes a corn plantation. New draws are: corn, corn, indigo, indigo, sugar, sugar.

**Andy Y.** selects the Craftsman, gains 1 doubloon, and produces 3 indigo, Andy L. produces 1 sugar, Richard produces 2 tobacco, Ron produces 2 corn and 1 sugar, and Chris produces corn, indigo, and sugar.

**Andy L.** selects the Trader and trades sugar for 3 doubloons (2 plus Trader bonus) and Richard trades tobacco for 4 doubloons (3 plus Small Market). The Trading House is full and no further trades are possible.



Turn 6

**Richard** selects the Builder and builds a Coffee Roaster (Builder bonus, 2 Quarries, and 3 doubloons), **Ron** builds a Large Market (4 doubloons plus Quarry), **Governor Geggus** selects a Prospector, gaining 3 doubloons. Chris passes, Andy Y. passes, and Andy L. builds a Factory (5 doubloons plus 2 Quarries). **Andy Y.** selects the other Prospector, gaining 3 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
<b>Chris Geggus</b>	Prospector	<b>Indigo, Corn, Tobacco, Sugar, Indigo, Quarry</b>	<b>Hospice, Small Indigo Plant, Small Sugar Mill</b>		5	1 corn, 1 indigo, 1 sugar	5
Andy York	Prospector	<b>Indigo, Indigo</b> , Indigo, Coffee, Indigo	<b>Indigo Plant (2)</b> , Small Indigo Plant		6	3 indigo	3
Andy Lewis		Indigo, <b>Sugar, Quarry</b> , Corn, Quarry	<b>Construction Hut, Small Sugar Mill</b> , Small Indigo Plant, Factory		2		1
Richard Weiss		Corn, <b>Quarry, Quarry, Tobacco, Coffee</b>	<b>Hospice, Small Market, Tobacco Storage (1)</b>		2	1 tobacco	
Ron Fisher		<b>Corn, Corn, Sugar, Quarry</b> , Indigo	<b>Small Market, Small Sugar Mill</b> , Large Market			2 corn, 1 sugar	1

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

**Colonists:** Supply: 58      Colonist Ship: 5  
**Trading House:** Empty  
**Cargo Ships:** Ship 1 (capacity 6): 1 sugar    Ship 2 (capacity 7): 4 indigo    Ship 3 (capacity 8): 3 corn  
**Victory Points:** 112

Commodities

**Corn:** 4      **Indigo:** 3      **Sugar:** 8      **Tobacco:** 8      **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x2, 3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (2d, 1vp)	Sugar Mill (x3, 4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)
		Factory (7d, 3vp)	Fortress (10d, 4vp)
Hacienda (x2, 2d, 1vp)	Office (x2, 5d, 2vp)	University (x2, 8d, 3vp)	Customs House (10d, 4vp)
Construction Hut (2d, 1vp)	Large Market (5d, 2vp)	Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
Small Warehouse (x2, 3d, 1vp)	Large Warehouse (x2, 6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

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

**Mirzam**

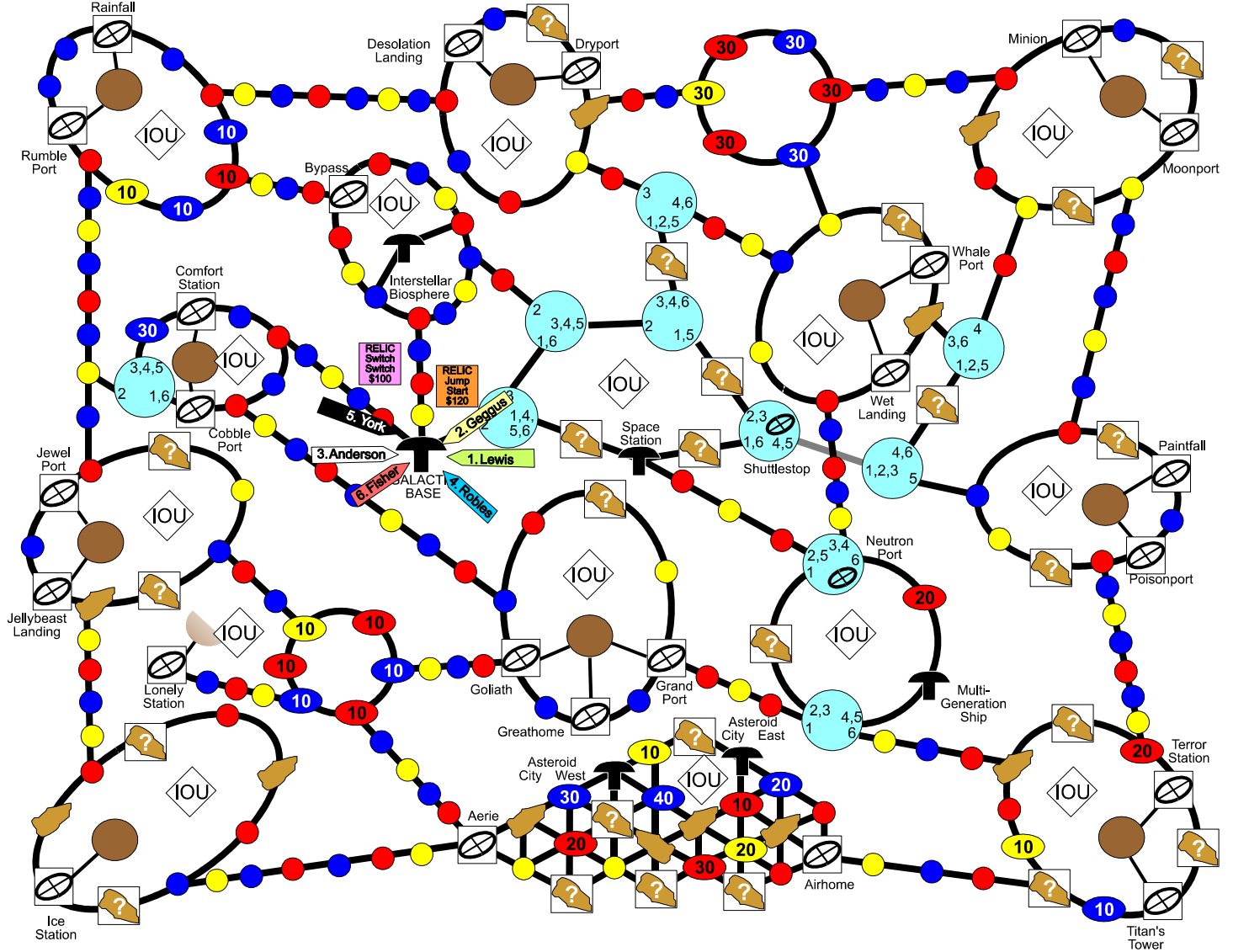
**Initial Setup**

**Turns 1.1 to 2.1 due 3/12 Tuesday**

Players

- 1<sup>st</sup>: Andy Lewis (Niks?)  
Has \$135 on hand and is flying a Scout. Die rolls: 1: 2, 3, 5 2: 1, 1, 5
- 2<sup>nd</sup>: Chris Geggus (Dell?)  
Has \$139 on hand and is flying a Scout. Die rolls: 1, 2, 6
- 3<sup>rd</sup>: Debbie Anderson (Eeepeeep?)  
Has \$140 on hand and is flying a Scout. Die rolls: 1, 1, 6
- 4<sup>th</sup>: Bob Robles (Human?)  
Has \$140 on hand and is flying a Scout. Die rolls: 1, 3, 6
- 5<sup>th</sup>: Andy York (Whynom?)  
Has \$120 on hand and is flying a Needle. Die rolls: 1, 2 (times 3)

6<sup>th</sup>: Ron Fisher (Qossuth?)  
 Has \$140 on hand and is flying a Scout. Die rolls: 3, 6, 6



The first 20 draws from the cup are as follows:

- 1a (Nillis): Nothing
- 1b (Volois): 2 Voll Silk
- 2 (Graw): Space Spice, Fare to 10 (\$120)
- 3 (Niks): Mulch Wine
- 4a (Dell): Finest Dust, Demand for Mulch Wine (+\$60)
- 4b (Humans): 2 Rock Videos, Demand for Space Spice (+\$40)
- 4c (Wraiths): Visible Holes, Demand for Voll Silk (+\$60)
- 5 (Shenna): Nothing
- 6 (Yxklyx): 2 Demand for Melf Pelts (+\$50)
- 7a (Zum): Chicle Liquor
- 7b (Eeepeeep): Servo-Mechanism, 2 Demand for Immortal Grease (+\$50)
- 8 (Whynoms): Nothing
- 9a (Chola): Nothing
- 9b (Wollow): Megalith Paperweight
- 10 (Qossuth): Psychotic Sculpture
- Base: Relic Jump Start, Relic Switch Switch

Upon discovery of each new culture, four more chits will be drawn from the cup, until it is its normal size after all cultures have been discovered. The use of the Combat rules was voted down 4 no votes and 2 abstentions. Please submit your trader names along with your orders. Finally, Debbie Anderson did not submit orders, so will Dave Partridge please submit standby orders for the Eeepeeep!

Well, that about covers it. Happy trading!

1. Name?	Scout	\$135
	1: 2 3 5 // 2: 1 1 5	
Hold1	Hold2	Hull

2. Name?	Scout	\$139
	1: 1 2 6	
Hold1	Hold2	Hull

3. Name?	Scout	\$140
	1: 1 1 6	
Hold1	Hold2	Hull

4 Name?	Scout	\$140
	1: 1 3 6	
Hold1	Hold2	Hull

5. Name?	Needle	\$120
	1: 1 2 (use 1*3)	
Hold1	Hold2	Hull

6. Name	Scout	\$140
	1: 3 6 6	
Hold1	Hold2	Hull

## Pedagoguery

Quantum mechanics is widely viewed as the physics of the very small: molecules, atoms, and subatomic particles. However, scientists are able to observe quantum behavior at macroscopic scales, demonstrating that quantum mechanics is all around us, it just escapes notice because of the way quantum systems interact with each other.

The classical example of quantum effects on the macro scale is Schrödinger's cat. This was a thought experiment that Erwin Schrödinger designed to demonstrate how weird quantum mechanics can be. In it, we imagine a cat in an opaque box. Also inside the box is a bottle of poison gas, which is linked to the decay of an atom of a radioactive element. Within a set time period, there is a 50% chance that the atom decays, releasing the gas. So, according to quantum mechanics, after that set period of time, the cat is neither dead nor alive, but a superposition of both states –a nonsensical state. It is only the act of observation that collapses the wave function, forcing the cat to be in one state or another.

Another classical example of how quantum effects can be seen at larger scales is the phenomenon of entanglement. Entanglement is two particles or systems share a connection. Let's take for example, two electrons that have a net spin of zero. If electrons behaved classically, then you could set up one to spin clockwise on a vertical axis and the other counterclockwise on the same axis. If measured along the axis, you would see one spinning clockwise and the other counterclockwise. If measured perpendicular to the axis, you would detect no spin at all. Quantum mechanically, however, they behave very differently. If you measure the spin of one, it will be spinning either clockwise or counterclockwise at random, and the other would be spinning the opposite way, if measured along the same axis. However, it does not matter what axis you start with, so long as both electrons are measured along that axis –one will always be clockwise and the other counterclockwise. It also does not matter how far apart the electrons are. They could be at opposite ends of the galaxy, and if you measured one, you would instantly know the spin of the other.

The common understanding of how these effects stay localized to the micro scale is that in a larger system, collisions with other particles end up changing the state of the particles in question. In effect, the information leaks out, a phenomenon called decoherence. But can decoherence be fought off in larger systems? It seems that it can.

The first case of this happening in experiments was in 2003 when Gabriel Aeppli of University College London tested the magnetic susceptibility of lithium

fluoride salt. Magnetic susceptibility is the phenomenon of the atoms of a substance aligning themselves to an external magnetic field. They learned that this happened faster than could be explained by the forces the atoms exerted on each other. The only factor they could use to explain the quickness of the action was entanglement. To avoid thermal effects, the experiment was conducted at extremely low temperature –milliKelvins. Since then, however, other groups have been successful in observing entanglement in a number of different systems, including copper carboxylate at room temperature and higher.

We have also learned that biological systems use quantum effects like entanglement. For example, European robins migrate every year from Scandinavia to equatorial Africa and back. It was theorized that they make use of the earth's magnetic field, but when migrating birds were placed in an artificial magnetic field with reversed polarity, it showed no effect. Further experiments determined that the birds could detect the inclination of the magnetic field with respect to the surface of the earth, and that is all they needed to help them navigate. However, when the birds were blindfolded, they lost this ability. The likely exploitation is entanglement. There is apparently a molecule in the birds' eyes that contains a pair of entangled electrons with a net zero spin. When a photon hits this molecule, the energy causes the electrons to separate, where they can interact with the ambient magnetic field in a way that changes the chemistry of the molecule. This change in chemistry is translated into nerve impulses that the bird uses to decipher the magnetic field.

Plants also use entanglement during photosynthesis. Light causes electrons to be ejected from certain molecules in plant cells, and those electrons have to make their way to the reaction center to deposit their energy. However, this process happens with astonishingly high efficiency –far more so than can be explained classically. In a quantum world, however, electrons can take all possible paths. Electromagnetic fields within the plant cell can cancel some of the paths and reinforce others, which can reduce the chance that the electron will take a wasteful detour.

Scientists have not yet found out how these natural systems maintain entanglement over such relatively long timescales and in such large systems, but figuring that out could be the key to harnessing some of those effects ourselves in ways such as quantum computing.

Next time, the volcanoes of the solar system.



Addresses

Dave Anderson	Forest Cole	Geoff Kemp	Cary Nichols	Mike Scott
Debbie Anderson	11210 Montverde Ln	<a href="mailto:ggeoff510@aol.com">ggeoff510@aol.com</a>	756532-938 South FM1673	4040 E. Piedmont Dr.
20832 Tuck Rd., Site 32	Houston, TX 7099	Doug Kent	<a href="mailto:Snyder, TX 79549-8812">Snyder, TX 79549-8812</a>	Space 61
Farmington Hills, MI 48336	<a href="mailto:simply4est@yahoo.com">simply4est@yahoo.com</a>	<a href="mailto:diplomacyworld@yahoo.com">diplomacyworld@yahoo.com</a>	Walt O'Hara	Highland, CA 92346
(248) 473-7482	<a href="mailto:Simply4est@aol.com">Simply4est@aol.com</a>	Robert Koehler	<a href="mailto:hussar@hotmail.com">hussar@hotmail.com</a>	<a href="mailto:mikesmag2@jsbcglobal.net">mikesmag2@jsbcglobal.net</a>
<a href="mailto:ravenclawnerdz@sbcglobal.net">ravenclawnerdz@sbcglobal.net</a>	Caleb Cousins	<a href="mailto:rkhoeler@triad.rr.com">rkhoeler@triad.rr.com</a>	Dave Partridge	(909) 864-4343
<a href="mailto:andersond4@michigan.gov">andersond4@michigan.gov</a>	96 Cedar St. #4	Andy Lewis "Marmaduke"	15 Woodland Drive	Gina Teh
Howard Bishop	Bangor, ME 04401	16 Gossling Dr.	Brookline NH, 03033	<a href="mailto:lone_hammy@yahoo.com.sg">lone_hammy@yahoo.com.sg</a>
43 Guinions Road	(207) 941-8568	Lewes, DE 19958	<a href="mailto:rebhuhn@rocketmail.com">rebhuhn@rocketmail.com</a>	Richard Weiss
High Wycomb HP13 7NT UK	<a href="mailto:caleb_cousins@umit.maine.edu">caleb_cousins@umit.maine.edu</a>	<a href="mailto:Alewis161@hom.com">Alewis161@hom.com</a>	James Pratt	<a href="mailto:richardweiss@higherquality.com">richardweiss@higherquality.com</a>
<a href="mailto:latics@globalnet.co.uk">latics@globalnet.co.uk</a>	Chris Geggus "Davey Boy	(302) 644-1984	<a href="mailto:prattjames1960@yahoo.com">prattjames1960@yahoo.com</a>	Brendan Whyte
John Boardman	Smith"	Michael Longdin	Berend Renken	Assistant Map Curator
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	<a href="mailto:michasel.longdin@virgin.net">michasel.longdin@virgin.net</a>	P.O. Box 249	Map Section
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Lowrey	Roy, WA 98580-0249	National Library of Australia
Jim Burgess	<a href="mailto:Geggus@sky.com">Geggus@sky.com</a>	6903 Kentucky Derby Drive	<a href="mailto:berend02@aol.com">berend02@aol.com</a>	Paarkes, ACT 2600 Australia
664 Smith St.	Ron Fisher	Charlotte, NC 28215	Paul Risner	<a href="mailto:obiwonfive@hotmail.com">obiwonfive@hotmail.com</a>
Providence, RI 02908-4327	<a href="mailto:skylark3@charter.net">skylark3@charter.net</a>	<a href="mailto:Mlowrey@infionline.net">Mlowrey@infionline.net</a>	10325 NW 63rd Dr.	Kevin Wilson
<a href="mailto:jfburgess@gmail.com">jfburgess@gmail.com</a>	Pasquale Giovine	(704) 569-4269	Parkland, FL 33076	4758 Doncaster Ct.
Eric Brosius	Via Osanna N.2/e	Brad Martin	<a href="mailto:goeben@aol.com">goeben@aol.com</a>	Long Grove, IL 60047
53 Bird St.	I-89127 Reggio Calabria, Italia	180 Peninsula Road	Jerry Roalstad	<a href="mailto:ckevinw@gmail.com">ckevinw@gmail.com</a>
Needham, MA	<a href="mailto:giovine@unirc.it">giovine@unirc.it</a>	Maylands 6051	<a href="mailto:Gerald.roalstad@ang.af.mil">Gerald.roalstad@ang.af.mil</a>	Andrew York "Greyhound"
<a href="mailto:Public.brosius@comcast.net">Public.brosius@comcast.net</a>	Dave Hood	Western Australia	Bob Robles "Howler"	P.O. Box 201117
Colin Bruce	<a href="mailto:dhood@phd-law.com">dhood@phd-law.com</a>	Australia	67 Tara Rd.	Austin, TX 78720-1117
30 Almoners' Avenue	Dave Hooton	<a href="mailto:Westfront@westfront.com.au">Westfront@westfront.com.au</a>	Orinda, CA 94563	<a href="mailto:wandrew88@gmail.com">wandrew88@gmail.com</a>
Cambridge, CB1 8PA, England	<a href="mailto:hootond@yahooc.com">hootond@yahooc.com</a>	Jack McHugh	<a href="mailto:Rlrobes5@comcast.net">Rlrobes5@comcast.net</a>	Paul Zieske
<a href="mailto:furyofthenorthmen@btopenworld.com">furyofthenorthmen@btopenworld.com</a>	Dale Horsely	<a href="mailto:jwmchughjr@gmail.com">jwmchughjr@gmail.com</a>	(510) 254-6354	<a href="mailto:zieskep@juno.com">zieskep@juno.com</a>
Dennis Cain "Red Dog"	<a href="mailto:dale.horsely@yahoo.com">dale.horsely@yahoo.com</a>	Lynn Mercer	Bill Scharf "Doge"	
1218 N. 3 <sup>rd</sup> St.	Tom Howell "Whippet"	<a href="mailto:hancockfc@yahoo.com">hancockfc@yahoo.com</a>	4814 Walnut Grove Ave.	
Quincy, IL 62301-1727	365 Storm King Road	Ward Narhi	Rosemead, CA 91770	
(217) 223-2284	Port Angeles, WA 98363	521 Moreley	(626) 286-4428	
<a href="mailto:iamthedbear@sbcglobal.net">iamthedbear@sbcglobal.net</a>	<a href="mailto:off-the-shelf@olympus.net">off-the-shelf@olympus.net</a>	Akron, OH 44320	<a href="mailto:bear-hugs@sbcglobal.net">bear-hugs@sbcglobal.net</a>	
	(360) 928-9698	<a href="mailto:lurkertv@hotmail.com">lurkertv@hotmail.com</a>	Bogislaw von Shcoenfeldt	
		(330) 835-4013	<a href="mailto:coldcomfort@gmx.net">coldcomfort@gmx.net</a>	

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

Dave Partridge for the Eepeeep in Mirzam