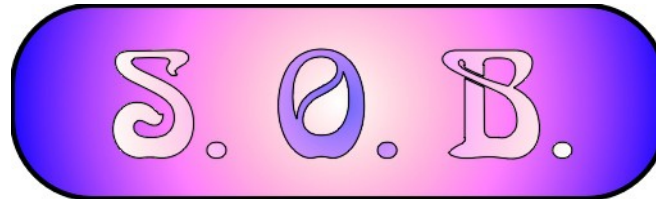


Number 186

April, 2013



### Notes from Hades

You have probably noticed that I haven't published any travelogues recently. Due to many factors, there have been fewer face-to-face meetings in the organizations in which I am working. However, the sequester has put an end to even that. The up side is that I can spend the time at home with my family, so I don't mind.

Speaking of my family, things are going well. The boys are adjusted to their new school, and we are soon going to be celebrating their 11<sup>th</sup> birthday, as hard as that may be to believe. Time has certainly flown.

This issue, we have two games ending. Whippet, the Puerto Rico game, has flown to its conclusion in only three issues due to the rapid pace of the email moves. Congratulations to Richard Weiss on his victory. Russian Wolfhound has come to a similar quick ending but for a different reason. Bill Scharf's faction managed to get control of the Party Chief and he survived to wave three turns in a row. Congratulations to Bill. We will be starting the Silverton and Age of Renaissance games next issue to fill the slots.

The next deadline is **Tuesday, April 23 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. **This game starts next issue!**

**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. **This game starts next issue!**

**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 Cataan. 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.

**Merchant of Venus.** The usual options will be in effect. Have Dave Partridge, will take up to 5 more.

**Puerto Rico.** This will be the base game and it will be run via email. Will take up to 5.

**Puerto Rico.** This will use the Buildings expansion and will be run via email. Will take up to 5.

**Puerto Rico.** This will use the Nobles expansion and will be run via email. Will take up to 5.

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

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

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

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

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

## Bolognese

Fall 1056

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

**Miller Number 2010Dpw23 (gunboat)**

**Deadline for Winter/Spring 1057 4/23 Tuesday**

*Pisa and the Pope continue their brawl in central Italy while the Byzantines and Venice form a truce. The Holy Roman Emperor turns his attention toward Venice while the Normans are squeezed from both sides.*

### Summer 1056 Retreats

The Papacy retreats A Arezzo to garrison and A Rome to garrison

Pisa retreats A Pisa to garrison

### Orders

BYZANTINES : A Ancona to AQUILA, F CARNIOLA supports F Upper

HOLY ROMAN EMPIRE : A Milan to TRENTO, A CREMONA to Milan, A PARMA to

Adriatic, F UPPER ADRIATIC supports F Carniola, F (EM) BARI supports A Ancona to Aquila, F DURAZZO supports F Lower Adriatic, F LOWER ADRIATIC supports F Durazzo

Milan, A Turin to COMO, A MONTFERRAT to Genoa  
**Bolognese**

to Bologna, A Padua to VERONA, A CARINTHIA to Milan,  
 F VENICE supports F Friuli, F FRIULI supports F Venice

Your ducats:

Press

Venice to Byzantines: Agreed, let there be peace and death to Pisa!

Spring 1057 Income

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

Provinces

BYZ	Carniola, Croatia, Istria, Dalmatia, Bosnia, Ragusa, Albania, Durazzo, Ancona, Aquila, Bari	11
HRE	Turin, Como, Montferrat, Pavia, Milan, Parma, Cremona, Trent	8
NOR	Capua, Naples, Salerno, Otranto	4
PAP	Florence, Sienna, Arezzo, <i>Urbino</i> , Patrimony, <i>Spoletto</i>	6
PIS	Genoa, Fornova, Modena, Lucca, Pisa, <i>Pistoia</i> , <i>Piombino</i> , Corsica, Sardinia, Perugia, Rome, Tunis, Palermo, Messina	14
VEN	Carinthia, Friuli, Verona, Treviso, Padua, Ferrara, Mantua, Bologna	8

Seas

BYZ	Upper Adriatic, Lower Adriatic	2
PIS	Ligurian Sea, Tyrrhenian Sea, Gulf of Naples, Ionian Sea	4
VEN	Venice	1

Cities

BYZ	Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bari	8
HRE	Turin, Montferrat, Pavia, Milan (3), Cremona, Trent	8
NOR	Naples (2)	2
PAP	Florence (3), Sienna, Arezzo, Rome (2)	7
PIS	Genoa (3), Modena, Lucca, Pisa, <i>Piombino</i> , Corsica, Sardinia, Perugia, Tunis (2), Palermo, Messina	14
VEN	Treviso, Padua, Ferrara, Mantua, <i>Bologna</i> , Venice (3)	8

Totals

Variable income die roll was 6.

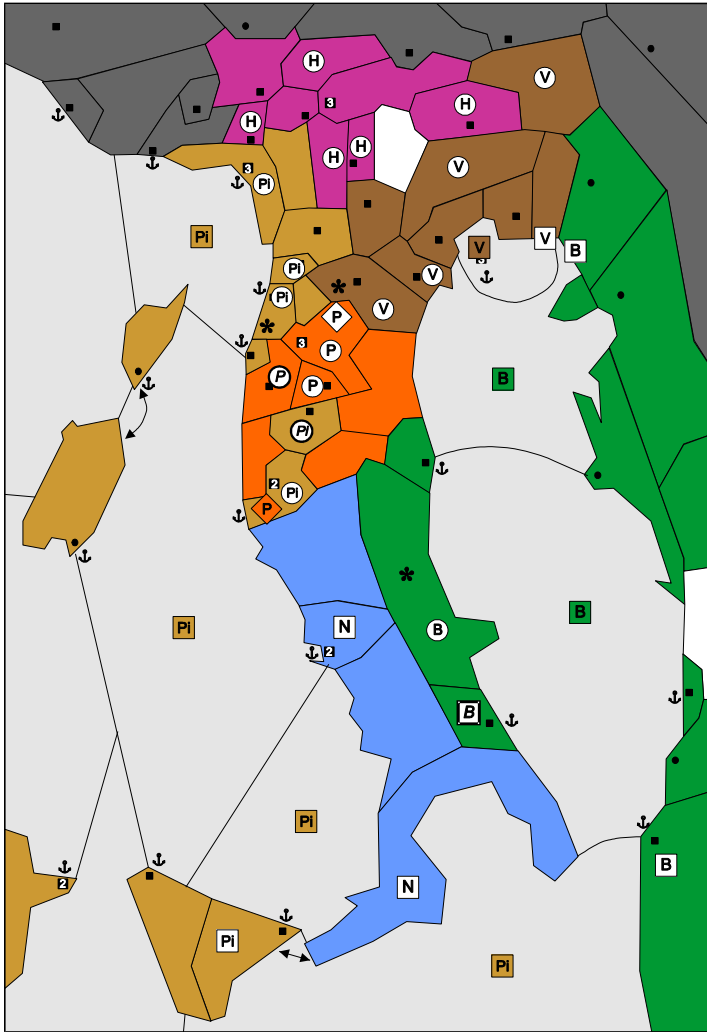
Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	5	11	2	8	26
HOLY ROMAN EMPIRE:	4	8	0	8	20
NORMANS:	6	4	0	2	12
PAPACY:	6	6	0	7	19
PISA:	11	14	4	14	43
VENICE:	5	8	1	8	22

Total after income:

Game Summary

	1051	1052	1053	1054	1055	1056	1057
Byzantines:	3	4	7	7	6	8	8
Holy Roman Empire:	3	5	5	5	6	5	6
Normans:	1	3	4	4	2	1	1
Papacy:	3	4	5	5	5	6	4*
Pisa:	3	5	7	9	10	10	12*
Venice:	3	5	7	6	7	6	6

\* Depends on retreats



- Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison
- NORMANS □: A Aquila supports F Naples (cut, DISLODGED, retreat Capua, Salerno, Spoleto, OTB), F NAPLES holds, F OTRANTO holds
- PAPACY □: A Pisa besieges (DISLODGED, retreat Pistoia, Piombino, OTB), A FLORENCE supports G Arezzo convert to A (cut), A (EM) SIENNA supports G Arezzo convert to A (partially cut), G AREZZO converts to A, G ROME converts to A, G FLORENCE supports A Florence
- PISA □: A GENOA to Modena, A LUCCA supports G Pisa convert to A, A Bologna to Florence (DISLODGED, retreat Pistoia, Urbino, garrison, OTB), A (EM) Arezzo to PERUGIA, A ROME supports A Arezzo to Perugia (cut), F LIGURIAN SEA to Modena, F TYRRHENIAN SEA to Sienna, F GULF OF NAPLES to Naples, F MESSINA supports F Ionian Sea, F IONIAN SEA supports F Messina, G Pisa convert to A
- VENICE □: A Mantua to BOLOGNA, A FERRARA supports A Mantua

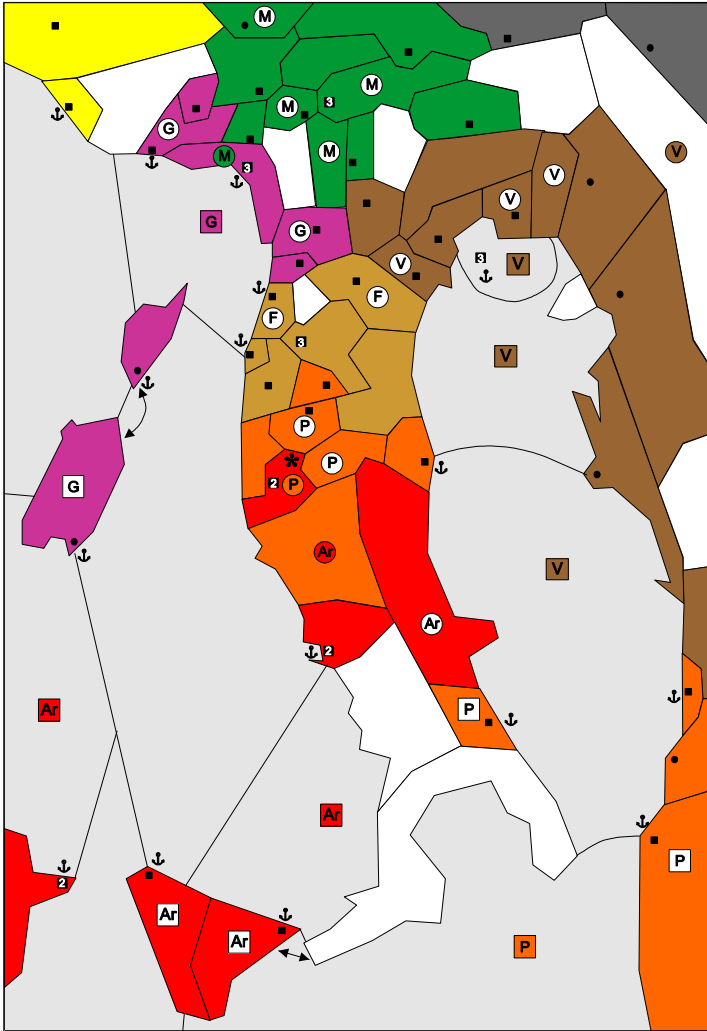
### Purebred

#### Spring 1255

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory**  
**Deadline for Summer 1255 4/23 Tuesday**

*The Pope finally regains his capital, but for how long? Milan invokes treachery against Genoa while Venice consolidates the Adriatic. Florence moves north.*

#### Purebred



#### Expenditures

Milan borrows 10 ducats from the moneylenders for 1 year (12 ducats due Spring 1256) and disbands Genoa A Genoa for 15 ducats.  
 The Papacy borrows 10 ducats from the moneylenders for 2 years (15 ducats due Spring 1257) and buys famine relief in Bari for 3 ducats.

#### Outstanding Loans

Spring 1256: 12 ducats due from Milan (10 borrowed)  
 Summer 1256: 23 ducats due from the Pope (15 borrowed)  
 Fall 1256: 27 ducats due from Aragon (18 borrowed)  
 Spring 1257: 15 ducats due from the Pope (10 borrowed)

#### Orders

- ARAGON (McHugh): A Rome to Spoleto (Dislodged, retreat Patrimony, garrison, OTB), A Naples to Capua, A Aquila supports A Naples to Capua, F Tunis to Western Mediterranean, F Palermo to Tyrrhenian Sea, F Messina to Ionian Sea, F Gulf of Naples supports F Messina to Ionian Sea
- FLORENCE (Narhi): A Pisa to Pistoia, A Piombino to Pisa, A Urbino to Bologna
- GENOA (Wilson): A Savoy to Montferrat, A (EM) Genoa supports A Savoy to Montferrat (nsu), A Modena to Fornova, F Corsica to Ligurian Sea, F Sardinia to Tyrrhenian Sea
- MILAN (Schoenfeldt): A Swiss supports A Como to Turin, A Como to Turin, A Pavia to Montferrat, A Montferrat to Genoa, A Milan to Parma, A Parma to Fornova, A Cremona supports A Milan to Parma
- PAPACY (Roalstad): A Perugia supports A Capua to Rome, A Spoleto supports A Capua to Rome, A Capua to Rome, F Bari holds, F Ionian Sea holds, F Durazzo supports F Ionian Sea
- VENICE (Robles): A Mantua to Ferrara, A Verona to Friuli, A Padua to Treviso, A Croatia to Slavonia, F Venice supports F Carniola to Upper Adriatic, F Carniola to Upper Adriatic, F Herzegovina to Lower Adriatic
- AVIGNON: A AVIGNON holds

#### Summer 1251 Plague

**Poor Year – Column Only:** Cremona (Milan A destroyed), Pistoia (Florence A destroyed), Fornova, Turin (Milan A destroyed), Bosnia, Avignon (Avignon A destroyed)

### Rottweiler

#### Turn 7b

#### Turn 8a, 4/23 Tuesday

#### Cards

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

TRP plays Raw Materials putting 2 raw materials up for bid. GOP bids 5, GOO passes, and TRP buys it for 6.

GOP plays Growth, increasing Growth to 19

GOO plays Innovation, paying \$5 and improving Raw Materials to 1/15

TRP plays an Order, using 2 raw materials and generating \$17 and 5 waste.

GOP plays Waste Disposal, reducing waste to 5

GOO plays Waste Disposal, reducing waste to 1

TRP plays Growth, increasing Growth to 18

GOP plays Innovation, paying \$5 and improving Waste Reduction to 2/10

GOO passes, holding the Raw Materials card.

TRP plays

GOP passes.

All players pay \$5 in maintenance

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	3	\$29	0	0	18	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	1	\$19	0	9	19	5	Raw Materials
Eric Brosius	General Olfactory Organization	2	\$20	0	1	16	5	Raw Materials

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	11	44
Richard Weiss	5/1	5/1	2/10	5	40
Eric Brosius	5/1	1/15	5/1	1	43

Available Cards

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

Discards

Waste Disposal      Waste Removal

**Dog Show**

**Turn 11**

**Turn 12, 4/23 Tuesday**

Commander Actions

**ITCHEN** opens the bidding on the Orbital Lab at 50 and gets it for 59 (Or4, MWa, Ti8, Mi17).

**HICK** opens the bidding on an Outpost at 100 and Scooby Shack gets it for 106 (Or2, Or3, Or5, Wa6, MWa, MWa, Mi20, Ecoplants discount). Opens the bidding on an Outpost at 100 and gets it (Wa7, Wa9, MTi, Mi15, HE discount). Transfers a population factor from a water factory to man the titanium factory.

**MMC** opens the bidding on Scientists at 40 and gets it for 46 (Wa5, Wa5, Wa6, DL discounts).

**Scooby Shack** passes.

**BarterTown** opens the bidding on Robots at 51 and gets it (Or4, Wa5, Wa6, Wa7, Wa7, Ti10, Ti12). Buys 2 robots (Ti7, Ti13)

**HOBO** opens the bidding on Ecoplants at 32 and gets it (Re12, NC20)

**HBDC** buys a titanium factory (Or2, Wa6, Ti9, Ti11) and transfers a population factor from an ore factory to man it.

Ramedon 7 buys 2 titanium factories (Or1, Wa5, Wa5, Ti9, Ti10, MWa) and a population factor (Ti10). Moves a population factor from an ore factory to man a titanium factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HICK	Dave Hood	OrF, OrF, WaF, WaF, <b>TiF, TiF, TiF, TiF, TiF</b>	HE, Ec, 2OL, Ou	27
2	ITCHEN	Michael Lowrey	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE, 2OL, Ec	25
3	Scooby Shack	Andy Lewis	<b>OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF</b>	No, Wa, OL, Ec, Ou	25
4	MMC	Eric Brosius	OrF, OrF, <b>WaF, WaF, WaF, ReF, ReF</b>	3DL, La, 3Sc	21
5	BarterTown	Andy York	<i>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF</i>	HE, 2Ro	21
6	HOBO	Dave Hooton	OrF, OrF, <b>WaF, WaF, WaF, WaF, NCF</b>	2DL, No, Wa, 2Sc, Ec	21
7	Ramedon 7	Bill Scharf	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF</b>	Wa, No, HE	16
8	HBDC	Kevin Wilson	OrF, <b>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	Wa, No, HE	15

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

Available Upgrades

New Arrivals: Robots, Outpost, Laboratory, Robots, Robots, Ecoplants

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

Income

ITCHEN, HOBO, Ramedon 7, and Scooby Shack take MWa. HICK takes MTi. ITCHEN discards Or1 and BarterTown discards Or4.

**Golden Retriever**

Turns 9.4 to 10.4

Turns 11.1 to 12.1, 4/23 Tuesday

Turn 9

**Bill** rolls a 7. Kevin discards 4 grain. Moves the Robber to the 3 Fields space by B14 and steals grain from Red. Passes.

Turn 10

**Kevin** rolls a 7. Moves the Pirate to H5 and steals 1 wool from Blue. Trades 2 brick for 1 lumber at the brick port and builds a ship from E8 to F8 (discovers ocean).

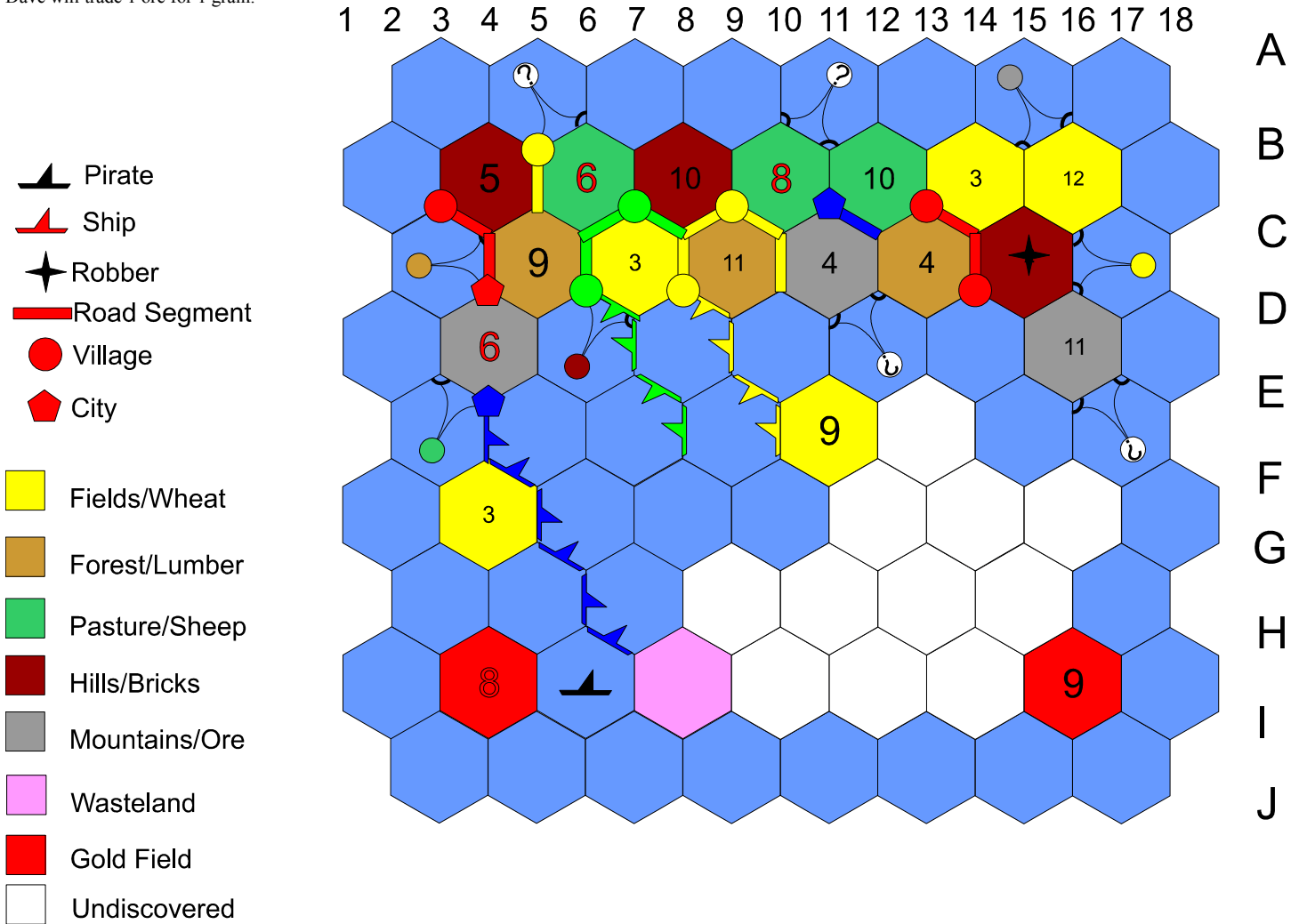
**Chris** rolls an 8. Bill gains 2 wool and Chris gains 1 wool. Trades 3 wool for 1 lumber at the ? port and builds a road from C10 to D10.

**Dave** rolls a 5. Dave and Chris each receive 1 brick. Passes.

**Bill** rolls a 10. Kevin and Chris each gain 1 brick, Dave gains 1 wool, and Bill gains 2 wool. Trades 2 wool for 1 grain at the wool port and builds a city at E4.

Open Trades

Dave will trade 1 ore for 1 grain.



Dice Rolls

Turn 11

Kevin: 9

Dave: 4

Chris: 8

Bill: 10

Turn 12

Kevin: 4

The Players

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

\*Includes Longest Trade Route.

## Russian Wolfhound

### Turn 3, Funeral Commission through Parade End of Game Statements, 4/23 Tuesday

#### Funeral Commission

None

#### Replacement Phase

Iwan Manjak advances to Defense Minister by age. Lech Schukrutoff (B) advances to Industry Minister by age. F becomes a Candidate by age.

#### Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	87, +, ?	RF (3)
KGB Head	Ulan Putschnik (Y)	61, strong, ?, +	RADICAL (10+)
Foreign	Natasha Nogoodnik (V)	58	RF (10+)
Defense	<b>Iwan Manjak (P)</b>	69, +	GEGS (1)
Ideology	Sergei Eatstumuch (M)	64, ++	WKP (1), RADICAL (2), CHEKA (8)
Industry	Lech Schukrutoff (B)	75	
Economy	Viktor Wasolin (Z)	51, weak, +	WKP (2), CRAP (7)
Sport	Ludmilla Patina (S)	61, +	CRAP (10+)

Perestroika (35) in effect on Economy Minister.

#### Rehabilitation Phase

None

#### Parade Phase

Aparatschik attempts to wave, aging to 87, (dr = 20) and succeeds! Red Fist wins!

**Candidates:** E, F, I, J, O  
**People:** G, H, K, L, Q, R, T, U, W, X (54)  
**Siberia:** N (67, +)  
**Kremlin Wall:** D

#### 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)

#### Notes

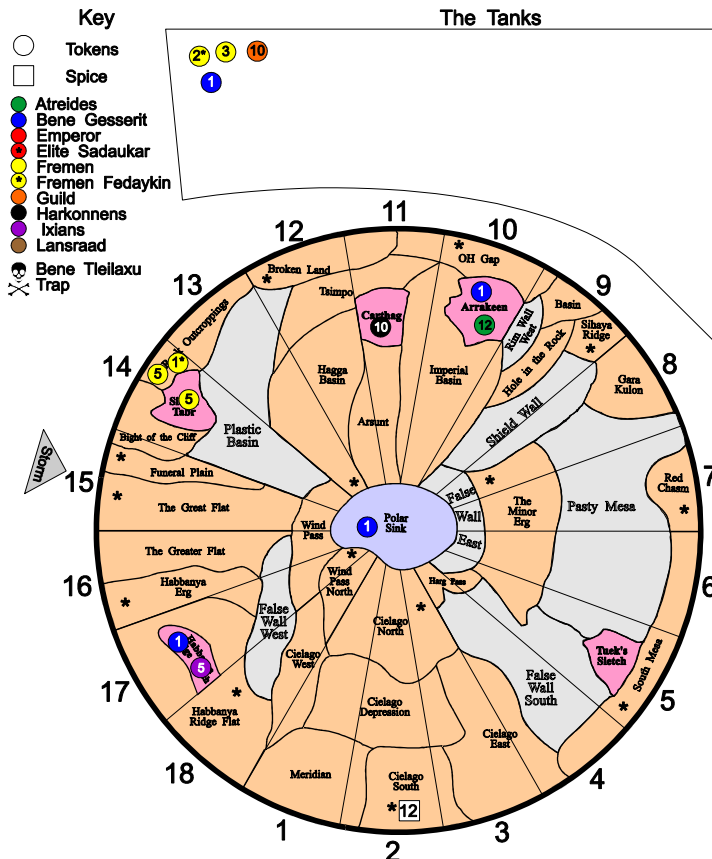
Congratulations to Bill Scharf on his victory!

## Hound Dog

### Turn 2 Nexus through Bidding Turn 2 Bidding and Movement, 4/23 Tuesday

#### Players

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



#### Turn 2

#### Nexus

No alliances were formed, despite several attempts.

#### Spice Blow

6 spice in the Funeral Plain (destroyed by the Storm)  
 12 spice in Cielago South

#### Bidding Round

CHOAM Charity Recipients: Bene Gesserit.

There are 5 cards up for bid. Eligible bidders are: Atreides (2 cards), Bene Gesserit (1 card), Fremem (2 cards), Guild (1 card), and Harkonnens (2 cards). Cards are:

#### 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
- Fremem:** 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

## Grommit Turns 4 through 6

### Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
3	Dave Hooton	Le-duQ	Purple	15 Coal 2→3, 26 Oil 2→5, 30 Trash 3→6	9	117
2	Chris Geggus	GEGS	Yellow	21 Hybrid 2→4, 13 Eco X→1, 10 Coal 2→2	11	87
5	Bill Scharf	HALO1	Burnt Ochre	08 Coal 3→2, 22 Eco X→2, 23 Nuclear 1→3	7	87
1	Andy York	GPS	Blue	18 Eco X→2, 28 Nuclear 1→4, 20 Coal 3→5	11	112
4	Richard Weiss	POWER	Pink	06 Trash 1→1 (1), 25 Coal 2→5 (2)	9	114

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 Liquification Operation #1.

### **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. GPS bids 28 on the #28 nuclear plant and POWER passes. The #44 ecological plant is drawn from the deck, pushing the #30 trash plant into the current market.

POWER passes.

#### Phase 3: Purchasing Fuel

POWER buys 3 coal for 9 Elektros, GEGS buys 3 oil for 7 Elektros, GPS buys 1 uranium for 5 Elektros, HALO1 buys 3 coal for 12 Elektros, and Le-duQ buys 2 oil for 6 Elektros.

#### Phase 4: Connecting Cities

POWER connects to Hull for 10 Elektros and Mont-Laurier for 26 Elektros, GEGS connects to Granby for 14 Elektros, GPS connects to Roberval for 20 Elektros and Chicoutimi for 14 Elektros, HALO1 connects to St. Simeon for 42 Elektros, and Le-duQ connects to Sherbrooke for 27 Elektros and St.-Georges for 25 Elektros.

#### Phase 5: Bureaucracy

##### Power Cities

Le-duQ powers 5 cities, using 2 oil and gaining 64 Elektros.

HALO1 powers 4 cities, using 3 coal and gaining 54 Elektros.

GPS powers 6 cities, using 1 uranium and gaining 73 Elektros.

GEGS powers 5 cities, using 2 oil and gaining 64 Elektros.

POWER powers 5 cities, using 2 coal and gaining 64 Elektros.

#### Adjust Power Plant Market

Power plant #44 goes to the bottom of the deck and is replaced by plant #42.

### **Turn 5**

#### Phase 2: Power Plant Bidding

GPS passes.

Le-duQ bids 30 on #30, POWER passes, HALO1 bids 31, GEGS passes, Le-duQ bids 32, HALO1 bids 33, Le-duQ bids 34, HALO1 bids 35, Le-duQ bids 36 and HALO1 passes. Le-duQ discards the #4 coal plant. The #14 trash plant is drawn and added to the current market.

POWER passes.

HALO1 bids 23 on the #23 nuclear plant and GEGS passes. The #27 ecological plant is placed in the current market.

GEGS passes.

#### Phase 3: Purchasing Fuel

GEGS buys 1 oil for 2 Elektros, HALO1 buys 1 uranium for 4 Elektros, POWER buys 3 coal for 10 Elektros and 1 trash for 3 Elektros, Le-duQ will buy 3 trash for

11 Elektros, GPS buys 3 oil for 9 Elektros and 1 uranium for 5 Elektros.

#### Phase 4: Connecting Cities

GEGS passes, HALO1 passes, POWER connects to Maniwake for 15 Elektros, Le-duQ passes, GPS connects to Alma for 14 Elektros and Baie-Comeau for 33 Elektros. Step 2 begins. The #9 oil plant is discarded from the current market, the #31 coal plant is moved to the current market, and the #40 oil plant is added to the future market.

#### Phase 5: Bureaucracy

##### Power Cities

GPS powers 8 cities, using 3 oil and 1 uranium and gaining 90 Elektros.

Le-duQ powers 6 cities, using 3 trash and gaining 73 Elektros.

POWER powers 6 cities, using 2 coal and 1 trash and gaining 73 Elektros.

HALO1 powers 5 cities, using 1 uranium and gaining 64 Elektros.

GEGS powers 5 cities, using 2 oil and gaining 64 Elektros.

#### Adjust Power Plant Market

Power plant #42 goes to the bottom of the deck and coal plant #20 joins the Current Market, bumping coal plant #31 back into the Future Market.

### **Turn 6**

#### Phase 2: Power Plant Bidding

GPS bids 20 on the #20 coal plant, Le-duQ passes, POWER passes, HALO1 passes, and GEGS passes. GPS discards the #7 plant, and the #16 oil plant joins the current market.

Le-duQ passes.

POWER passes.

HALO1 passes.

GEGS passes.

#### Phase 3: Purchasing Fuel

GEGS buys 2 oil for 4 Elektros and 2 coal for 5 Elektros, HALO1 buys 3 coal for 10 Elektros and 1 uranium for 3 Elektros, POWER buys 2 trash for 7 Elektros and 2 coal for 8 Elektros, Le-duQ buys 3 trash for 13 Elektros and 2 oil for 6 Elektros, GPS buys 3 coal for 15 Elektros and 1 uranium for 4 Elektros.

#### Phase 4: Connecting Cities

GEGS connects to Longueuil for 18, Laval for 15, Lachute for 21, Montreal for 15, Vaudreuil-Dorion for 18, and Beauport for 27. That makes the #11 nuclear plant obsolete, the #33 ecological plant is drawn and added to the Future Market, and the #31 coal plant moves to the Current Market. HALO1 builds to Charlesbourg for 29 and Quebec for 15. POWER connects to Repentigny for 18, Brossard for 19, and St. Hyacinthe for 20, Le-duQ connects to Pointe-Claire for 15, Valleyfield for 22, and Granby for 23. GPS connects to Shawinigan for 29, Trois Riveires for 18, and Drummondville for 24.

#### Phase 5: Bureaucracy

##### Power Cities

GPS powers 11 cities, using 1 uranium and 3 coal and gaining 112 Elektros.  
 Le-duQ powers 9 cities, using 2 oil and 3 trash and gaining 98 Elektros.  
 POWER powers 6 cities, using 2 coal and 1 trash and gaining 73 Elektros.  
 HALO1 powers 7 cities, using 3 coal and 2 uranium and gaining 82 Elektros.

GEGS powers 7 cities, using 2 oil and 2 coal and gaining 82 Elektros.

### Adjust Power Plant Market

Power plant #40 goes to the bottom of the deck and is replaced by plant #36.

### Current Market

14 Trash 2→2

16 Oil 2→3

27 Eco X→3

31 Coal 3→6

### Future Market

33 Eco X→4

35 Oil 1→5

36 Coal 3→7

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	1	1	1	1
Trash				2	3	3	3	3				
Oil		3	3	3	3	3	3	3				
Coal				2	3	3	3	3				

## Robodog

### Turn 3

### Turn 4 due 4/23 Tuesday

#### Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Rotate Left (230)	Move 3 (820)	Rotate Right (160)	Move 1 (620)	Rotate Left (110)
Cutter	Move 2 (770)	Move 2 (670)	Move 1 (550)	Back Up (460)	Rotate Right (320)
Marvin	Move 1 (530)	U-Turn (20)	Move 2 (740)	Rotate Right (280)	Rotate Left (250)
Dalekbot	Move 2 (680)	Move 1 (640)	Rotate Left (390)	Rotate Right (400)	Back Up (470)
Predator	Rotate Right (240)	Rotate Left (70)	Move 1 (560)	Rotate Left (310)	Move 1 (630)
Metal Mikey	Back Up (440)	Move 3 (790)	U-Turn (50)	Move 1 (610)	Move 1 (500)

Cutter announces a shut down for next turn.

#### Phase 1

Cutter advances 2 to G25, Dalekbot advances 2 to L 22, Marvin advances 1 to H19, Metal Mikey backs up to J19, Predator rotates right to face east, and Anonobot rotates left to face north. The conveyor belt moves Predator to J20 and the gear rotates Marvin to face north.

#### Phase 2

Anonobot dashes forward 3 to F24, Metal Mikey dashes forward 3 to J16, touching flag 1 and relocating his archive, Cutter advances 2 to G 23, Dalekbot moves ahead 1 to L21, Predator rotates left to face north, and Marvin makes a U-turn to face south.. The conveyor belt moves Predator to K21 and rotates it to face east and the gear rotates Marvin to face east. Predator shoots Dalekbot.

#### Phase 3

Marvin moves ahead 2 to J19, Predator moves ahead 1 to L21, pushing Dalekbot off the board, Cutter moves ahead 1 to G22, Anonobot rotates right to face east, and Metal Mikey makes a U-turn to face south. The gear rotates Cutter to face west. Metal Mikey shoots Marvin.

#### Phase 4

Anonobot moves ahead 1 to G24, Metal Mikey moves ahead 1 to J17, Cutter backs up to H22, Predator rotates left to face north, and Marvin rotates right to face south. Conveyor belts move Cutter to H20 facing north and Metal Mikey to H17 facing west. Cutter shoots Metal Mikey.

#### Phase 5

Predator moves ahead 1 to L20, Metal Mikey moves ahead 1 to G17, Cutter rotates right to face east, Marvin rotates left to face east, and Anonobot rotates left to face north. The conveyor belt moves Cutter to J20 and the gear rotates Metal Mikey to face south. Cutter shoots Predator.

#### Cleanup

Dalekbot appears at the location of its archive with 2 damage facing any desired direction.

#### Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		G24>N		2	2
2	Bill Scharf	Cutter	Peach		J20>E		2	2
3	Howard Bishop	Marvin	Grey	Reverse Gear	J19>E		3	2
4	Andy York	Dalekbot	Black		I27>?		2	2
5	Chris Geggus	Predator	Yellow	Fire Control	L20>N		3	1
6	Brendan Whyte	Metal Mikey	Blue	Ablative Coat	G17>S	1	3	1

#### Program Cards



## Whippet

### Turns 6.2 through End of Game Statements

#### Turn 6

**Andy L.** selects the Mayor, and places colonists on the Factory and indigo plantation while transferring colonists from the Construction Hut to the Small Indigo Plant and a Quarry to the corn plantation, Richard places a colonist on the Coffee Roaster, Ron places a colonist on the Large Market, Chris places a colonist in San Juan, and Andy Y. places a colonist on an indigo plantation. Five colonists are placed in the colonist ship.

**Richard** selects the Trader, trading tobacco for 5 doubloons (3 + Builder bonus + Small Market), Ron trades sugar for 5 doubloons (2 + Small Market + Large Market), Chris trades indigo for 1 doubloon, and no further trades are possible.

**Ron** selects the Settler and gets the last Quarry, Chris picks a manned corn plantation, Andy Y. picks a sugar plantation, Andy L. picks a corn plantation, and Richard picks a manned sugar plantation. New draws are corn, sugar, tobacco, tobacco, tobacco, coffee.

#### Turn 7

**Governor York** selects the Builder, gains 1 doubloon, and builds a Coffee Roaster (5 doubloons, Builder bonus), Andy L. passes, Richard buys a Harbor (6 doubloons, 2 Quarries), Ron buys Small Indigo Plant (Quarry), and Chris buys a Factory (6 doubloons, 1 Quarry).

**Andy L.** selects the Captain and gains 2 doubloons, Richard can't ship, Ron ships 2 corn for 2 VP, Chris ships 1 corn for 1 VP, Andy Y. ships 3 indigo for 3 VP (Ship 2 sails), and Chris ships 1 sugar for 1 VP.

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

**Ron** selects the Mayor, putting colonists on the indigo plantation and the Small Indigo Plant, and moving a colonist from a corn plantation to a Quarry, Chris places his colonist on the Factory, Andy Y. places his colonist on a coffee plantation and shifts colonists around to leave one each on the indigo buildings, 2 on the Coffee Roaster, and the other coffee plantation, Andy L places his colonist on a Quarry, and Richard places his colonist on the Harbour. 5 colonists are placed on the colonist ship.

**Chris** selects the Settler and gains a manned coffee plantation, Andy Y. takes a sugar plantation, Andy L. takes a corn plantation, Richard takes a manned tobacco plantation, and Ron takes a tobacco plantation. New plantations: corn, indigo, indigo, sugar, tobacco, tobacco. Plantation deck was reshuffled.

#### Turn 8

**Governor Lewis** selects the Captain and ships 1 indigo in Ship 2 for 2 VP, Richard cannot ship, Ron ships 2 corn on Ship 3 (ship sails) for 2 VP, Chris ships 1 indigo for 1 VP, Andy Y. ships 2 indigo for 2 VP, Andy L. ships 1 sugar for 1 VP, Ron ships 1 sugar for 1 VP, and Chris ships 1 sugar for 1 VP. Chris discards 1 corn and Richard discards 3 tobacco.

**Richard** selects the Trader, gains 1 doubloon, and trades coffee for 6 doubloons (4 + Trader bonus + Small Market). This fills up the Trading House.

**Ron** selects a Prospector and gains 2 doubloons.

**Chris** selects a Prospector and gains 2 doubloons.

**Andy Y.** selects the Mayor, and places colonists on an indigo and a sugar plantation, Andy L. places a colonist on a Quarry, Richard places a colonist on the Tobacco Storage, and moves a colonist from the sugar plantation to the corn plantation, Ron places a colonist on a corn plantation, and Chris places a colonist in San Juan. Five new colonists are placed on the colonist ship.

#### Turn 9

**Governor Weiss** selects the Builder, gains 1 doubloon, and builds a Wharf (Builder bonus, 2 Quarries, 6 doubloons), Ron also builds a Wharf (2 Quarries, 7 doubloons), Chris passes, Andy Y. builds a Small Sugar Mill (2 doubloons), and Andy L. builds a Harbor (5 doubloons, 3 Quarries).

**Ron** selects the Mayor and places colonists on the corn plantation and the Wharf, Chris places another colonist in San Juan, Andy Y. places a colonist on the Indigo Plant and moves a colonist from the sugar plantation to an indigo plantation, Andy L. places a colonist on the Harbor, and Richard places a colonist on the Wharf. Five new colonists are placed on the colonists ship.

**Chris** selects the Trader, and trades corn for 1 doubloon (Trader bonus). No other trades are possible.

**Andy Y.** selects the Settler, gains 1 doubloon, and selects the sugar plantation,

**Andy L.** selects a tobacco plantation, Richard selects a manned corn plantation, Ron selects a tobacco plantation, and Chris selects a manned indigo plantation. New plantations: Indigo, Indigo, Sugar, Sugar, Tobacco, Coffee.

Andy L. selects a Prospector and gains 1 doubloon.

#### Turn 10

**Governor Fisher** selects the Craftsman, gains 2 doubloons, and produces 4 corn, 1 indigo, and 1 sugar, Chris produces 2 corn, 1 indigo, 1 sugar, and gains 2 doubloons from the Factory, Andy Y. produces 3 indigo and 2 coffee, Andy L. produces 1 corn, 1 indigo, 1 sugar, and gains 2 doubloons from the Factory, and Richard produces 2 corn, 3 tobacco, and 1 coffee.

**Chris** selects the Captain, gains 1 doubloon, and ships 2 corn on Ship 3 for 3 VP, Andy Y. ships 3 indigo on Ship 2 for 3 VP (Ship 2 sails), Andy L. ships 1 corn on Ship 3 for 2 VP (Harbour), Richard ships 2 corn on Ship 3 for 3 VP (Harbour), Ron ships 1 sugar on Ship 1 for 1 VP (Ship 1 sails), Richard ships 1 coffee via the Wharf for 2 VP (Harbour), and Ron ships 4 corn via the Wharf for 4 VP. Chris discards 1 indigo, Andy Y. discards 1 coffee, Andy L. discards indigo, and Richard discards 2 tobacco.

**Andy Y.** selects the Trader and sells coffee for 5 doubloons (4 doubloons plus Trader bonus), Andy L. sells sugar for 2 doubloons, Richard sells tobacco for 4 doubloons (3 doubloons plus Small Market). Trading House is full.

**Andy L.** selects the Builder and builds Tobacco Storage (1 doubloon, 3 Quarries, Builder bonus), Richard builds a City Hall (8 doubloons, 2 Quarries), Ron passes, Chris buys a Coffee Roaster (5 doubloons, Quarry), and Andy Y. builds a Sugar Mill (4 doubloons).

**Richard** selects the Settler and chooses a manned coffee plantation, Ron chooses an indigo plantation, Chris chooses a manned tobacco plantation, Andy Y. chooses a sugar plantation, and Andy L. chooses an indigo plantation. New draws: indigo, sugar, sugar, sugar, tobacco, coffee. These are the only remaining plantations.

#### Turn 11

**Governor Geggus** selects the Trader, and trades sugar for 3 doubloons (2 plus Trader bonus), and Ron trades indigo for 4 doubloons (1 plus Small Market plus Large Market). No other trades are possible.

**Andy Y.** selects the Mayor, gains 1 doubloon, and places colonist on an indigo plantation and the Indigo Plant, Andy L. places a colonist on the Tobacco Storage, and transfers a colonist from a Quarry to the tobacco plantation, Richard places a colonist on the Coffee Roaster, Ron places a colonist on the indigo plantation, and Chris places a colonist on the Coffee Roaster and transfers a colonist from San Juan to the Coffee Roaster. Six new colonists are placed on the Colonist Ship.

**Andy L.** selects the Builder and builds a Large Warehouse (3 doubloons, Builder bonus, 2 Quarries), Richard passes, Ron builds an Office (3 doubloons, 2 Quarries), Chris builds a Tobacco Storage (4 doubloons, Quarry), Andy Y. builds a Small Warehouse (3 doubloons).

**Richard** selects a Prospector and gains 3 doubloons.

Ron selects the other Prospector and gains 2 doubloons.

#### Turn 12

**Governor York** selects the Mayor and places colonists on the Small Warehouse, Sugar Mill, and a sugar plantation, Andy L. places a colonist on the Large Warehouse, Richard places a colonist on the sugar plantation, Ron places a colonist on the Office, and Chris places a colonist on the Tobacco Storage and

transfers two colonists from San Juan to the Tobacco Storage. Seven new colonists are placed on the Colonist Ship.

**Andy L.** selects the Craftsman, receives 1 doubloon, and produces 1 corn, 1 indigo, 1 sugar, and 2 tobacco, and gains 3 doubloons from the Factory, Richard produces 2 corn, 3 tobacco, and 2 coffee, Ron produces 2 corn, 1 indigo, and 1 sugar, Chris produces 1 indigo, 1 sugar, 2 tobacco, and 1 coffee, and gains 3 doubloons from the Factory, Andy Y. produces 4 indigo, 1 sugar, and 2 coffee.

**Richard** selects the Trader, and trades coffee for 6 doubloons (4 plus Builder bonus plus Small Market), and Ron trades sugar (using the Office) for 5 doubloons (2 plus Small Market plus Large Market). This fills up the Trading House, so no further trades are possible.

**Ron** selects the Builder and builds a Residence (7 doubloons plus Builder bonus plus 2 Quarries), Chris builds a Small Warehouse (2 doubloons plus Quarry), Andy Y. passes Andy L. builds a Large Market (3 doubloons plus 2 Quarries), Richard builds a Fortress (8 doubloons plus 2 Quarries).

**Chris** selects the Captain, gains 1 doubloon, and ships 2 tobacco on Ship 1 for 3 VP, Andy Y. ships 4 indigo on Ship 2 for 4 VP, Andy L. ships 2 tobacco on Ship 1 for 3 VP (Harbour), Richard ships 2 corn in Ship 3 for 3 VP (Harbour), Ron ships 1 corn in Ship 3 for 1 VP (Ship 3 sails), Chris ships 1 indigo in ship 2 for 1 VP, Andy Y. cannot ship, Andy L. ships 1 indigo on Ship 2 for 2 VP (Harbour), Richard ships 2 tobacco on Ship 1 for 3 VP (Harbour, Ship 1 sails), Ron ships 1 indigo on ship 2 for 1 VP, Richard ships 1 tobacco via the Wharf for 2 VP (Harbour), and Ron ships 1 corn via the Wharf for 1 VP. Chris discards coffee.

### Turn 13

**Governor Lewis** selects the Mayor and places colonists on the Quarry, a corn plantation, and the Large Market, Richard places colonists on the Fortress and the City Hall, Ron places a colonist on the Residence, Chris places a colonist on the Small Warehouse, and Andy Y. places a colonists on the Small Sugar Mill. Five colonists are placed on the Colonists Ship.

**Richard** selects the Trader and trades coffee for 6 doubloons (4 plus Trader bonus plus Small Market), Ron cannot trade, Chris trades sugar for 2 doubloons, Andy

Y. cannot trade, and Andy L. sells corn for 2 doubloons (0 plus Large Market).

**Ron** selects the Settler, gains 2 doubloons, and picks an indigo plantation, Chris picks a manned tobacco plantation, Andy Y. picks a sugar plantation, Andy L. picks a sugar plantation, and Richard picks a manned sugar plantation. The coffee plantation is the last remaining plantation, and so remains.

**Chris** selects Craftsman and produces 2 corn, 1 indigo, 1 sugar, 4 tobacco, 1 coffee, and gains 5 doubloons from the Factory, Andy Y. produces 4 indigo, 1 sugar, and 2 coffee, Andy L. produces 2 corn, 1 indigo, 1 sugar, 1 tobacco, and 3 doubloons from the Factory, Richard produces 2 corn, 3 tobacco, and 2 coffee, and Ron produces 3 corn, 1 indigo, and 1 sugar.

**Andy Y.** selects the Captain and ships 4 indigo on Ship 1 for 5VP, Andy L. ships 2 sugar on Ship 2 for 3 VP (Harbour), Richard ships 2 coffee on Ship 3 for 3 VP (Harbour), Ron ships indigo on Ship 1 for 1 VP, Chris ships 1 indigo on Ship 1 for 1 VP (Ship 1 sails), Andy Y. ships 4 coffee on Ship 3 for 4 VP, Andy L. cannot ship, Richard ships tobacco via the Wharf for 4 VP (Harbour), Ron ships sugar via Ship 2 for 1 VP, Chris ships sugar via Ship 2 for 1 VP, Andy Y. ships sugar via Ship 2 for 2 VP, Richard cannot ship, Ron ships 3 corn via the Wharf for 3 VP, and Chris ships 1 coffee via Ship 3 for 1 VP. Richard discards 1 corn and Chris discards 1 corn.

### Turn 14

**Governor Weiss** selects the Builder, gains 1 doubloon, and builds the Customs House (7 doubloons, Builder bonus, 2 Quarries), Ron builds Large Warehouse (4 doubloons, 2 Quarries), Chris builds the Guild Hall (9 doubloons, Quarry), Andy Y. passes, and Andy L. builds a University (5 doubloons, 3 Quarries).

**Ron** selects the Settler and take the sole remaining plantation: coffee.

**Chris** selects the Captain and ships 4 tobacco on Ship 1 for 5 VP, Andy Y. cannot ship, Andy L. ships 1 tobacco on Ship 1 for 2 VP (Harbour), Richard ships 1 corn via the Wharf for 2 VP (Harbour), and that is all the shipping possible.

**Andy Y.** selects a Prospector and gains 3 doubloons.

**Andy L.** selects a Prospector and gains 3 doubloons.

### The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus	Captain	<b>Indigo, Corn, Tobacco, Sugar, Indigo, Quarry, Corn, Coffee, Indigo, Tobacco, Tobacco</b>	<b>Hospice, Small Indigo Plant, Small Sugar Mill, Factory, Coffee Roaster (2), Tobacco Storage (3), Small Warehouse, Guild Hall</b>		0	1 corn	23
Andy York	Prospector	<b>Indigo, Indigo, Indigo, Coffee, Indigo, Sugar, Coffee, Sugar, Sugar, Sugar, Sugar</b>	<b>Indigo Plant (3), Small Indigo Plant, Coffee Roaster (2), Small Sugar Mill, Sugar Mill (1), Small Warehouse</b>		3		26
Andy Lewis	Prospector	<b>Indigo, Sugar, Quarry, Corn, Quarry, Quarry, Corn, Corn, Tobacco, Indigo, Sugar</b>	<b>Construction Hut, Small Sugar Mill, Small Indigo Plant, Factory, Harbor, Tobacco Storage (1), Large Warehouse, Large Market, University</b>		3	2 corn, 1 indigo	15
<b>Richard Weiss</b>	Builder	<b>Corn, Quarry, Quarry, Tobacco, Coffee, Sugar, Tobacco, Tobacco, Corn, Coffee, Sugar</b>	<b>Hospice, Small Market, Tobacco Storage (3), Coffee Roaster (2), Harbor, Wharf, City Hall, Fortress, Customs House</b>		1		22
Ron Fisher	Settler	<b>Corn, Corn, Sugar, Quarry, Indigo, Corn, Quarry, Tobacco, Tobacco, Indigo, Indigo, Coffee</b>	<b>Small Market, Small Sugar Mill, Large Market, Small Indigo Plant, Wharf, Office, Residence, Large Warehouse</b>		0		18

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: 6      Colonist Ship: 5

**Trading House:** Coffee, Sugar, Corn

**Cargo Ships:** Ship 1 (capacity 6): 5 tobacco Ship 2 (capacity 7): 6 sugar Ship 3 (capacity 8): 7 coffee

**Victory Points:** 18

### Commodities

**Corn:** 6      **Indigo:** 10      **Sugar:** 4      **Tobacco:** 4      **Coffee:** 1

### Buildings

Column 1	Column 2	Column 3	Column 4
	Indigo Plant (x2, 3d, 2vp)		
	Sugar Mill (x2, 4d, 2vp)		
Hacienda (x2, 2d, 1vp)	Office (5d, 2vp)	University (8d, 3vp)	
Construction Hut (2d, 1vp)			

### Roles

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

### Plantations

Discard Pile:

### Victory Points

	Chris Geggus	Andy York	Andy Lewis	Richard Weiss	Ron Fisher
<b>Buildings</b>	18	10	19	27	16
<b>Chips</b>	23	26	15	22	18
<b>Special</b>	0	0	0	14	7
<b>Total</b>	<b>41</b>	<b>36</b>	<b>34</b>	<b>63</b>	<b>41</b>

Congratulations to Richard on his run away victory! Second place is a tie between Chris and Ron (even with the tie breaker).

### End of Game Statements

**Chris Geggus:** Jeez - not even close. Well played Rich. Your disarming comments throughout the game obviously worked a treat. I took my eye off the ball and got myself creamed. I think the combination of Hospice, the Corn seat and the little extra cash really kick-started you and once you had the Coffee cooking nicely we couldn't keep up.

I think that I only got equal second because Ron was generous enough to let me steal the Tobacco Roaster and then gave me the chance to captain on the last turn. My mistakes were myriad - buying a Small Sugar thingy when I should have held off for one round and picked up something larger (Coffee or Tobacco), my single-minded attempt to get all 5 commodities which I didn't really need (scored twice for them and most went onto the drink), missing a quarry or two and the problem with going first (great), then waiting an eternity to go again when everyone else was flying (crap).

However, and despite all the whinging, I love this game - so roll on the next one. And many thanks to Chris who obviously has to work twice as hard to keep 5 wild and woolly gamers in check - and did it perfectly as ever.

Thanks all.

**Richard Weiss:** I have a PC-version of Puerto Rico that has pretty good Artificial Intelligence. I haven't played in 1-2 years, and mostly played 4 player games. Playing against AI in the Puerto Rico game, the player who goes last has a large advantage. I'd be happy to go first in a rematch and after discussion of strategy.

I will say as way too preliminary posts-game comments, that I've never played a game in which seemingly every random event favored me and every other's strategy did not harm me. I would like to think I was brilliant, but realistically I was luckier than I've ever seen anyone be. Also, playing at this pace has led me to understand this game at a level I never perceived before.

## Mirzam

### Turns 1.1 to 2.1

### Turns 2.2 to 3.2 due 4/23 Tuesday

#### Turn 1

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 3 5**

**Galactic Base – NC5 – ? (it's an Open Port).**

Discovers Volois (from the cup: Demand for Dust at 7b, Demand for Liquor at 8, Demand for Perfume at 4c, and Visible Holes at 4c). Trades the IOU for \$120 credit and uses it plus \$20 to buy Voll Silk.

2<sup>nd</sup>: **Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 2**

**6**

**Galactic Base – NC6 – Open Port – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship**

Discovers Nillis (from the cup: Melf Pelts at 5, Chicle Liquor at 7a, Rock Videos at 4b, and Demand for Dust at 7a). Buys a shield for \$60.

3<sup>rd</sup>: **Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 1 6**

**Galactic Base – R – B – Y – B – R – B – R – Cobble Port.**

Observes

4<sup>th</sup>: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 3 6**

**Galactic Base – NC1 – Open Port – Space Station – R – Y – R – NC1 – ? (it's a B10 penalty marker).**

5<sup>th</sup>: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 2 \* 3**

**Galactic Base – Y – R – B – R – B – Interstellar Biosphere**

Discovers Niks (from the cup: Servo-Mechanism at 7b, Voll Silk at 1b, Immortal Grease at 6, and Immortal Grease at 6). Buys Mulch Wine for \$20.

6<sup>th</sup>: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 3 6 6**

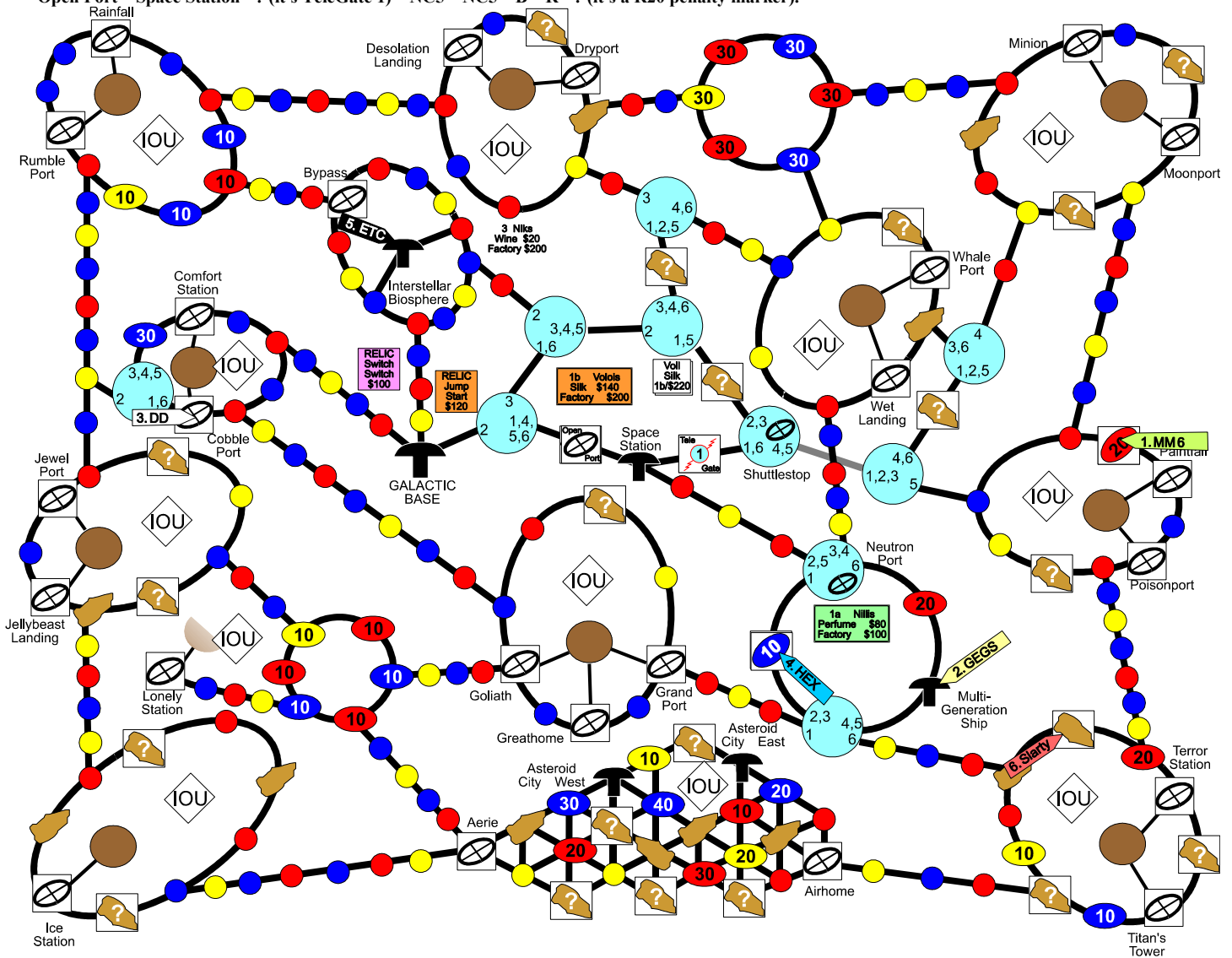
**Galactic Base – NC6 – Open Port – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship – NC6 – Y – B – R – A – ? (it's the Relic Yellow Drive).**

Stops and picks up Relic.

Turn 2

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 1 5

Open Port – Space Station - ? (it's TeleGate 1) – NC5 – NC5 – B – R - ? (it's a R20 penalty marker).



<b>1. Mystery Machine 6</b>			<b>\$115</b>
Scout			
3: 1 3 3			
Hold1	Hold2	Hull	
Voll Silk 1b/\$220			

<b>2. GEGS</b>			<b>\$59</b>
Scout			
2: 2 4 5 // 3: 1 1 1			
Hold1	Hold2	Hull	
			1a \$80
			Shield (\$60)

<b>3. Data Dancer</b>			<b>\$140</b>
Scout			
2: 1 5 6			
Hold1	Hold2	Hull	

<b>4. HEX</b>			<b>\$140</b>
Scout			
2: 1 1 6			
Hold1	Hold2	Hull	

<b>5. ETC</b>			<b>\$100</b>
Needle			
1: 4 5 (use 1*3)			
Hold1	Hold2	Hull	
Mulch Wine 3/\$60			3 \$80

<b>6. Startybarfast</b>			<b>\$120</b>
Scout			
1: 1 2 2			
Hold1	Hold2	Hull	
			RELIC Yellow Drive \$80

On the board:

1a (Nills): Nothing

1b (Volois): 2 Voll Silk

2 (Graw): Space Sice, Fare to 10 (\$120)

3 (Niks): Nothing

4a (Dell): Finest Dust, Demand for Mulch Wine (+\$60)

4b (Humans): 3 Rock Videos, Demand for Space Spice (+\$40)

**4c (Wraths):** Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

**5 (Shenna):** 1 Melf Pelts

**6 (Yxklyx):** 2 Demand for Melf Pelts (+\$50), 2 Immortal Grease

**7a (Zum):** 2 Chicle Liquor, Demand for Finest Dust (+\$50)

**7b (Eepeeep):** 2 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1

## S.O.B.

Demand for Finest Dust (+\$50)

**8 (Whynoms):** Demand for Chicle Liquor (+\$60)

**9a (Chola):** Nothing

**9b (Wollow):** Megalith Paperweight

**10 (Qossuth):** Psychotic Sculpture

**Base:** Relic Jump Start, Relic Switch Switch

## Notes

Thanks to Dave Partridge for his unused standby orders. One game fee will be waived. Also, just a reminder that the Relics at Galactic Base are available for purchase.

## Pedagoguery

At one time, volcanism was considered to be unique to Earth. We now know that that is far from the case, and in fact volcanism exists, or has existed, on many solid bodies in the Solar System. The character of volcanism on each planet and moon can be very different, however.

We will start with the innermost planet, Mercury. The story of Mercury's volcanism is still being investigated, now that the Messenger spacecraft is now orbiting Mercury. It appears that volcanism on Mercury is of two general categories: explosive and effusive. Explosive volcanism happens when there are gasses mixed in with the lava. When the gasses reach the surface, they quickly expand out into the vacuum of space. Effusive eruptions have little gas and spread out quietly, creating lava plains or shield volcanoes. Most of the evidence we have seen so far shows us explosive eruptions on Mercury, but both have been seen. However, Mercury is volcanically dead now, due to its relatively small size.

Venus is a rather unique case. The topographical data returned by Magellan seemed to indicate a catastrophic resurfacing of Venus between 300 million and 1 billion years ago, but that it had been volcanically quiet since then. However, newer data from Europe's Venus Express orbiter indicated that several areas showed significant volcanism no more recently than 250,000 years ago. While not incompatible with the catastrophic resurfacing hypothesis, it does lead us to the conclusion that we do not yet have a clear picture of Venus' past.

We are, of course, most familiar with volcanism on Earth. Earth is unique in that most of our volcanism is driven by plate tectonics, which is something that no other planet or moon in our Solar System has. Our moon, however, greatly resembles Mercury in its volcanism, although more of the Moon's volcanism is of the effusive variety. The lunar maria, are all effusive eruptions of very fluid lava. Like Mercury, the Moon is volcanically dead.

Mars has become famous for its volcanoes, particularly for the largest volcano in the Solar System: Olympus Mons. Mars produced such large volcanoes because it did not have plate tectonics. Olympus Mons grew on the site of an upwelling of magma in the mantle. A similar upwelling on Earth has produced the Hawaiian Island because the overlying plate moved relative to the hot spot. On Mars, the surface was stationary relative to the hot spot, which allowed Olympus Mons to eventually rise to a height of 24 kilometers and a breadth of 600 kilometers. There is extensive evidence of volcanism on Mars outside the massive shield volcanoes, but despite the fact that Mars is now the most observed planet other than Earth, there is no sign of current activity. The one potential sign is the presence of methane in Mars' atmosphere. It is a minute amount, only a few parts per billion, but methane is not stable in the environment of Mars, due to chemical processes that destroy it, so any methane has a lifespan of only a few hundred years – an eyeblink in planetary lifetimes. So, the methane must be renewed, and there are only two ways for that to happen. The first would

be a biological process, while the second would be volcanism of some sort.

Next, we move out to the most volcanically active body in the Solar System: Io. Io is only 5% larger than our Moon, so under normal circumstances, it should be volcanically dead. However, its circumstances are anything but normal. Orbiting fairly close to the largest planet in our Solar System, and having orbital resonances with two other large moons, Io's interior is in a constant state of being stretched and compacted. The result is a great deal of frictional heating. Unlike the inner planets, where the volcanism is mostly of silicate or basaltic rock, Io's volcanism is composed of sulfuric compounds. Between the Voyager, Galileo, and New Horizons missions, more than 200 active volcanoes have been observed. Most of them are caldera-like depressions, the largest of which, Loki, is 200 kilometers across. The sulfuric compounds are very fluid, so they don't build up volcanic mountains like on Earth or Mars. Despite this, volcanic plumes can rise several hundred kilometers above the surface, and send some ejecta into orbit around Jupiter. In fact, there is a torus of material in Io's orbit that is the result of these volcanoes, so while some material escapes, other material falls back onto the moon as it orbits Jupiter.

Moving further out, we come to one of the most surprising volcanic bodies in the Solar System: Enceladus. This moon of Saturn is relatively puny at only about 500 kilometers in diameter. It also orbits relatively far out from Saturn, and has an orbital resonance with the moon Dione. This combination is believed to be the source of the heating that fuels the cryovolcanism of the moon. In the southern hemisphere are features called "tiger stripes" that vent water vapor, methane, and carbon dioxide. It is this volcanism that creates Saturn's E ring – a diffuse ring of material centered on Enceladus' orbit.

Our final stop is in some ways even more surprising. It is Neptune's moon Triton. Triton has been observed close up only once, by Voyager 2 in 1989. Triton is a large moon that may have been a Kuiper Belt object captured by Neptune, since it has a very close-in, retrograde orbit (it orbits in the opposite direction of Neptune's spin). Triton has a very young surface, providing evidence of volcanism. Like Enceladus, it is also very cold, due to its distance from the Sun. Voyager 2 observed geyser-like eruptions of nitrogen gas, and there are some features that could be rivers of methane. Most of the volcanism appears to be at the subsolar point, indicating that solar radiation is a factor, despite the great distance of Triton from the Sun. It is thought that there is a layer of transparent nitrogen ice overlying a darker substrate, which could create enough of a "greenhouse effect" to melt or vaporize enough subsurface nitrogen until enough pressure developed to erupt through the crust. It would only take a temperature rise of 4K, which is certainly possible.

Next time, the Late Heavy Bombardment.

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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:

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Standby Calls

None this issue!