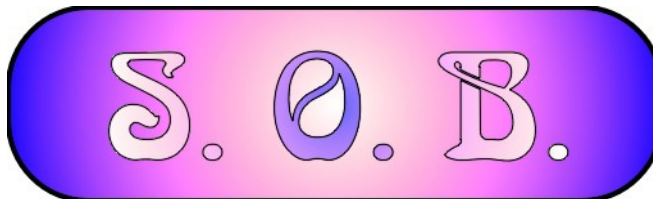


Number 187

May/June, 2013

**Notes from Hades**

We are continuing to settle in to our new home and neighborhood, so things are going well on that score. With no travel, there is little other news to report from this end of things.

The next deadline is **Tuesday, June 4 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

Contents

Bolognese	Gunboat Machiavelli	Page 1
Purebred	Machiavelli	Page 3
Rottweiler	Industrial Waste	Page 3
Dog Show	Outpost	Page 4
Golden Retriever	Seafarers of Catan	Page 4
Russian Wolfhound	Kremlin	Page 5
Hound Dog	Dune	Page 5
Grommit	Power Grid	Page 6
Robodog	Robo Rally	Page 7
Mirzam	Merchant of Venus	Page 8
Pick of the Litter	Silverton Gamestart	Page 9
Dachshund	Age of Renaissance Gamestart	Page 10
Pedagoguery		Page 10

Game Openings

Pick of the Litter. Silverton. Have Dave Hooton(\$), Howard Bishop(\$), Debbie Anderson(\$), Dave Partridge(\$), Bill Scharf(\$). **This game starts this issue!**

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), Martin Burgdorf(\$). **This game starts this 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(\$), Martin Burgdorf, will take up to 1 more.

Newfoundland. New World. Have Dave Partridge(\$), Bob Robles(\$), Bogislav von Schoenfeldt, Dave Hood(\$), Martin Burgdorf(\$), will take up to 1 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

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.

Kremlin. Will take up to 6.

Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Will take up to 6.

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-subscribers.

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**Spring 1057****Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory****Miller Number 2010Dpw23 (gunboat)****Deadline for Summer 1057 6/4 Tuesday**

Pisa helps the Normans, using him as a shield to box the Byzantines into the Adriatic while continuing to fight the Pope. The Holy Roman Empire offers a truce to Venice in order to fight Pisa. Will Venice accept?

Fall 1056 Retreats

The Normans retreat A Aquila to Salerno

The Papacy retreats A Pisa to A Piombino

Pisa retreats A Bologna to Urbino

Builds

		Cost
Byzantines	Maintains all, builds F Albania, F Ragusa	27
Holy Roman Empire	Maintains A Trent, A Cremona, A Parma, A Montferrat, builds A Milan, A Pavia	18

Normans	Maintains all, builds G Naples	12
Papacy	Maintains A Florence, A Piombino, A Arezzo, G Rome, G Florence, no new builds	15
Pisa	Maintains all, builds G Pisa, G Lucca	42
Venice	Maintains A Carinthia, A Verona, A Ferrara, A Bologna, F Venice, builds A Padua, A Treviso	21

Expenditures

The Pope spends 15 ducats to disband Pisa Elite Army Perugia

Orders

- BYZANTINES : A Aquila to ANCONA, F CARNIOLA supports F Upper Adriatic, F UPPER ADRIATIC supports F Carniola, F LOWER ADRIATIC supports F Durazzo to Ionian Sea, F (EM) BARI to Otranto, F DURAZZO to Ionian Sea, F ALBANIA to Durazzo, F RAGUSA supports F Lower Adriatic
- HOLY ROMAN EMPIRE : A MILAN supports A Trent (cut), A MONTFERRAT supports A Pavia to Fornova, A TRENT supports A Milan, A Cremona to PARMA, A Parma to MODENA, A Pavia to FORNOVA
- NORMANS : A SALERNO supports F Naples, F NAPLES holds, F OTRANTO holds, G NAPLES supports F Naples
- PAPACY : A Piombino to Pisa (DISLODGED, retreat to garrison. OTB), A Florence to SIENNA, A Arezzo to PERUGIA, G FLORENCE convert to A, G ROME convert to A
- PISA : A GENOA holds, A Lucca to PISTOIA, A Pisa to PIOMBINO, A Urbino to AREZZO, A (EM) Perugia supports A Urbino to Arezzo (nsu), A ROME besieges, F

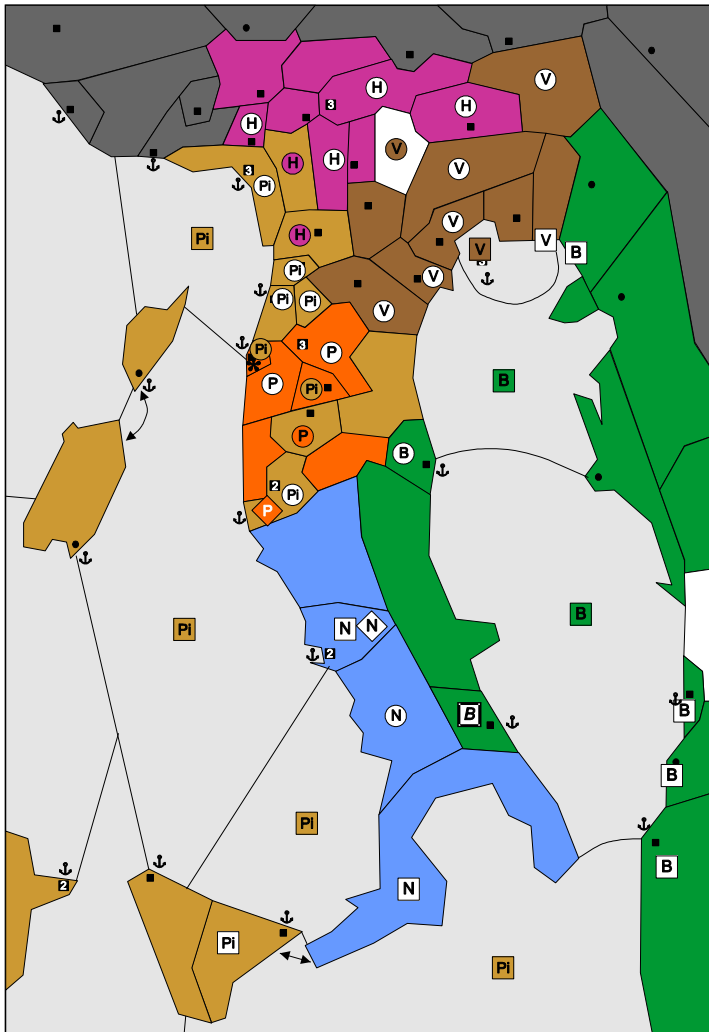
LIGURIAN SEA supports A Pisa to Piombino, F TYRRHENIAN SEA supports A Pisa to Piombino, F GULF OF NAPLES supports Norman F Otranto hold, F IONIAN SEA supports Norman F Otranto hold (cut), F MESSINA supports F Ionian Sea, G LUCCA converts to A, G PISA converts to A

- VENICE : A BOLOGNA besieges (no garrison), A FERRARA supports A Bologna, A PADUA supports A Treviso to Verona, A Treviso to VERONA, A Verona to BERGAMO, A CARINTHIA to Milan, F VENICE holds
- Your ducats:

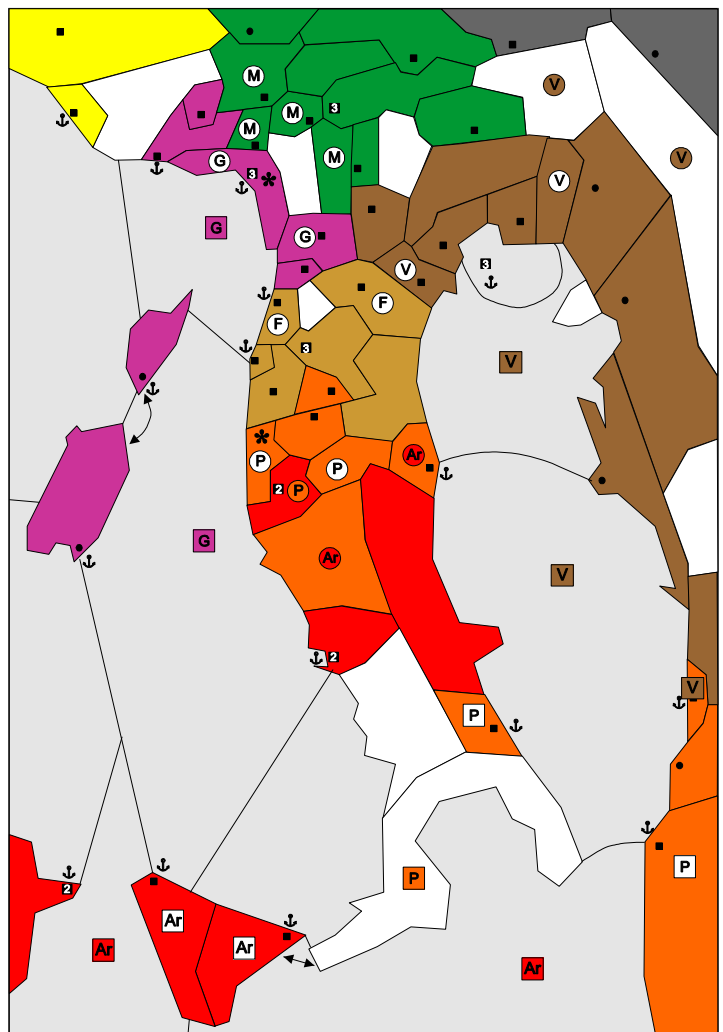
Press

- HRE – Venice:** Peace between us? Need to cut Pisa down!
- Pisa to Venice:** Byzantines have 8 cities and no enemies, while I remained with 10 ones after retreats, but with 3 strong enemies: who is the real danger?
- Pisa to Normans:** I shall stop my attacks to you, so you could defend yourselves from Byzantines and ask support from my fleets.

Bolognese



Purebred



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

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

Purebred**Summer 1255****Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Fall 1255 6/4 Tuesday**

The Pope drives Aragon further away from Rome while Venice encroaches on the Pope's Balkan possessions. Genoa makes gains against Milan and Florence goes on the defensive.

Spring 1255 Retreats

Aragon retreats A Rome to Patrimony

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)

OrdersARAGON (McHugh): A Patrimony to Rome (DISLODGED, retreat Sienna, OTB), A

CAPUA supports A Patrimony to Rome, A Aquila to

ANCONA, F Western Mediterranean to CENTRAL

MEDITERRANEAN, F Gulf of Naples to IONIAN SEA, F

PALERMO supports F Gulf of Naples to Ionian Sea, F

MESSINA supports F Gulf of Naples to Ionian Sea

FLORENCE (Narhi): A PISA to Florence, A BOLOGNA to FlorenceGENOA (Wilson): A Savoy to GENOA, A MODENA to Parma, F LIGURIAN SEA

supports A Savoy to Genoa, F Sardinia to TYRRHENIAN SEA

MILAN (Schoenfeldt): A Swiss to TURIN, A Pavia to MONTFERRAT, A Milan to PAVIA, A PARMA to Modena, A Genoa supports A Parma to Modena (cut, DISLODGED, retreat Fornova, garrison, OTB)

PAPACY (Roalstad): A Perugia to PATRIMONY, A ROME supports A Perugia to Patrimony, A SPOLETO supports A Rome, F BARI supports F Ionian Sea to Otranto, F DURAZZO holds, F Ionian Sea to OTRANTO

VENICE (Robles): A SLAVONIA holds, A Friuli to CARINTHIA, A Treviso to FRIULI, A FERRARA holds, F Venice to UPPER ADRIATIC, F Upper Adriatic to LOWER ADRIATIC, F Lower Adriatic to RAGUSA

Your treasury:

Press**Venice – Pope:** Sorry. The temptation was too much. Forgive me father for I have sinned...**Rottweiler****Turn 8a****Turn 8b, 6/4 Tuesday**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

GOP selects Set 1

GOO selects Set 3

TRP 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	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

Cards

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

Discards

Waste Disposal

Waste Removal

Dog Show**Turn 12****Turn 13, 6/4 Tuesday****Commander Actions**

HICK opens the bidding on the Outpost at 100 and HOB0 gets it for 128 (MWa, MWa, Re10, Re10, Re14, NC24, Ec discounts). Opens the bidding on a Laboratory for 80 and gets it for 92 (MTi, Mi15, Mi16, Mi17). Buys 2 population factors (Ti10)

ITCHEN opens the bidding on Ecoplants at 30 and gets it for 36 (Ti8, Ti8, Ti10, Ti10). Buys a titanium factory (MWa) and transfers a population factor from the ore factory to man it.

Scooby Shack opens the bidding on a Laboratory at 80 and gets it (Or3, MWa, Ti12, Mi17, Mi18) and buys a population factor (Wa6) to man the research

factory.

MMC passes.

BarterTown opens the bidding on a Warehouse at 25 and gets it (Or5, Wa7, Wa8, HE discount). Buys a titanium factory (Wa5, Wa5, Wa8, Ti12) and a robot (Ti11).

HOB0 transfers a population factor from a water factory to man the titanium factory.

Ramedon 7 opens the bidding on Robots at 50 and gets it (MWa, Ti9, Ti11).

HBDC buys a titanium factory (Wa6, Wa6, Wa9, Wa9) and 2 population factors (Or2, Or3, Wa7, Wa8).

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	HE, Ec, 2OL, Ou, La	35
2	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, Wa, OL, Ec, Ou, La	32
3	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, 2OL, 2Ec	31
4	HOB0	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF	2DL, No, Wa, 2Sc, Ec, Ou	27
5	BarterTown	Andy York	<i>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	HE, 2Ro, Wa	24
6	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF, ReF	3DL, La, 3Sc	21
7	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	Wa, No, HE, Ro	19
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	Wa, No, HE	18

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: Planetary Cruiser, Planetary Cruiser, Moon Base, Space Station, Outpost, Laboratory

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	0
Laboratory (La)	80	1	1
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	1	1
Space Station (SS)	120	1	5
Planetary Cruiser (PC)	160	2	4
Moon Base (MB)	200	1	5

Income

ITCHEN, Ramedon 7, and Scooby Shack take MWa. ITCHEN and Ramedon 7 take MTi.

Golden Retriever**Turns 11.1 to 12.1****Turns 12.2 to 13.2, 6/4 Tuesday****Turn 11**

Kevin rolls a 9. Kevin gains 1 lumber and Dave gains 2 lumber. Builds a ship from F8 to F9.

Dave rolls a 4. Bill gains 2 ore and Dave gains 2 lumber. Trades 4 lumber at the lumber port for 2 grain and upgrades the settlement at C13 to a city.

Chris rolls an 8. Chris gains 1 wool and Bill gains 2 wool. Passes.

Bill rolls a 10. Kevin and Chris each gain 1 brick, Dave gains 1 wool and Bill gains 2 wool. Trades 4 wool at the wool port for 1 grain and 1 lumber. Builds a ship from G5 to G4. Buys a Development card ().

Turn 12

Kevin rolls a 4. Dave gains 3 lumber and Bill gains 2 ore. Trades 2 brick at the brick port for 1 lumber and builds a ship from F9 to G9 (discovers ocean, regains Longest Trade Route).

Open Trades

None

Dice Rolls**Turn 12**

Dave: 5

Chris: 7

Bill: 4

Turn 13

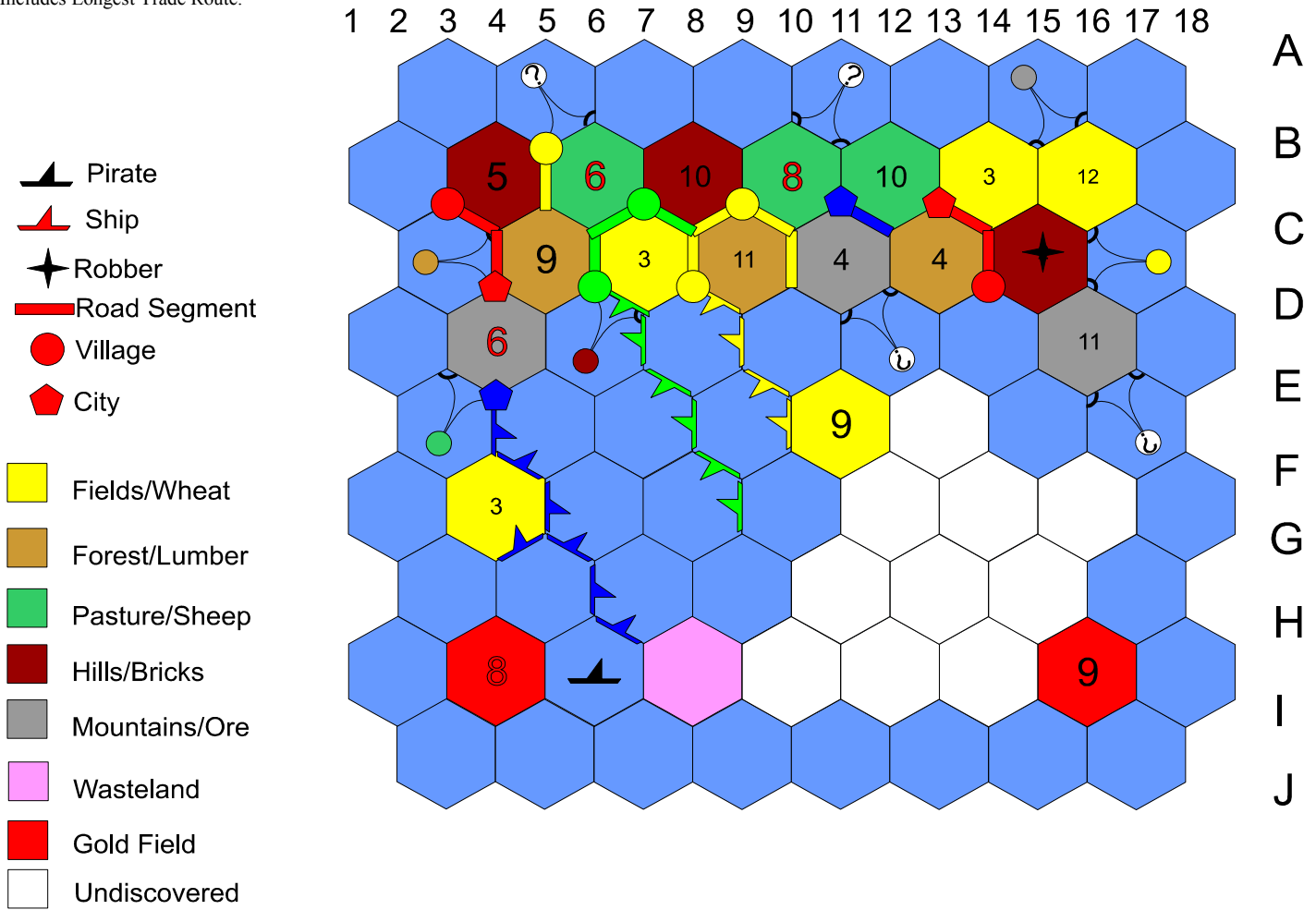
Kevin: 4

Dave: 6

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green		1				1 Unplayed ()	4*
Dave Hooton	Red		2	3	1		1 Knight	6
Chris Geggus	Yellow	2	1		2			3
Bill Scharf	Blue		2			3	1 Knight, 1 Unplayed ()	4

*Includes Longest Trade Route.



Russian Wolfhound

End of Game Statements

Bill Scharf: Thanks for running the game...it was too short...I got lucky and I know it. My strategy was to have mostly 10+'s...but I did indulge on a bunch of 1's with the remainder. It was a bit frustrating to have max points on someone that had already been declared 10+.
I am curious, the game would play much different from the "all or nothing" of the tens if you could continue bidding and playing above the 10+ mark...like my 13 edges out your 12...or the reverse...is that a viable variant? Just curious. Never heard of it but I haven't been playing all that much Kremlin the last 20 years....

Hound Dog

**Turn 2 Bidding through Battle
Turn 2 Battle Round, 6/4 Tuesday**

Players

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

Turn 2

Bidding Round

CARD 1 () goes to the Harkonnens for 3 spice (Extra card:)
CARD 2 () goes to the Fremen for 3 spice

CARD 3 () goes to the Guild for 3 spice
CARD 4 () is not bid on – Bidding Round ends and both cards are returned to the top of the deck.

Revival and Movement

The Guild chooses to move last. The Bene Gesserit coexist everywhere.

Revival

- Bene Gesserit** revive 1 token
- Fremen** revive 3 tokens (1 Fedaykin)
- Guild** revives 1 token

Shipping

- Fremen** ship 7 tokens (1 Fedaykin) to Cielago West
- Ixians** ship 10 tokens to Tuek's Sietch (10 spice to the Guild, Bene Gesserit accompany)
- Guild** ships 11 tokens to Cielago South (2) (Bene Gesserit accompany)

Movement

- Atreides** move 4 tokens Arrakeen – Imperial Basin – Shield Wall – Pasty Mesa (7)
- Fremen** move 7 tokens (1 Fedaykin) from Cielago West – Cielago Depression – Cielago South (2)
- Harkonnens** move 3 tokens Carthag – Imperial Basin – Shield Wall (9)
- Ixians** move 10 tokens Tuek's Sietch – False Wall South – Cielago East – Cielago South (2)

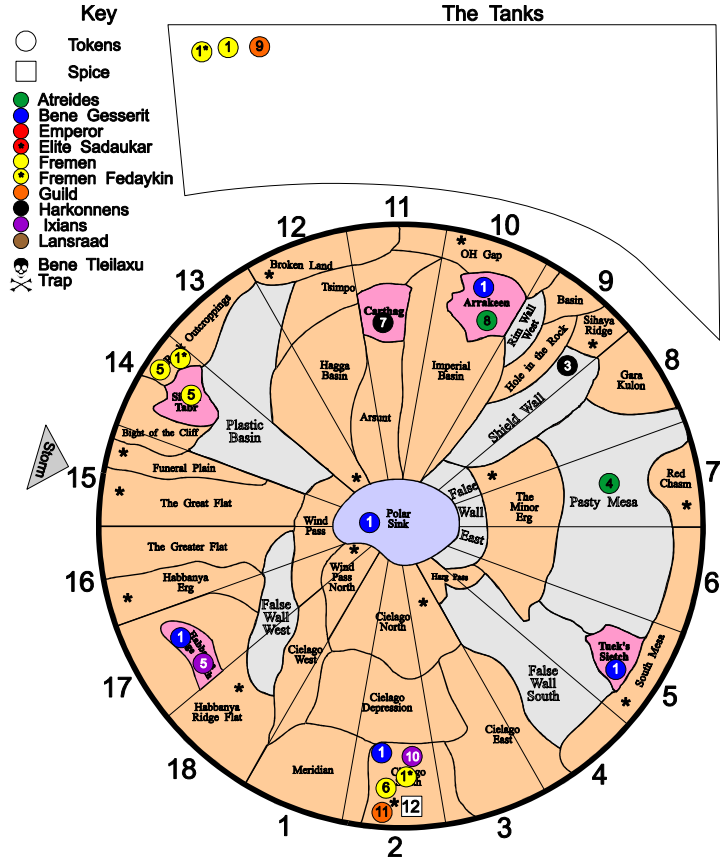
Battle Round

There is a three-way battle between the Guild, Ixians, and the Fremen in Cielago South. First battle is between the Guild and the Ixians, with the Guild as the aggressor. The winner will face the Fremen with the Guild as the aggressor if he is the winner of the first combat, and the Fremen as the aggressor if the Ixians win.

Positions

- Atreides:** 8 tokens Arrakeen, 4 tokens Pasty Mesa (7), 8 tokens off-planet
- Bene Gesserit:** 1 token Polar Sink, 1 token Arrakeen, 1 token Habbanya Ridge Sietch, 1 token Tuek's Sietch, 1 token Cielago South, 15 tokens off-planet
- Fremen:** 5 tokens Sietch Tabr, 6 tokens (1 Fedaykin) Rock Outcroppings (14), 7 tokens (1 Fedaykin) Cielago South (2), 2 tokens (1 Fedaykin) in the tanks
- Guild:** 9 tokens in the tanks, 11 tokens Cielago South (2)
- Harkonnens:** 7 tokens Carthag, 3 tokens Shield Wall (9), 10 tokens off-planet
- Ixians:** 5 tokens Habbanya Ridge Sietch, 10 tokens Cielago South (2), 5 tokens off-planet

Spice, Traitor(s), and Intrigue Cards



Grommit

Turns 7 through 8, Bidding

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
1	Dave Hooton	Le-duQ	Purple	15 Coal 2→3, 26 Oil 2→5 (2), 30 Trash 3→6 (3)	12	115
2	Chris Geggus	GEGS	Yellow	21 Hybrid 2→4, 10 Coal 2→2, 31 Coal 3→6	11	117
5	Bill Scharf	HALO1	Burnt Ochre	22 Eco X→2, 23 Nuclear 1→3, 33 Eco X→4	8	111
3	Andy York	GPS	Blue	18 Eco X→2, 28 Nuclear 1→4, 20 Coal 3→5	11	201
4	Richard Weiss	POWER	Pink	06 Trash 1→1, 25 Coal 2→5 (2), 29 Hybrid 1→4 (1o)	10	144

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 7

Phase 2: Power Plant Bidding

GPS passes.
 GEGS bids 31 on the #31 coal plant, Le-duQ bids 32, POWER passes, HALO1 bids 33, GEGS bids 34, Le-duQ bids 35, HALO1 bids 36, GEGS bids 37, Le-duQ bids 38, HALO1 bids 39, GEGS bids 42, Le-duQ bids 43, HALO1 bids 44, GEGS bids 45, Le-duQ bids 46, HALO1 passes, GEGS bids 47, and Le-duQ passes.
 GEGS discards 13 ecological plant, and the #29 hybrid power plant is added to the Current Market.
 Le-duQ passes.
 POWER bids 29 on the hybrid plant and HALO1 passes. The #39 nuclear plant is

drawn, pushing the #33 ecological plant into the current market.
 HALO1 buys the #33 ecological plant for 33, discarding the #8 coal plant. The #12 hybrid plant is drawn and added to the current market.

Phase 3: Purchasing Fuel

HALO1 buys 1 uranium for 2 Elektros, POWER buys 2 oil for 4 Elektros and 2 coal for 8 Elektros, Le-duQ buys 6 trash for 29 Elektros and 4 oil for 11 Elektros, GEGS buys 2 oil for 8 Elektros and 5 coal for 27 Elektros, GPS buys 1 uranium for 3 Elektros and 3 coal for 20 Elektros.

Phase 4: Connecting Cities

HALO1 connects to Jonquiere for 31 Elektros, POWER expands to Val-D'Or for 34 Elektros, Le-duQ expands to Victoriaville for 24 Elektros, Gatineau for 35

Elektros, and Hull for 15 Elektros, the #12 power plant is now obsolete and is removed and replaced by the #19 trash plant, GEGS passes, GPS passes.

Phase 5: Bureaucracy

Power Cities

GPS powers 11 cities, using 1 uranium and 3 coal and gaining 112 Elektros.
GEGS powers 11 cities, using 2 oil and 5 coal and gaining 112 Elektros.
Le-duQ powers 11 cities, using 2 oil and 3 coal and gaining 112 Elektros.
POWER powers 10 cities, using 3 coal, 1 oil, and 1 trash and gaining 105 Elektros.
HALO1 powers 8 cities, using 1 uranium and gaining 90 Elektros.

16 Oil 2→3

19 Trash 2→3

35 Oil 1→5

36 Coal 3→7

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				
Oil			3	3	3	3	3	3				
Coal						3	3	3				

S.O.B.

Adjust Power Plant Market

Power plant #39 goes to the bottom of the deck and is replaced by plant #37.

Turn 8

Phase 2: Power Plant Bidding

Le-duQ passes.
GEGS passes.
GPS passes.
POWER passes.
HALO1 passes.
Since no plant was purchased, the smallest one (#14) is now obsolete and is discarded. The #34 plant is drawn to replace it and it joins the current market.

Current Market

27 Eco X→3

34 Nuclear 1→5

Future Market

37 Eco X→4

38 Trash 3→7

Fuel

Robodog

Turn 4

Turn 5 due 6/4 Tuesday

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Rotate Right (220)	Move 1 (560)	Move 1 (550)	Rotate Left (250)	Move 3 (840)
Cutter	Shut Down				
Marvin	Rotate Left (130)	Move 1 (600)	Rotate Left (310)	Rotate Right (120)	Rotate Right (100)
Dalekbot	Move 1 (660)	Rotate Right (180)	Rotate Right (300)	Back Up (430)	Back Up (460)
Predator	Move 3 (830)	U-Turn (10)	Rotate Right (140)	Move 1 (640)	Back Up (450)
Metal Mikey	Rotate Left (190)	Move 2 (780)	Move 2 (700)	Move 2 (680)	Move 1 (650)

Phase 1

Predator dashes forward 3 to L17, Dalekbot moves ahead 1 to I26, Annonbot rotates right to face east, Metal Mikey rotates left to face east, and Marvin rotates left to face north. The conveyor belt moves Cutter to K21 facing south, and the gear rotates Metal Mikey to face north.

Phase 2

Metal Mikey moves ahead 2 to G15, Marvin moves ahead 1 to J18, Annonbot moves ahead 1 to H24, Dalekbot rotates right to face east, and Predator makes a U-turn to face south. The conveyor belt moves Cutter to K23 facing west, and the gear rotates Dalekbot to face west.

Phase 3

Metal Mikey moves ahead 2 to G13, Annonbot moves ahead 1 to I24, Marvin rotates left to face south, Dalekbot rotates right to face south, and Predator rotates right to face west. The conveyor belt moves Cutter to I23 and the gear rotates Dalekbot to face east.

Phase 4

Metal Mikey moves ahead 2 to G11, Predator moves ahead 1 to K17, Dalekbot backs up to I25, Annonbot rotates left to face north, and Marvin rotates right to face south. The conveyor belts move Cutter to H22 facing north and Predator to I17, and the gear rotates Marvin to face east.

Phase 5

Annonbot dashes forward 3 to I21 (archive moved), Metal Mikey moves ahead 1 to G10, Dalekbot backs up to I24, Predator backs up to J17, and Marvin rotates right to face south. The conveyor belts move Cutter to H20 facing east, Predator to H17 facing north, and Metal Mikey to F10, and the gear rotates Marvin to face east.

Cleanup

Annonbot repairs one point of damage and gains Ramming Gear.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green	Ramming Gear	I21>N		2	2
2	Bill Scharf	Cutter	Peach		H20>E		2	0
3	Howard Bishop	Marvin	Grey	Reverse Gear	J18>E		3	2
4	Andy York	Dalekbot	Black		I24>S		2	2
5	Chris Geggus	Predator	Yellow	Fire Control	H17>N		3	1

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
6	Brendan Whyte	Metal Mikey	Blue	Ablative Coat	F10>N	1	3	2

Program Cards

Mirzam

Turns 2.2 to 3.2

Turns 3.3 to 4.3 due 6/4 Tuesday

Turn 2

2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 2 4

5

Multi-Generation Ship – R20 – NC4 – Y – B – R – B – R – Wet Landing(o) – Wet Landing(s).

Discovers Graw (from the cup: Fare to Base at 4a, Melf Pelts at 5, Space Spice at 2, and Rock Videos at 4b). Buys Space Spice for \$30.

3rd: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 5 6

Cobble Port(o) – Cobble Port(s).

Discovers Shenna (from the cup: Melf Pelts at 5, Finest Dust at 4a, Designer Genes at 9a, and Megalith Paperweight at 9b).

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 1

6

B10 – NC1 – R – Y – R – Grand Port(o) – Y – ? (it's the Gate Lock relic). Stops and picks up relic.

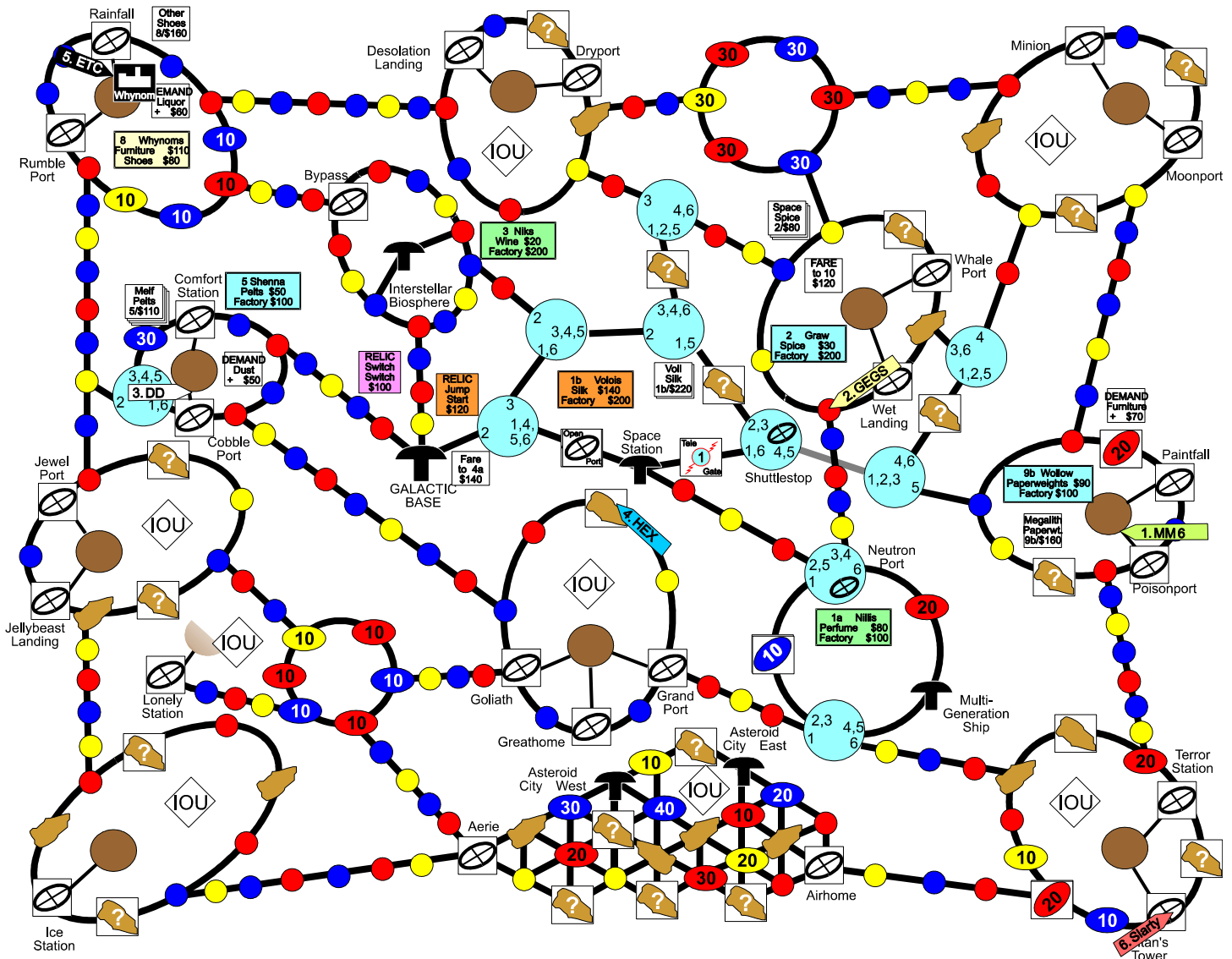
5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 * 3

Interstellar Biosphere – R – Y – B – R – Bypass – R – B – Y – R10 – B10 – R – B – Rainfall(o) – Rainfall(s).

Discovers Whynom (from the cup: Immortal Grease at 6, Psychotic Sculpture at 10, Demand for Furniture at 9b, Demand for Dust at 5). Trades in the IOU for \$80 credit and buys the Factory for \$86.

6th: Ron Fisher (Qossuth/Slartybarfast) Rolls Used: 1 2 2

A – A – R – (Y10) – ? (it's an R20 penalty marker) – B10 – Titan's Tower. Observes



Turn 3

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 3 3

R20 – Paintfall(o) – B – Poisonport(o) – Poisonport(s).

Discovers Wollow (from the cup: Melf Pelts at 5, Space Spice at 2, Fare to 4a 2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used:1 1 at Base, Demand for Genes at 10). Trades the IOU for a Megalith Paperweight.

Wet Landing(s) – Wet Landing(o) – R.

1. Mystery Machine 6 \$115
 Scout
 4: 2 5 6
 Hold1 Hold2 Hull
 Voll Silk 1b/\$220
 Megalith Paperwt. 9b/\$160

2. GEGS \$29
 Scout
 4: 1 6 6
 Hold1 Hold2 Hull
 Space Spice 2/\$80
 Shield (\$60)
 2 \$90

3. Data Dancer \$140
 Scout
 3: 3 5 5 // 4: 1 3 4
 Hold1 Hold2 Hull
 5 \$90

4 HEX \$140
 Scout
 3: 1 2 5
 Hold1 Hold2 Hull
 RELIC Gate Lock \$100

5. ETC \$74
 Needle
 3: 5 6 (use 1*3)
 Hold1 Hold2 Hull
 Mulch Wine 3/\$60
 3 \$80
 Whynom's \$100

6. Slartybarfast \$80
 Scout
 3: 3 4 6
 Hold1 Hold2 Hull
 RELIC Yellow Drive \$80

On the board:

- 1a (Nillis): Nothing
- 1b (Volois): 2 Voll Silk
- 2 (Graw): 3 Space Sice, Fare to 10 (\$120)
- 3 (Niks): Nothing
- 4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)
- 4b (Humans): 4 Rock Videos, Demand for Space Spice (+\$40)
- 4c (Wraiths): Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)
- 5 (Shenna): 4 Melf Pelts, Demand for Finest Dust (+\$50)
- 6 (Yxklyx): 2 Demand for Melf Pelts (+\$50), 3 Immortal Grease
- 7a (Zum): 2 Chicle Liquor, Demand for Finest Dust (+\$50)
- 7b (Eepeeep): 2 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50)
- 8 (Whynoms): Demand for Chicle Liquor (+\$60). Other Shoes
- 9a (Chola): 1 Designer Genes
- 9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)
- 10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60)
- Base: Relic Jump Start, Relic Switch Switch, Fare to 4a (\$140)

Pick of the Litter

Game Start

Personnel Selection and Turn 1, Phases I-III due 6/4 Tuesday

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop		Denver	\$2,000	9		7 points
Dave Partridge		Denver	\$2,000	9		7 points
Dave Hooton		El Paso	\$2,000	9		7 points
Bill Scharf		Salt Lake City	\$2,000	9		7 points
Debbie Anderson		Pueblo	\$2,000	9		7 points

Available Claims

#	City	Type	Claim	Operation
87	Alamo	Coal	\$60	\$30
25	Bingham	Gold	\$200	\$60
81	Crested Butte	Coal	\$80	\$40
48	Ouray	Silver	\$60	\$40
57	Boulder	Lumber	\$40	\$20
54	Steamboat Springs	Lumber	\$80	\$40
97	Elizabethtown	Gold	\$140	\$40
43	Leadville	Silver	\$200	\$50

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	
4	A	El Paso – Deming	\$60	\$135	
2	A	Salt Lake City – Provo	\$20	\$50	
8	A	Denver – Leadville	\$260	\$500	1
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
5	A	Denver – Pueblo	\$80	\$165	
3	A	Denver – Colorado Springs	\$50	\$105	

¹ Discard after 4 Leadville depletions

Available Trains

Type	# Available	Cost
9	1	\$80
15	6	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

We are playing the Advanced Rules, with the following optional rules: Hiring and Advancing, Joint Passenger Routes, Multiple Snow Plows, and Freight Transfer. Hiring and Advancing allows additional prospectors and surveyors to be purchased at \$400 each (and if your prospector gets killed, this is the cost of rehiring, not what is on the card). You may have a total of four prospectors and/or surveyors at any one time. In the event that a prospector or surveyor wins a dispute, that piece gains a bonus, to a maximum of +2, and keeping counter limits in mind (you may only have one +1 and one +2 prospector and surveyor in play at any one time). Joint passenger routes means that two players may jointly take a passenger route. To do so, both players must place a prospector on the passenger card during the same turn. Then, during the Resolve Disputes phase, the two players each pay for their portion of the distance. Beginning with the turn it is taken, each player collects one half of the revenue (rounded up to the nearest \$10). The two players function as a single player for purposes of dispute resolution, but they must add 2 to their distance during any dispute. Multiple snow plows allows more than one snow plow to be assigned to a single route. They function independently of each other and if any one successfully clears the route, it is cleared. The Freight Transfer optional rule means that instead of delivering your freight to a market, you may deliver it to another claim of the same type. The freight capacity of your trains is calculated the same, with the exception that any claim in the same location (two silver claims in Leadville, for example) is treated as being a distance of 1 away. So, using the example of two silver claims in Leadville, a power 9 train could transfer 18 silver from one claim to the other. Victory conditions are as in the Campaign game – we are playing 24 turns, and whoever has the most money at the end of that period wins. Good luck.

Dachshund**Game Start****Initial Bids and Card Selection due 6/4 Tuesday**The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Chris Geggus		0		\$40		0		
Bob Robles		0		\$40		0		
Jack McHugh		0		\$40		0		
Martin Burgdorf		0		\$40		0		

Commodity Log

Commodity	Chris	Bob	Jack	Martin
Stone (2)	--	--	--	--
Wool (3)	--	--	--	--
Timber (4)	--	--	--	--
Grain (5)	--	--	--	--
Cloth (6)	--	--	--	--
Wine (7)	--	--	--	--
Metal (8)	--	--	--	--
Fur (9)	--	--	--	--
Silk (10)	--	--	--	--
Spice (11)	--	--	--	--
Gold (12)	--	--	--	--
Ivory (12)	--	--	--	--

CardsNotes

Remember that we are playing with the Eurogames rules. A link to the updated advance log and rules changes has been added to the main website page. By these rules, you have each been dealt three cards. You must select one to discard, which will be shuffled back into the deck.

Pedagoguery

The Earth is not a good place to try to investigate the earliest periods of the solar system's formation. Much of the Earth's surface is of much younger vintage, due to erosion and plate tectonics. However, nearby there is a body that provides intriguing clues to an event early in the solar system. That body is the moon and the event is called the Late Heavy Bombardment.

During the middle of last century, detailed observations of the moon noticed that cratering is significantly heavier in the lunar highlands than it is in the maria. Cratering in the highlands is about 32 times as dense as it is in the Maria – in fact the highlands are saturated with craters – any new crater will obliterate older ones. Early estimates are that the maria were about 3.5 billion years old, so that first 700

or 800 million years after the moon's formation must have been a tumultuous time.

More data was clearly needed to pin down ages more precisely. Fortunately, the Apollo missions provided the perfect opportunity. The rocks they brought back did two things – they pegged the age of the maria to about 3.9 billion years, and they also identified that at that same time there was a tremendous burst of cratering that obliterated the previous record.

All this pointed to a cataclysm at around 3.9 billion years ago. Additional evidence from meteorites and from observations of other planets and moons backs this up. The question is whether this was the tail end of the solar system's formation, or a sudden flare up. For a while, it was unclear how either scenario

could be correct. Models of the solar system's formation indicated that most of the debris in and around the orbits of the planets would have been cleared out by then, and there was nothing that pointed to a mechanism to initiate a flare up.

Then, the Nice Model came along. Named for the city on the French Riviera, the Nice Model was a model of the chaotic gravitational interactions of the four gas giant planets during the early solar system. Its intent was to explain the observed orbital eccentricities of those planets, as well as to explain how Uranus and Neptune are where they are when current models of solar system formation indicated that no planets that large could have formed that far from the sun.

In the Nice Model, the planets start in different positions than they occupy today. Jupiter starts at 5.5 astronomical units (a.u.) from the sun, Saturn at 8.2, Neptune at 11.5, and Uranus at 14.2. Beyond Uranus, there is a thick belt of debris – the precursor to the modern Kuiper Belt, that extends from 15 to 35 a.u. There is still at this time a small amount of debris among the planets, and as these are scattered away, Jupiter gradually creeps inward while the other three creep outward. This happens until Jupiter and Saturn pass through a 2:1 orbital

resonance, and then all hell breaks loose. Saturn's orbit becomes increasingly eccentric and its gravitational effects throw Neptune out beyond Uranus' orbit into the midst of the Kuiper Belt. Neptune scatters large numbers of icy planetesimals inward, where the other planets scatter them all over. In addition, Jupiter migrates a little further inward, partially disrupting the asteroid belt. The result is a sharp spike of impacts in the inner solar system that rapidly trails off as bodies are either scattered out of the solar system or hit planets or moons.

The Nice Model explains a great many things. In addition to explaining the orbital eccentricities and positions of the outer planets, and the observed cratering on Mars, the moon, Mercury, as well as Ganymede and Callisto, it also explains the presence of the Trojan asteroids of Jupiter and the many small eccentric and retrograde moons of Jupiter and the orbital-element distribution of the Kuiper Belt. While the Nice Model is certainly strong evidence for the Late Heavy Bombardment, proof is probably going to require sample analysis from Mars, Mercury, and Callisto.

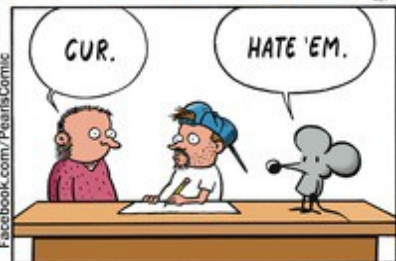
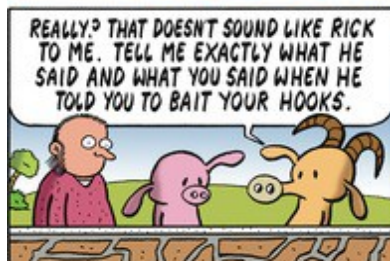
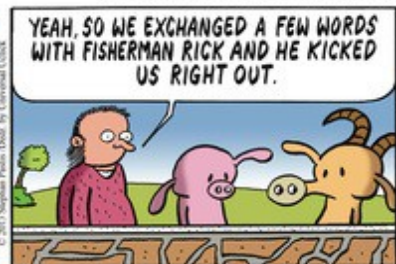
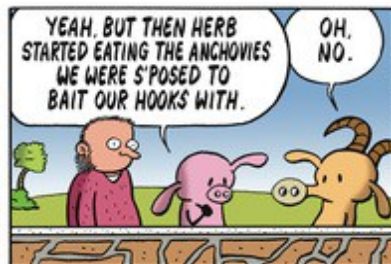
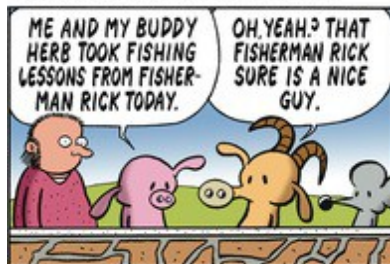
Next time, the Multiverse.



PEARLS BEFORE SWINE



BY STEPHAN PASTIS



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Addresses

Dave Anderson	Forest Cole	Geoff Kemp	Cary Nichols	Mike Scott
Debbie Anderson	11210 Montverde Ln	ggeoff510@aol.com	756532-938 South FM1673	4040 E. Piedmont Dr.
20832 Tuck Rd., Site 32	Houston, TX 7099	Doug Kent	Snyder, TX 79549-8812	Space 61
Farmington Hills, MI 48336	simply4est@yahoo.com	diplomacyworld@yahoo.com	Walt O'Hara	Highland, CA 92346
(248) 473-7482	Simply4est@aol.com	Robert Koehler	hussar@hotmail.com	mikesmag2@jsbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	rkhoeler@triad.rr.com	Dave Partridge	(909) 864-4343
andersond4@michigan.gov	96 Cedar St. #4	Andy Lewis "Marmaduke"	15 Woodland Drive	Gina Teh
Howard Bishop	Bangor, ME 04401	16 Gossling Dr.	Brookline NH, 03033	lone_hammy@yahoo.com.sg
43 Guinions Road	(207) 941-8568	Lewes, DE 19958	rebhuhn@rocketmail.com	Richard Weiss
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	Alewis161@hom.com	James Pratt	richardweiss@higherquality.com
latics@globalnet.co.uk	Chris Geggus "Davey Boy	(302) 644-1984	prattjames1960@yahoo.com	Brendan Whyte
John Boardman	Smith"	Michael Longdin	Berend Renken	Assistant Map Curator
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	michasel.longdin@virgin.net	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	Geggus@sky.com	6903 Kentucky Derby Drive	berend02@aol.com	Paarkes, ACT 2600 Australia
664 Smith St.	Ron Fisher	Charlotte, NC 28215	Paul Risner	obiwonfive@hotmail.com
Providence, RI 02908-4327	skylark3@charter.net	Mlowrey@infionline.net	10325 NW 63rd Dr.	Kevin Wilson
jfburgess@gmail.com	Pasquale Giovine	(704) 569-4269	Parkland, FL 33076	4758 Doncaster Ct.
Eric Brosius	Via Osanna N.2/e	Brad Martin	goeben@aol.com	Long Grove, IL 60047
53 Bird St.	I-89127 Reggio Calabria, Italia	180 Peninsula Road	Jerry Roalstad	ckevinw@gmail.com
Needham, MA	giovine@unirc.it	Maylands 6051	Gerald.roalstad@ang.af.mil	Andrew York "Greyhound"
Public.brosius@comcast.net	Dave Hood	Western Australia	Bob Robles "Howler"	P.O. Box 201117
Colin Bruce	dhood@phd-law.com	Australia	67 Tara Rd.	Austin, TX 78720-1117
30 Almoners' Avenue	Dave Hooton	Westfront@westfront.com.au	Orinda, CA 94563	wandrew88@gmail.com
Cambridge, CB1 8PA, England	hootond@yahooc.com	Jack McHugh	Rlroble5@comcast.net	Paul Zieske
furyofthenorthmen@btopenworld.com	Dale Horsely	jwmchughjr@gmail.com	(510) 254-6354	zieskep@juno.com
Dennis Cain "Red Dog"	dale.horsely@yahoo.com	Lynn Mercer	Bill Scharf "Doge"	
1218 N. 3 rd St.	Tom Howell "Whippet"	hancockfc@yahoo.com	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	
iamthedbear@sbcglobal.net	off-the-shelf@olympus.net	Akron, OH 44320	bear-hugs@sbcglobal.net	
	(360) 928-9698	lurkertv@hotmail.com	Bogislaw von Shcoenfeldt	
		(330) 835-4013	coldcomfort@gmx.net	

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, Brad Martin **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, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin

Standby Calls

None this issue!