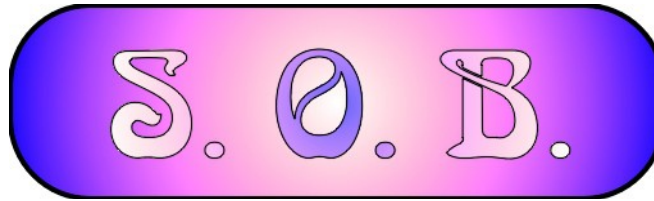


Number 188



July, 2013

Notes from Hades

Summer is approaching, and next week is the boys' last week of elementary school. We're going to be having a pretty busy summer, particularly the boys. They crossed over from cub scouts to boy scouts last March, so they are diving into boy scout activities, including their first summer camp.

A couple of games have ended this issue. First, was the Power Grid game Grommit. Congratulations to Andy York on his victory in that game. The second game was the Industrial Waste game Rottweiler, which was also won by Andy York. That leaves room for two more games, so Akita and Newfoundland will start up next time.

The next deadline is **Tuesday, July 16 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

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Game Openings

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Jason Wilke, Martin Burgdorf(\$), will take up to 3 more.

Rescue Dog. Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 4, will take up to 3 more. This box will be checked if you have signed up.

Akita. Seafarers of Catan. Have Ron Fisher, Chris Geggus(\$), Andy York(\$), Dave Partridge(\$), Martin Burgdorf(\$), will take up to 1 more. **Starts next issue!**

Newfoundland. New World. Have Dave Partridge(\$), Bob Robles(\$), Dave Hood(\$), Martin Burgdorf(\$), will take up to 2 more. Any vacancies will be filled

with the Non-Player Nations variant. **Starts next issue!**

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.

Industrial Waste. Will take up to 4.

Robo Rally. Will take up to 10.

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

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

Summer 1057

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

Miller Number 2010Dpw23 (gunboat)

Deadline for Fall 1057 7/16 Tuesday

Naples joins with Pisa to keep the Byzantines bottled up in the Adriatic. The Pope suffers some defeats while Venice takes advantage of a lapse from the Holy Roman Emperor.

Spring 1057 Retreats

The Papacy retreats A Piombino to garrison

Orders

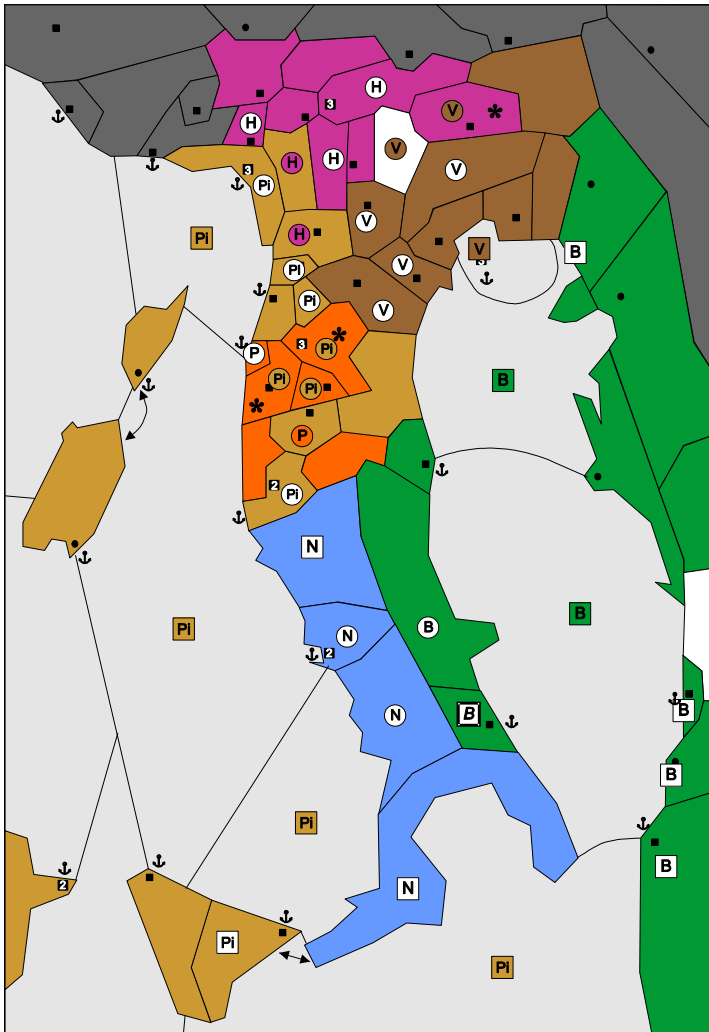
BYZANTINES :

A Ancona to AQUILA, F DURAZZO to Ionian Sea, F LOWER ADRIATIC to Otranto, F (EM) BARI supports F Lower Adriatic to Otranto (cut), F RAGUSA to Lower Adriatic, F ALBANIA supports F Ragusa to Lower Adriatic, F UPPER ADRIATIC supports F Ragusa to Lower

Adriatic, F CARNIOLA supports F Upper Adriatic
HOLY ROMAN EMPIRE : NMR! A Trent holds (DISLODGED, retreat garrison, OTB), A MILAN holds, A PARMA holds, A MONTFERRAT

holds, A FORNOVA holds, A MODENA holds
NORMANS : A SALERNO to Bari, F Naples to CAPUA, F OTRANTO supports A Salerno to Bari (cut), G NAPLES convert to A
PAPACY : A Florence supports A Sienna to Pisa (DISLODGED, retreat Urbino, garrison, OTB), A Sienna to Pisa

Bolognese



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

PISA □:

A GENOA holds, A PISTOIA supports A Pisa to Florence, A LUCCA to Modena, A Pisa to FLORENCE, A AREZZO supports A Piombino to Sienna, A Piombino to SIENNA, A ROME besieges, F LIGURIAN SEA to Pisa, F TYRRHENIAN SEA supports A Rome, F GULF OF NAPLES supports Norman F Otranto, F MESSINA supports F Ionian Sea, F IONIAN SEA holds

VENICE □:

A BOLOGNA supports A Ferrara to Mantua, A Ferrara to MANTUA, A Padua to FERRARA, A VERONA supports A Carinthia to Trent, A Carinthia to TRENT, A BERGAMO to Milan, F VENICE holds

Your ducats:

Notes

The Holy Roman Emperor had NMRed! Will you (if checked) please submit standby orders for the Holy Roman Empire!

Press

Byzantines to Venice: Hold the alliance. If we regress, Pisa progresses.

Normans to Pisa: I will have to trust you.

Pisa to Normans: I supported you in Otranto, as I said, but also you support yourselves from Salerno, please, otherwise Byzantines will take it.

Pisa to Venice: Dear Doge, where HRE can go after the taken of Genoa and Modena? He will go for a walk on your provinces, you will be the only, and unique, neighbour.

Venice to HRE: As you are likely to Conquer Genoa, peace will be conditional on Venice occupation of Trent. One this is accomplished I suggest that you maintain a garrison in Milan and me in Trent while our other armies are directed southwards.

Purebred

Fall 1255

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Winter 1256 7/16 Tuesday**

Genoa captures Milan by treachery! Venice continues his march down the Balkan peninsula while the Pope and Aragon continue to struggle in the middle. A comatose Florence is ignored by all.

Summer 1255 Retreats

Aragon retreats A Patrimony to Sienna

Milan retreats A Genoa to garrison

Expenditures

Genoa borrows 18 ducats for 1 year (22 ducats due Fall 1256) and buys Milan A Parma

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), 22 ducats due from Genoa (18 borrowed)

Spring 1257: 15 ducats due from the Pope (10 borrowed)

Orders

ARAGON (McHugh): A Sienna to AREZZO, A Capua supports A Ancona to Spoleto (cut, DISLODGED, retreat Aquila, OTB), A Ancona to SPOLETO, F Ionian Sea to GULF OF NAPLES, F MESSINA supports F Ionian Sea to Gulf of Naples, F PALERMO

supports F Central Mediterranean to Tyrrhenian Sea, F Central Mediterranean to TYRRHENIAN SEA

FLORENCE (Narhi?): NMR! A PISA holds, A BOLOGNA holds

GENOA (Wilson): A GENOA besieges, A Modena to PARMA, A Parma to MILAN, F LIGURIAN SEA supports A Genoa, F Tyrrhenian Sea to NAPLES

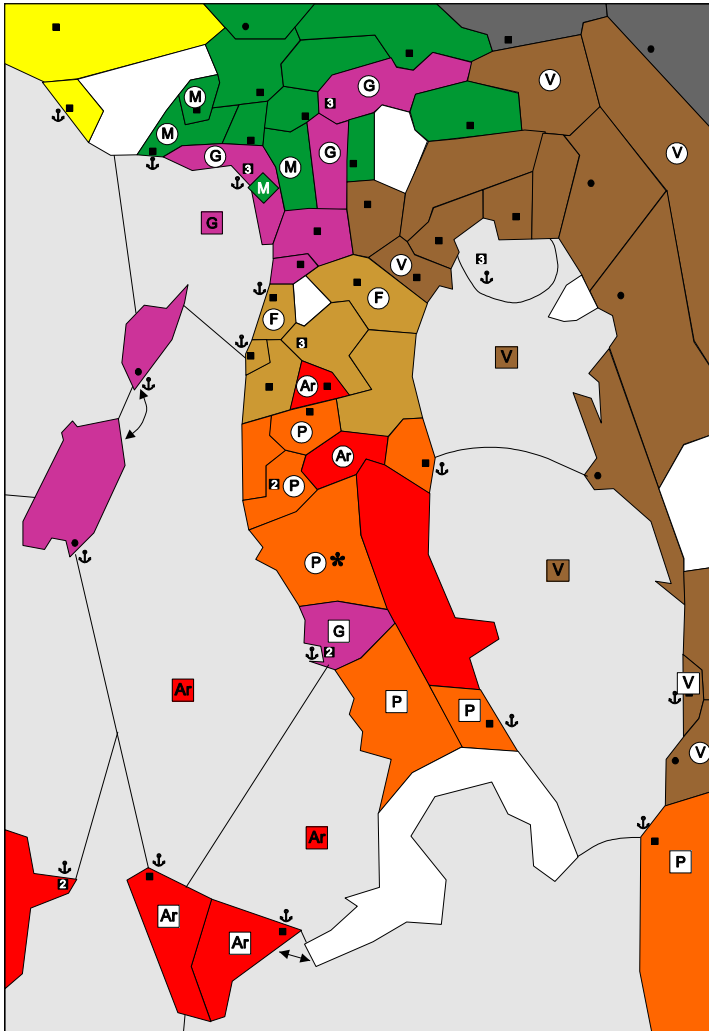
MILAN (Schoenfeldt): A Turin to SALUZZO, A Montferrat to SAVOY, A Pavia to FORNOVA, A Parma supports A Pavia to Fornova (nsu), G GENOA converts to A

PAPACY (Roalstad): A Patrimony to PERUGIA, A ROME supports A Spoleto to Capua, A Spoleto to CAPUA, F BARI holds, F Otranto to SALERNO, F DURAZZO holds

VENICE (Robles): A CARINTHIA holds, A SLAVONIA holds, A Friuli to ALBANIA, A FERRARA holds, F UPPER ADRIATIC transports A Friuli to Albania, F LOWER ADRIATIC transports A Friulit to Albania, F RAGUSA supports A Friuli to Albania

Your treasury:

Purebred



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

Notes

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

Spring 1255 Famine

Good Year – No Famine!

Spring 1255 Income

Provinces and cities that are underlined do no produce income while those that are

S.O.B.

in italics could change hands depending on retreats.

Provinces

ARA	Arezzo, Spoleto, Aquila, Tunis, Palermo, Messina	6
FLO	Pisa, Piombino, Sienna, Florence, Urbino, Bologna	6
GEN	Milan, Parma, Modena, Lucca, Genoa, Corsica, Sardinia, Naples	8
MIL	Trent, Cremona, Tyrolea, Como, Swiss, Turin, Pavia, Fornova, Montferrat, Saluzzo, Savoy	11
PAP	Patrimony, Perugia, Rome, Ancona, Capua, Salerno, Bari, Durazzo	8
VEN	Carinthia, Slavonia, Mantua, Ferrara, Padua, Verona, Treviso, Friuli, Carniola, Croatia, Dalmatia, Herzegovina, Ragusa, Albania	14

Seas

ARA	Tyrrhenian Sea, Gulf of Naples	2
GEN	Ligurian Sea	1
VEN	Venice, Upper Adriatic, Lower Adriatic	3

Cities

ARA	Arezzo, Tunis (2), Palermo, Messina	5
FLO	Pisa, Piombino, Sienna, Florence (3), Bologna	7
GEN	Milan (3), Modena, Lucca, Corsica, Sardinia, Naples (2)	9
MIL	Trent, Cremona, Tyrolea, Swiss, Turin, Pavia, Montferrat, Saluzzo, Savoy, <u>Genoa (3)</u>	9
PAP	Perugia, Rome (2), Ancona, Bari, Durazzo	6
VEN	Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Venice (3)	12

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	2	6	2	5	15
FLORENCE:	2	6	0	7	15
GENOA:	2	8	1	9	20
MILAN:	3	11	0	9	23
PAPACY:	3	8	0	6	17
VENICE:	3	14	3	12	43

Game Summary

	1253	1254	1255	1256
Aragon:	3	5	5	4
Florence:	3	5	5	5
Genoa:	3	5	7	6
Milan:	3	6	8	9
Papacy:	3	5	7	5
Venice:	3	5	8	10

Rottweiler

Turn 8b

End of Game Statements, 7/16 Tuesday

Cards

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

GOP plays Raw Materials, auctioning off 5 raw materials. GOO bids \$1, TRP bids \$5, and GOP takes it for \$6.

GOO plays Growth, increasing his Growth to 17.

TRP plays Growth with an Advisor, making his Growth 20 and signaling the end of the game.

GOP plays Innovation, spending \$5 and improving Waste Reduction to 1/15.

GOO plays Innovation, spending \$5 and improving Waste Reduction to 4/3

Each player pays \$5 for maintenance.

TRP plays Waste Removal, reducing his waste to 10, GOP increases his waste to 6 and GOO increases his waste to 2.

GOP plays an Order, using 5 raw materials and gaining \$19 and 1 waste.

GOO plays Raw Materials, auctioning one raw material. TRP bids \$1, GOP bids \$4, and GOO passes.

TRP passes

End of game Accident: TRP pays \$5 and his Growth is reduced to 19.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project		\$19	0	0	19	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.		\$18	0	10	19	5	Raw Materials
Eric Brosius	General Olfactory Organization		\$14	0	1	17	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	10	40
Richard Weiss	5/1	5/1	1/15	7	45
Eric Brosius	5/1	1/15	4/3	2	43

Notes

Congratulations to Richard on his victory!

Dog Show

Turn 13

Turn 14, 7/16 Tuesday

Commander Actions

HICK buys a New Chemicals factory (Wa7, Ti7, Ti8, Ti10, Ti13, Re15) and transfers a population factor from a water factory to man it.

Scooby Shack passes.

ITCHEN opens the bidding on a Space Station at 120 and gets it (MWa, Ti7, Ti7, Ti8, Mi16, Mi16, Mi17, Mi19). Transfers a population factor from a water factory to man it.

HOBO passes.

BarterTown opens the bidding on an Outpost at 100 and HBDC gets it for 103 (Wa6, Wa7, Wa7, Wa7, Wa7, Wa8, Wa8, Wa9, Ti8, Ti9, Ti12, HE discount).

Opens the bidding on a Laboratory at 80 and gets it (Or5, Wa8, Wa9, Ti8, Ti8, Ti8, Ti9, Ti10, Ti11, Ti12). Transfers a robot from an ore factory to man the research factory.

MMC opens the bidding on a Moon Base at 200 and gets it (Wa5, Wa6, Wa7, Wa7, Wa9, Re9, Re11, Re11, Re11, Re11, Re12, Re13, Re13, Re14, Re14, Re15, Re15, Re17) and buys a population factor (Or2, Wa8)

Ramdeon 7 buys a titanium factory (MWa) and 3 robots (Ti7, Ti12, Ti12).

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

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF, ReF	3DL, La, 3Sc, MB	41
2	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, 2OL, 2Ec, SS	40
3	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF	HE, Ec, 2OL, Ou, La	37
4	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, Wa, OL, Ec, Ou, La	32
5	BarterTown	Andy York	OrF, <i>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF</i>	HE, 2Ro, Wa, La	30
6	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF	2DL, No, Wa, 2Sc, Ec, Ou	27
7	Ramedon 7	Bill Scharf	<i>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	Wa, No, HE, Ro	23
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	Wa, No, HE, Ou	22

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: Space Station, Laboratory, Outpost, Planetary Cruiser

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	0
Laboratory (La)	80	1	0
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	1	0
Space Station (SS)	120	1	4
Planetary Cruiser (PC)	160	3	3
Moon Base (MB)	200	0	5

Income

BarterTown, Ramedon 7, and Scooby Shack take MWa. ITCHEN, BarterTown, and Ramedon 7 take MTi. ITCHEN discards Or1. Ramedon 7 discards Or2.

Golden Retriever

Turns 12.2 to 13.2

Turns 13.3 to 14.3, 7/16 Tuesday

Turn 12

Dave rolls a 5. Dave and Chris each gain 1 brick. Builds ships at D14 to D13 and D13 to E13 (discovers ocean) and a road from C14 to C15.

Chris rolls a 7. Moves the Robber to the Mountain 4 spot at C11 and steals an ore from Bill. Buys a development card ().

Bill rolls a 4. Dave gains 3 lumber. Passes.

Turn 13

Kevin rolls a 4. Dave gains 3 lumber. Kevin plays Monopoly and claims all ore, Dave trades 2 ore and 2 lumber to Chris in exchange for 1 wool, then builds a ship gaining 2 ore from Bill. Passes.

Dave rolls a 6. Kevin and Chris each gain 1 wool, Dave and Bill each gain 2 ore.

Open Trades

None

Dice Rolls

Turn 13

Chris: 9

Bill: 9

Turn 13

Kevin: 8

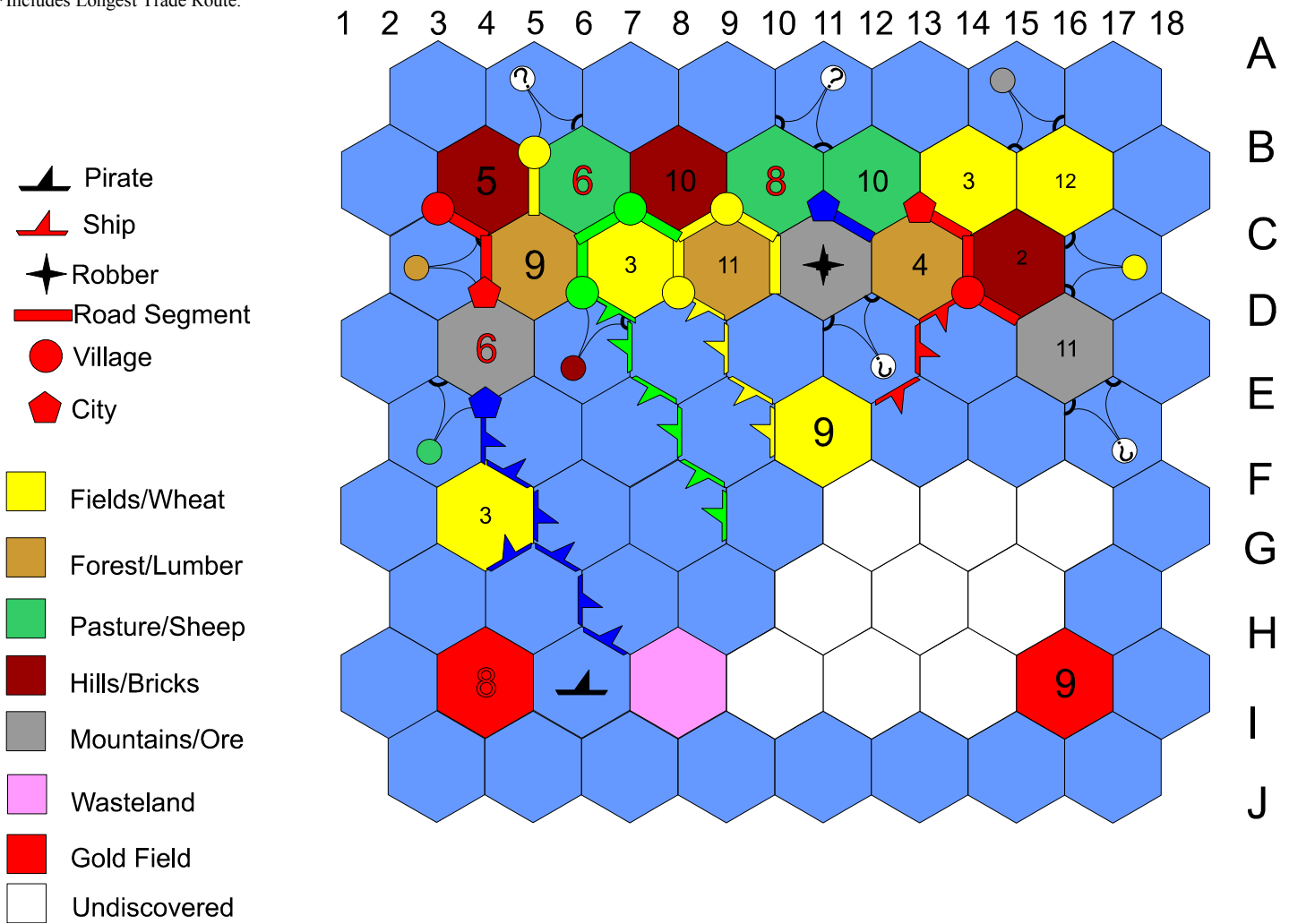
Dave: 10

Chris: 11

The Players

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

*Includes Longest Trade Route.

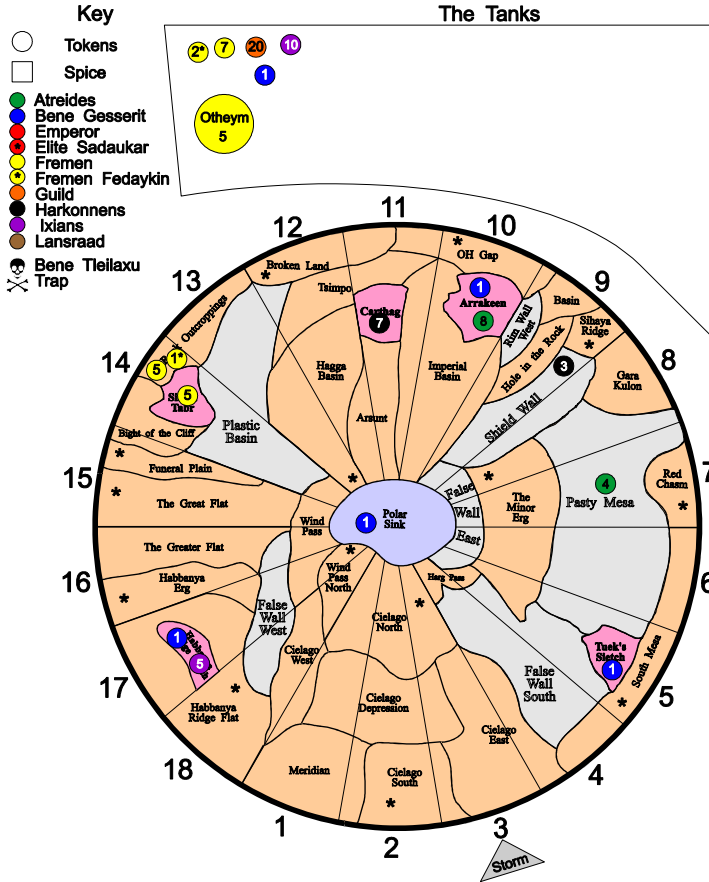


Hound Dog

Turn 2 Battle through Turn 3 Nexus Turn 2 Nexus, 7/16 Tuesday

Players

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



Turn 2

Battle Round

Cielago South, Battle One

	Guild	Ixians
Attack	None	Crysknife
Defense	Shield	None
Leader	Staban Tuek (5)	Bronso (2)
Dial	3	5
Spice	0	5
Total	8	7

The Guild wins. The Ixians lose 10 tokens to the tanks and the Crysknife is discarded. The Guild lose 6 tokens to the tanks.

Cielago South, Battle Two

	Guild	Fremmen
Attack	La, La, La	Chaumas
Defense	None	Shield
Leader	Master Bewt (3)	Otheym (5)
Dial	2.5	5.5
Spice	0	3
Total	2.5	8.5

Otheym betrays the Fremmen! The Fremmen lose Chaumas and the Shield, and the Guild discards La, La, La. The Fremmen lose 7 tokens (1 Fedaykin) to the tanks. The Guild gain 5 spice from Otheym.

Spice Collection

- Atreides collect 2 spice (Arrakeen)
- Harkonnens collect 2 spice (Carthag)
- Guild collects 10 spice (Cielago South)

Turn 3

Storm Movement

The storm moves 6 sectors to Sector 3 (2 spice, 1 Bene Gesserit token, and 5 Guild token are destroyed in Cielago South). Turn 4 storm movement: _____

Spice Blow

Worm in the Funeral Plain. Nexus occurs.

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 in the tanks, 15 tokens off-planet
- Fremmen:** 5 tokens Sietch Tabr, 6 tokens (1 Fedaykin) Rock Outcroppings (14), 9 tokens (2 Fedaykin) in the tanks
- Guild:** 20 tokens in the tanks
- Harkonnens:** 7 tokens Carthag, 3 tokens Shield Wall (9), 10 tokens off-planet
- Ixians:** 5 tokens Habbanya Ridge Sietch, 10 tokens in the tanks, 5 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Grommit

Turns 8 Fuel Purchasing through End of Game Statements

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
2	Dave Hooton	Le-duQ	Purple	15 Coal 2→3, 26 Oil 2→5, 30 Trash 3→6	14	263
4	Chris Geggus	GECS	Yellow	21 Hybrid 2→4, 10 Coal 2→2, 31 Coal 3→6 (1)	11	206
3	Bill Scharf	HALO1	Burnt Ochre	22 Eco X→2, 23 Nuclear 1→3, 33 Eco X→4	12	214
1	Andy York	GPS	Blue	18 Eco X→2, 28 Nuclear 1→4, 20 Coal 3→5 (1)	15	270
5	Richard Weiss	POWER	Pink	06 Trash 1→1, 25 Coal 2→5 (2), 29 Hybrid 1→4 (1o)	10	314

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

Turn 8

Phase 3: Purchasing Fuel

HALO1 buys 2 uranium for 3 Elektros, POWER buys 1 trash for 5 Elektros, 1 oil for 3 Elektros, and 2 coal for 12 Elektros, GPS buys 2 uranium for 7 Elektros and 5 coal for 35 Elektros, GEGS buys 4 oil for 14 Elektros and 2 coal for 16 Elektros, Le-duQ buys 3 trash for 17 Elektros and 2 oil for 9 Elektros.

Phase 4: Connecting Cities

HALO1 connects to St. Georges for 27 Elektros, Alma for 19, Roberval for 25, and Chicoutimi for 19, POWER passes, GPS passes, GEGS passes, Le-duQ expands to Maniwaki for 30 Elektros and Mont-Laurier for 20.

Phase 5: Bureaucracy

Power Cities

Le-duQ powers 11 cities, using 2 oil and 3 trash and gaining 112 Elektros.
GEGS powers 6 cities, using 2 oil and 2 coal and gaining 73 Elektros.
GPS powers 11 cities, using 1 uranium and 3 coal and gaining 112 Elektros.
POWER powers 10 cities, using 2 coal, 2 oil, and 1 trash and gaining 105 Elektros.
HALO1 powers 9 cities, using 1 uranium and gaining 98 Elektros.

Adjust Power Plant Market

Power plant #38 goes to the bottom of the deck and the #17 card is drawn, pushing the #34 plant into the future market.

Turn 9

Phase 2: Power Plant Bidding

Le-duQ passes.
HALO1 passes.
GEGS passes.
GPS passes.
POWER passes.
Since no plant was purchased, the smallest one (#16) is now obsolete and is discarded. The #24 plant is drawn to replace it and it joins the current market.

Phase 3: Purchasing Fuel

POWER buys 1 trash for 5 Elektros, 1 oil for 3, and 2 coal for 12, GPS buys 2 coal for 16 Elektros, GEGS buys 1 coal for 8 Elektros, HALO1 passes, Le-duQ passes.

Phase 4: Connecting Cities

POWER passes, GPS connects to Port Cartier for 26, Sept-Iles for 16, Sherbrook for 24, and St-Simeon for 31, GEGS passes, HALO1 passes, Le-duQ passes.

Phase 5: Bureaucracy

Power Cities

Le-duQ powers 11 cities, using 2 oil and 3 trash and gaining 112 Elektros.
HALO1 powers 9 cities, using 1 uranium and gaining 98 Elektros.
GEGS powers 4 cities, using 2 oil and gaining 54 Elektros.
GPS powers 11 cities, using 1 uranium and 3 coal and gaining 112 Elektros.
POWER powers 10 cities, using 2 coal, 1 oil, and 1 trash and gaining 105 Elektros.

Notes

And with that, the game is over, since GPS connected to 15 cities, triggering game end. Both GPS and Le-duQ can power the most cities (11), and thus the game is decided by the tie breaker of the most money, which GPS wins by 7 Elektros.

S.O.B.

Congratulations to Andy York!

End of Game Statements

Bill Sharf (HALO1): The thing I really like about this game is there's no winning strategy that works all the time. It's dependent on what the other players decide to do, and when they decide to do it, and, face it, which cards come up when it's your turn to bid. A good plant pull after everyone else has bought/passed can make a big difference.

Getting power plants is important, but fuel type can matter if you're buying fuel late...there may not be enough of the type you need and you'll be paying more for it. City connections are important too, if you spend twice as much as others to expand you'll lose. First time I've played this board and it's pretty harsh...a lot of expensive builds...which is a big factor too, on other boards with a smaller price difference it's not as critical when and where you expand.

This is a great game to play, thanks to everyone for playing, and Chris for running it. It was a lot of fun once I got a better handle on this strange new thing called e-mail.

Chris Geggus (GEGS): Well done to Andy and another big thanks to Chris. Doing these games in real time must take even more of your valuable time. Not a worry for the lazy unemployed like me!

Only my second game of PG and I enjoyed most of it - in part due to the jovial banter of my oppos. I made a couple of tactical errors, such as my over-reliance on coal based plants, although I was more than happy with my map position. I would certainly like to play again, but I suspect that this particular map is more suited to setting up earlier rather than later at game start. Too many bonus locations in my opinion. I've not tried the other maps yet, but I'm sure each has its own peculiarities.

Onward we go.

Andy York (GPS): Wow - it wasn't until the last two turns that I thought I might have a chance. With the Coal shortage coming up, I decided to try to shift "up" in the order so that I could have an early shot at resources. Then, the crappy (sorry Chris) power plant draws meant nothing was moving in that arena.

In the last turn, it was Chris's reminder that 15 connected cities was the goal that made an alteration in strategy (until he said that I was on track thinking it was 17). And, with that nugget, I had to be very careful in what I bought and how I could connect up enough cities to win. As it was, I barely squeaked through with the victory (even with forgetting we weren't in phase 3 yet).

BTW - I on the second to last turn, I considered buying another available coal that I was (somewhat) praised for leaving. The real reason I left it was that I wanted to make sure I had room on the next turn to be sure I could run the coal supply nearly out.

That being said, I'm a bit surprised that no one at least shifted from a coal plant to one that ran on oil (more of a lateral move). They wouldn't necessarily have been able to power more cities (at least in potential numbers), but in a practical sense would have been able to due to avoiding the coal shortage.

The other thought, especially before finding out the 15 city limit, was to buy a plant that would have allowed me to power 12 cities (trade in my Eco ->2 for a non-coal X->3). However, my big concern was on what the next plant draw was (Richard could make a big jump in the number of cities he could power). As it was, I didn't have to worry with the continued crappy power plants being put on the market. But, of course the players don't know that at the time.

Thanks to all the players and, as always, to Chris for his stellar GMing!

Robodog**Turn 5****Turn 6 due 7/16 Tuesday***Program Robots*

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Rotate Left (350)	Move 1 (620)	Rotate Left (270)	Move 1 (610)	Rotate Right (260)
Cutter	Rotate Left (90)	Move 1 (500)	Move 3 (790)	U-Turn (30)	Move 1 (640)
Marvin	Move 2 (780)	Rotate Left (250)	Move 2 (730)	Move 1 (550)	Rotate Left (370)
Dalekbot	Back Up (470)	Rotate Left (330)	Rotate Left (170)	Move 1 (600)	Rotate Left (390)
Predator	Back Up (430)	Rotate Right (300)	Move 3 (820)	Rotate Left (230)	Move 1 (490)
Metal Mikey	Move 2 (720)	Move 1 (650)	Rotate Left (210)	Rotate Left (110)	Back Up (480)

Phase 1

Marvin moves ahead 2 to L18, Metal Mikey moves ahead 2 but hits a wall and so stays in F10, Dalekbot backs up to I23, Predator backs up to H18, Anonobot rotates left to face west, and Cutter rotates left to face north. Conveyor belts: Cutter is moved to J20, Dalekbot is moved to H22 and rotated to face west, and Metal Mikey is moved to E10.

Phase 2

Metal Mikey moves 1 to E9, Anonobot moves 1 to H21, Cutter moves 1 to J19, Dalekbot rotates left to face south, Predator rotates right to face east, and Marvin rotates left to face north. Conveyor belts: Anonobot is moved to I20 and rotated to face north, Dalekbot is moved to H20 and rotated to face west, and Metal Mike is moved to F9. Predator shoots Marvin and destroys the Reverse Gear.

Phase 3

Predator dashes forward 3 to K18, Cutter dashes forward 3 to J16, touching flag 1 and relocating his archive, Marvin moves forward 2 to L16, Anonobot rotates left to face west, Metal Mikey rotates left to face west, and Dalekbot rotates left to face south. Conveyor belts: Anonobot is moved to K20 and turned to face north, Dalekbot is moved to J20, and Metal Mikey is moved to G9. Anonobot shoots Predator.

Phase 4

Anonobot moves forward 1 to K19, Dalekbot moves forward 1 to J21, Marvin moves forward 1 to L15, Predator rotates left to face north, Metal Mikey rotates left to face south, and Cutter makes a U-turn to face south. The conveyor belt moves Metal Mikey to H9 and the gear rotates Dalekbot to face west. Anonobot shoots Predator and Cutter shoots Dalekbot.

Phase 5

Cutter moves forward 1 to J17, Predator moves forward 1 to K17, Metal Mikey backs up to H8, Dalekbot rotates left to face north, Marvin rotates left to face west, and Anonobot rotates right to face east. Conveyor belts: Cutter is moved to H17 and turned to face west, Predator is moved to I17. The gear rotates Dalekbot to face east.

Cleanup

None

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green	Ramming Gear	K19>E		2	2
2	Bill Scharf	Cutter	Peach		H17>W	1	2	0
3	Howard Bishop	Marvin	Grey		L15>W		3	2
4	Andy York	Dalekbot	Black		J21>E		2	3
5	Chris Geggus	Predator	Yellow	Fire Control	I17>N		3	3
6	Brendan Whyte	Metal Mikey	Blue	Ablative Coat	H8>S	1	3	2

*Program Cards***Mirzam****Turns 3.3 to 4.3****Turns 4.4 to 5.4 due 7/16 Tuesday**Turn 3

3rd: **Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 3 5 5**

Cobble Port(s)

NMR!

4th: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 2**

5

A – R – B – Goliath(o) – Goliath(s).

Discovers Wraiths (from the cup: Fare to Base at 7b, Voll Silk at 1b, Voll Silk at 1b, Demand for Grease at 7b). Trades in IOU for \$70 and buys 1 Visible

Holes for that plus \$30.

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 * 3**

Rainfall(s) – Rainfall(o) – B – R – Y – B – R – B – Y – B – R – Desolation Landing(o) – B - ? (it's an R40 penalty marker) – Dryport(o) – Dryport(s).

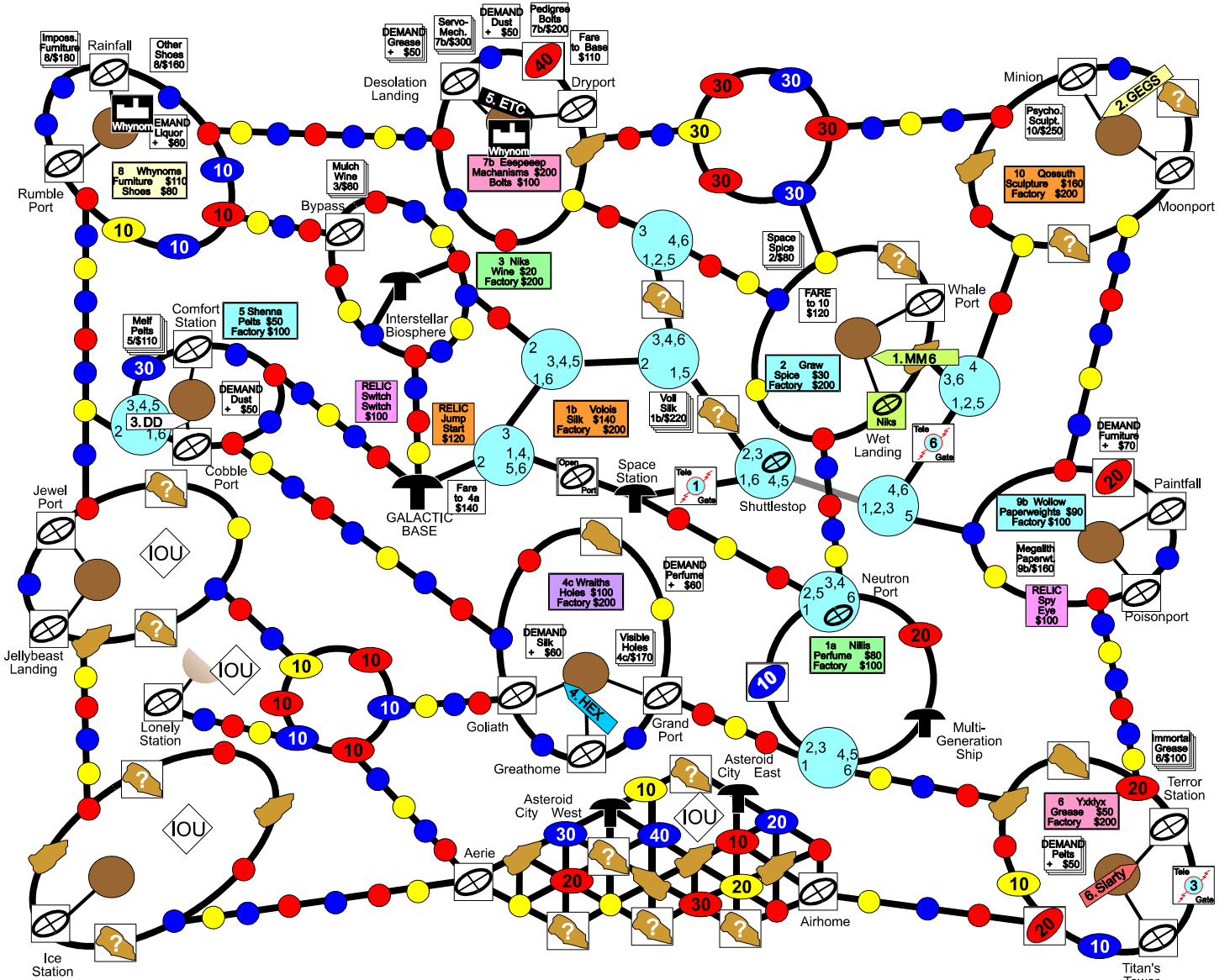
Discovers Eeepeeep (from the cup: Finest Dust at 4a, Servo-Mechanism at 7b, Immortal Grease at 6, and Impossible Furniture at 8). Trades in IOU for \$100 credit and buys the Factory.

6th: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 3 4 5**

Titan's Tower(o) - ? (it's TeleGate 3) – Terror Station(o) – Terror Station(s).

Discovers Yxklyx (from the cup: Chicle Liquor at 7a, Demand for Perfume at

3, Impossible Furniture at 8, Mulch Wine at 3). Trades in IOU for \$100 credit plus Scout for a Clipper.



1. Mystery Machine 6 \$75

Scout
5: 2 3 3

Hold1	Hold2	Hull
Voll Silk 1b/\$220		

Wet Landing \$200

2. GEGS Scout \$9

5: 3 5 5

Hold1	Hold2	Hull
Space Spice 2/\$80		1a \$80
		Shield (\$60)
		10 \$120
		2 \$90

3. Data Dancer Scout \$140

5: 1 2 4

Hold1	Hold2	Hull
		5 \$90

4. HEX Scout \$110

4: 3 4 5 // 5: 1 1 2

Hold1	Hold2	Hull
Visible Holes 4c/\$170		RELIC Gate Lock \$100

5. ETC Needle \$34

4: 1 3 (use 1*3)

Hold1	Hold2	Hull
Mulch Wine 3/\$60		3 \$80
Whynoms \$100	Eeeppeep \$100	

6. Startybarfast Clipper \$80

4: 1 4 4 6

Hold1	Hold2	Hull
		RELIC Yellow Drive \$80

Turn 4

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 5 6
Poisonport(s) – Poisonport(o) – R - ? (it's the Spy Eye relic) – Y – B – NC6 - ? (it's TeleGate 6) – NC6 – A – Wet Landing(o) – Wet Landing(s).
 Sells Megalith Paperweight for \$160 (from the cup: Visible Holes at 4c).
 Buys Wet Landing for \$200.
2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 6 6

R – Y – B – Y – B30 – R30 – B – Y – B – R – Minion(o) – Minion(s).
 Discovers Qossuth (from the cup: Finest Dust at 4a, Mulch Wine at 3, Mulch Wine at 3, and Demand for Grease at 9a). Picks up IOU.
3rd: Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 1 3 4
Cobble Port(s).
 NMR!

Notes

The Debbie Anderson have NMRed! Will Eric Brosius please submit standby orders for the Eeepeeeps.

On the board:

1a (Nillis): Nothing
1b (Volois): 4 Voll Silk
2 (Graw): 3 Space Sice, Fare to 10 (\$120)
3 (Niks): 3 Mulch Wine, Demand for Bionic Perfume (+\$60)
4a (Dell): 4 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)
4b (Humans): 4 Rock Videos, Demand for Space Spice (+\$40)
4c (Wraiths): 2 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), 4 Immortal Grease

7a (Zum): 3 Chicle Liquor, Demand for Finest Dust (+\$50)
7b (Eeepeeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Fare to Base (\$110), Pedigree Bolts
8 (Whynoms): 2 Impossible Furniture, 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 – Held Over

Personnel Selection and Turn 1, Phases I-III due 7/16 Tuesday

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop		Denver	\$2,000	9		S, P+1
Dave Partridge		Denver	\$2,000	9		S+1, P
Dave Hooton	Orange	El Paso	\$2,000	9		7 points
Bill Scharf		Salt Lake City	\$2,000	9		S, P+1
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

Debbie Anderson has NMRed. Because this game is just starting, and missing the initial turn can become a handicap that cannot be overcome, I have decided to hold the turn over rather than continue on. I will hold existing orders, but revisions may be submitted. **Will Eric Brosius please submit standby orders.**

Dachshund

Initial Bids

Initial Token Purchase and Turn 1, Phases 1 through 3 due 7/16 Tuesday

Initial Bids

Chris Geggus bids \$3 and selects Paris

Jack McHugh bids \$2 and selects Venice
 Martin Burgdorf bids \$0 and selects Genoa
 Bob Robles bids \$0 and gets Barcelona

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Chris Geggus	Paris	0		\$37		0		
Jack McHugh	Venice	0		\$38		0		
Martin Burgdorf	Genoa	0		\$40		0		
Bob Robles	Barcelona	0		\$40		0		

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Chris	Bob	Jack	Martin
Stone (2)	1	--	--	--
Wool (3)	--	--	--	--
Timber (4)	--	--	--	--
Grain (5)	--	--	--	--
Cloth (6)	--	--	1	1
Wine (7)	--	1	--	--
Metal (8)	--	--	--	--
Fur (9)	--	--	--	--
Silk (10)	--	--	--	--
Spice (11)	--	--	--	--
Gold (12)	--	--	--	--
Ivory (12)	--	--	--	--

Cards

Pedagoguery

The concept of the multiverse is a useful concept to explain many features of our universe. It can be used to explain how our universe seems so fine tuned to support life, especially since many of our fundamental scientific theories do not constrain the physical constants. Given that, however, how realistic is the notion? It depends on the type of multiverse you are considering.

The observable universe currently has a radius of 42 billion light years. That is the extent to which we can get any information because of the speed of light. While the exact distance changes as the universe ages (and may end up shrinking if the expansion of the universe accelerates) anything beyond the light travel distance since the beginning of the universe is forever beyond our knowledge. As such, it is essentially another universe. This is what is referred to as the level 1 multiverse: an assumption that the observable universe is simply a volume in a larger structure. The physical laws are probably the same throughout multiverse, but speculation on that score becomes less reliable as the distance between universes increases.

The level 2 multiverse is a much different, and much more speculative notion. The idea first arose from the idea of chaotic inflation. In such a scenario, the vast bulk of the universe is constantly expanding exponentially, and smaller universes are constantly seeding out of it. Each one would have its own unique physical laws. A level 1 multiverse can easily be embedded in a level 2 multiverse.

There are several arguments given in favor of a level 2 multiverse. The first is that space has no end. While few would dispute this in concept, it does potentially lead to speculation that cannot be supported scientifically. After all, one of the key hallmarks of a scientific theory is that it must be falsifiable – in other words it must make specific predictions that may run contrary to observational or experimental evidence. When speculating about multiverses, very little can be falsifiable.

Another claim made is that known physics predicts other domains. This is the case with chaotic inflation. Inflation is based on a scalar field called the inflaton field. (Scalar fields have only a value at all points in space, unlike most fields of which we are aware, which have both a value and a direction.) While the

existence of such a field is on firm theoretical ground, the exact nature of the field is not, so it is quite speculative to say what it predicts.

Another claim is that the theory that predicts the multiverse has passed a key observational test. This specifically refers to the microwave background radiation. The detailed patterns in it suggest that the universe did indeed go through a period of inflation very early on. However, it is quite a leap to go from an inflationary period in our universe to the chaotic inflation model. The one does not necessarily imply the other.

A further claim is that the fundamental constants are finely tuned for life. While this fact is manifestly true, many times explanations for this fact implicitly assume an answer. Take, for example, dark energy. A universe with too much of it will expand so fast that complex structures cannot survive. However, statistical analyses of universe formation with varying amounts of dark energy density seem to imply that higher levels are more likely. Therefore, there should be a peak where dark energy density is high enough to be plausible, but low enough to be able to produce life. According to those analyses, our universe has precisely that density of dark energy. The problem is that this argument assumes the desired outcome because you can only do a statistical analysis if more than one of a thing exists. If ours is the only universe, that type of statistics has no meaning.

String theory is another argument used in favor of the multiverse idea. The problem with string theory is that, in its current form, it does not constrain many of the fundamental physical properties of a universe. Since it predicts that every value of these properties can exist, it loses any real predictive value at all. Until it can be better constrained, its predictive value is small.

The final argument used in favor of a multiverse is that all that can happen, does happen. In an infinite universe, this is undoubtedly true. But, once again, this strays into the realm of speculation. It implies a greater framework or principal that decides what is allowable and what is not, and we have no direct evidence of such a thing. It also fails the falsifiability criterion.

In the end the idea of a multiverse, while interesting and perhaps explanatory, falls short of scientific theory. A level 1 multiverse is plausible, but cannot be confirmed, and a level 2 multiverse is pure speculation.

Next time, new types of supernovae.

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
laties@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@comcast.net
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	Rlrobes5@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

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

Dave Partridge for Florence in Purebred

Brad Martin for the Eepeeep in Mirzam

Eric Brosius for Debbie Anderson in Pick of the Litter